



Children of the Night



Monsters and new rules for Ravenloft and the *Curse of Strahd*
by “JESTER” DAVID GIBSON with help from
ANDREW “ALHOON” PAVLIDES

Ravenloft



Children of the Night

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(Based on the work of William W. Connors, et al.)

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INTRODUCTION

This book contains a wealth of classic monsters for the RAVENLOFT CAMPAIGN SETTING, updated from both the 2nd Edition and 3rd Edition of the DUNGEONS & DRAGONS rulesets.

The monsters of this book were primarily found in the [Ravenloft Monstrous Compendium Volume I & II](#) the [Ravenloft Monstrous Compendium Volume III](#), and full information on the habitat, societies, and ecologies of these monsters is included in those products. I heartily recommend these products be purchased for full use of this PDF. However, the monster statblocks are complete, and self-contained, so there is all the information needed to run each of these monsters in this book.

Like the companion book, [Heroes of the Mists](#), this product was a labour of love that started well before *Curse of Strahd* was announced and I'm excited to share my work with the public.

I hope you enjoy it.

-“Jester “ David Gibson

p.s.

I apologize for but accept no responsibility over any TPKs. I just updated the monsters, I didn't create them.

On Languages

There is no Common tongue in the Core of Ravenloft.

However, for sake of simplicity and to make the monsters in this document useable in any campaign or adventure, the statblocks use “Common”.

Monsters native to the Land of the Mists should replace Common with the local language of their home Domain, such as Balok or Mordentish.

On Challenge

This document follows the “round down” method used by [Fifth Edition Foes](#), where if a monster's expected Challenge was fractional, it was reduced to the nearest whole number.

This means some monsters might be slightly more challenging than expected.

However, RAVENLOFT is meant to be a horror setting where they adventurers are tested, so challenging foes fits the campaign. And players are a cunning lot that can defeat powerful opponents through cunning and dirty tricks. Rounding down seems very appropriate.

A

Akikage

Originally found in the [Ravenloft Monstrous Compendium Volume III](#).

Spawned from the assassins of Rokushima Táiyoo, the akikage – or shadow ninja – is the spirit of someone who died while stalking an important victim. The akikage cannot rest until it has successfully completed its final mission.

Usually an invisible spirit, when the akikage manifests it appears clad in assassin's garb but surrounded by a thick smoke that renders it grey and indistinct.

While it understands the languages it knew during life, an akikage never speaks, choosing to remain silent unless magically compelled.

Undead Nature. An akikage doesn't require air, food, drink, or sleep.



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)

Skills Stealth +6

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 90 ft., passive Perception 11

Languages Common

Challenge 7 (2,900 XP)

TRAITS

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. As an action, it can choose to be visible until the end of its next turn.

ACTIONS

Multiattack. The akikage makes two phantom blade attacks

Phantom Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage and 7 (2d6) cold damage.

Death Strike. If the akikage is visible and hits with a phantom blade attack, the akikage can force the target make a DC 14 Constitution saving throw. On a failure, the target's heart freezes in its chest, reducing its hit point total to 0. On a successful saving throw, the creature takes 28 (8d6) cold damage.

B

Backwards Man

Originally found in *Denizens of Darkness*.

Backwards men live to perform mischief. Cruel and sadistic, a backwards man prefers to toy with its victims, stalking and tormenting them for days: taking small valuables, rearranging furniture, killing pets, and making eerie noises. Only after they are finished playing does the backwards man attack, killing their prey,

Backwards men resemble people on their back, with their limbs grotesquely twisted to allow an awkward crablike gait. Their heads are twisted around in an impossible, unnatural angle that should have broken their neck. A single disgusting purple tentacle wriggles from their mouth, and more force their way from any wounds it suffers.

Many rumors exist about the origin of backwards men, but the veracity of these is unknown. The most common explanation is that they are children abandoned by their mothers to die. It is possibly for this reason backwards men despise women, choosing them above other targets for their vicious pranks.

Backwards Man

Medium aberration, chaotic evil

Armour Class 12

Hit Points 22 (4d8 +4)

Speed 25 ft.

Str 14 (+2) **Dex** 15 (+2) **Con** 12 (+1)

Int 10 (+1) **Wis** 15 (+2) **Cha** 13 (+1)

Skills Stealth+4

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 1/2 (100 XP)

TRAITS

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 sprouts a new tentacle. Tentacles wither and die within 1 hour and the wound closes.

ACTIONS

Multi-attack. The backwards man can make as many attacks as it has tentacles (minimum 1).

Tentacle. *Melee Weapon 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

Originally found in the [Ravenloft Monstrous Compendium Volume III](#).

These malicious predators look somewhat like albino goblins. Originally a jungle creatures, they migrate across the land in regular patterns.

Mischievous beings, they make a habit of stealing food from the farms and settlements near their lairs. They enter homes at night, raiding kitchens, and vindictively attacking anyone who interferes with their nocturnal thievery.

The blood of the bakhana rakhna is poisonous, and they use it to envenom their weaponry.

look somewhat like albino goblins

make a habit of stealing food from the farms and settlements near their lairs.



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

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Common

Challenge 1/4 (50 XP)

TRAITS

Innate Spellcasting. The bakhana rakhna's innate spellcasting ability is Wisdom (spell save DC 11). The bakhana rakhna can innately cast the following spells, requiring no components:

4/day: *passwall*

2/day: *silence*

Sunlight Sensitivity. While in bright light, the bakhana 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.

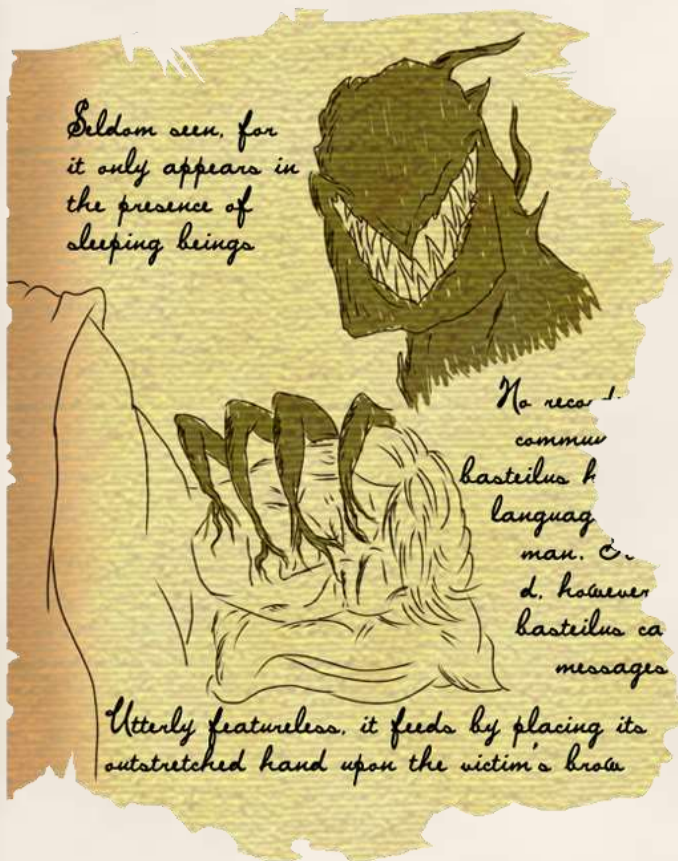
Bastellus

Originally found in the [Ravenloft Monstrous Compendium Volume I & II](#).

In many cultures, this predatory undead is known simply as a nightmare. Others lands call it a dream stalker. Regardless, this undead creature comes in the night to feed upon the psychic energies of dreaming sleepers.

Once the bastellus has fed upon a person's dreams, it becomes obsessed with that individual and will return to taste their essences nightly until the victim dies. Once its prey has died, the bastellus moves on in search of another energetic mind upon which to feast.

Undead Nature. A bastellus doesn't require air, food, drink, or sleep. But it 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 attacks

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)

TRAITS

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 Weapon 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.

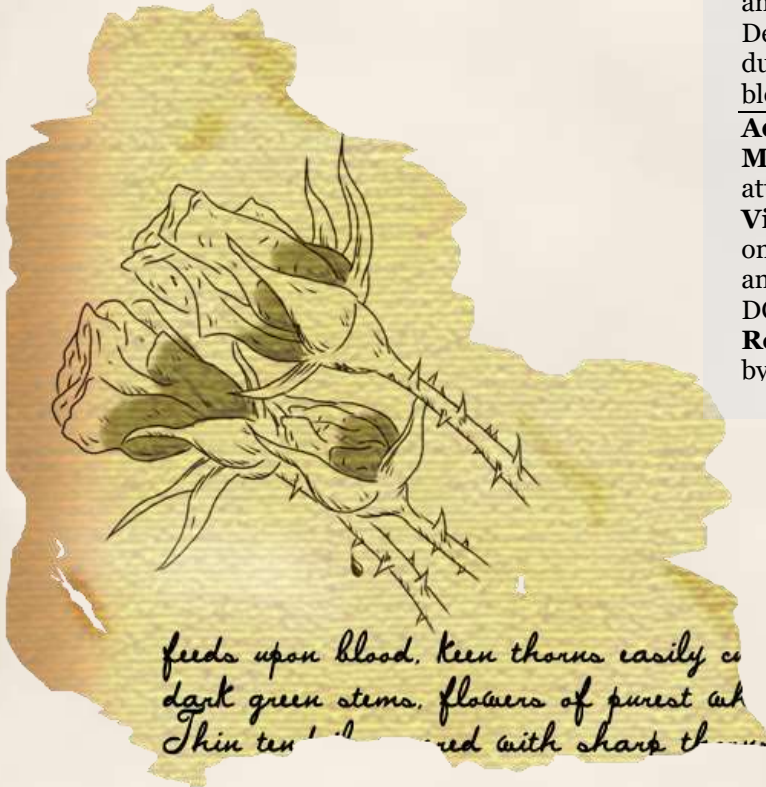
The spirit of a humanoid creature slain by this effect rises 24 hours later as a bastellus, unless the humanoid is restored to life.

Bloodrose

Originally found in the [Ravenloft Monstrous Compendium Volume III](#).

A foul plant that feeds upon the blood, the bloodrose is a perversion of a thing of beauty.

The bloodrose feeds on blood: its keen thorns easily cut unprotected flesh, spilling blood into the soil where its roots can absorb it. Bloodroses have dark green stems ending in flowers of purest white. After feeding, the flowers begin to turn crimson with faint traces of blood etching their alabaster petals.



Bloodrose Patch

Huge plant, unaligned

Armour Class 10

Hit Points 82 (11d12 + 11)

Speed 0 ft.

Str 16 (+3) **Dex** 10 (+0) **Con** 12 (+1)

Int 1 (-5) **Wis** 12 (+1) **Cha** 5 (-3)

Damage Resistances bludgeoning, piercing

Damage Immunities psychic

Damage Vulnerabilities cold

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60ft. (blind beyond this radius), passive Perception 10

Languages -

Challenge 3 (700 XP)

TRAITS

False Appearance. While the bloodrose remains motionless, it is indistinguishable from a regular roses.

Floral Bush. The bloodrose patch takes up its entire space. Other creatures can enter its space, treating the bloodrose as difficult terrain. The patch can hold one Huge or Large creature or up to nine Medium or smaller creatures inside it at a time. At the start of each of the bloodrose's turns, any creature in its space must succeed on a DC 13 Dexterity saving throw or lose 6 (2d6) hit points due to blood loss. Creatures grappled by the bloodrose have disadvantage on this saving throw.

ACTIONS

Multiattack. The bloodrose makes two vine attacks.

Vine. Melee Weapon Attack: +5 to hit, reach 15ft., one target. **Hit:** 13 (3d6 + 3) bludgeoning damage, and a Huge or smaller target is grappled (escape DC 13).

Reel. The bloodrose pulls each creature grappled by it up to 5 feet straight toward it.

Boneless

Originally found in the [Ravenloft Monstrous Compendium Volume III](#).

Originally created in the laboratories of Azlin Rex, lord of Darkon, the boneless result from the foulest of necromancy.

Created out of corpses from which the bones have been stripped, these mindless creatures exist only to execute the commands of their creator. Their shriveled arms and legs barely support their frames, as the creatures unnervingly lurch across the ground, dropping to all fours when speed is needed.

Undead Nature. A boneless doesn't require air, food, drink, or sleep.

Boneless

Medium undead, unaligned

Armour Class 14

Hit Points 42 (6d8 +6)

Speed 30 ft.

Str 13 (+1) **Dex** 14 (+2) **Con** 13 (+1)

Int 3 (-4) **Wis** 6 (-2) **Cha** 4 (-3)

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)

TRAITS

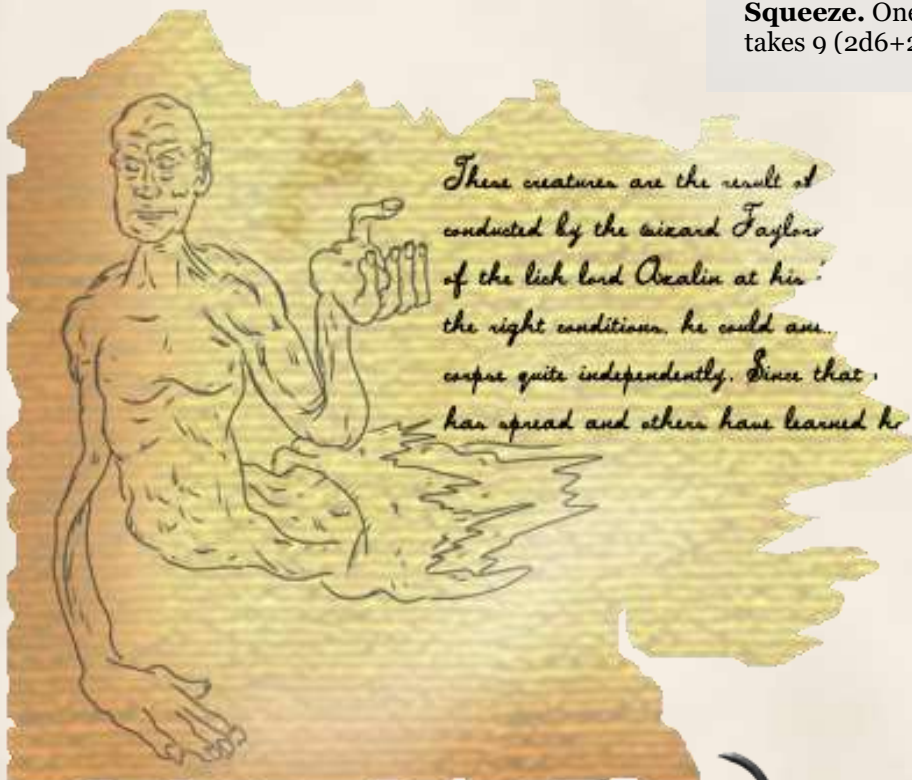
Pliable. The boneless can move through a space as narrow as 1 inch wide without squeezing, or fit into a 1-foot-square container.

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 Weapon 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

Originally found in the [Ravenloft Monstrous Compendium Volume I & II](#).

These misshapen creatures are the products of magic or twisted science. They are found in the poor Mist shrouded island of G'Henna and the 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

Armour Class 14 (leather armour)

Hit Points 13 (3d6 +3)

Speed 30 ft.

Str 13 (+1) **Dex** 11 (+0) **Con** 13 (+1)

Int 7 (-1) **Wis** 12 (+1) **Cha** 8 (-1)

Senses passive Perception 11

Languages Common

Challenge 1/4 (50 XP)

TRAITS

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 Weapon 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 Weapon 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 Weapon 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 Weapon 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

C

Carrion Stalker

Originally found in the [Ravenloft Monstrous Compendium Volume III](#).

These ghastly creatures live within decaying bodies and lie in wait for a bypasser to serve as a new nest for their disgusting larvae.

Simmilar in size and shape to a horseshoe crab, a carrion stalker's exoskeleton extends over its legs giving it the apperance of a crawling humanoid ribcage.

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

Languages -

Challenge 1 (200 XP)

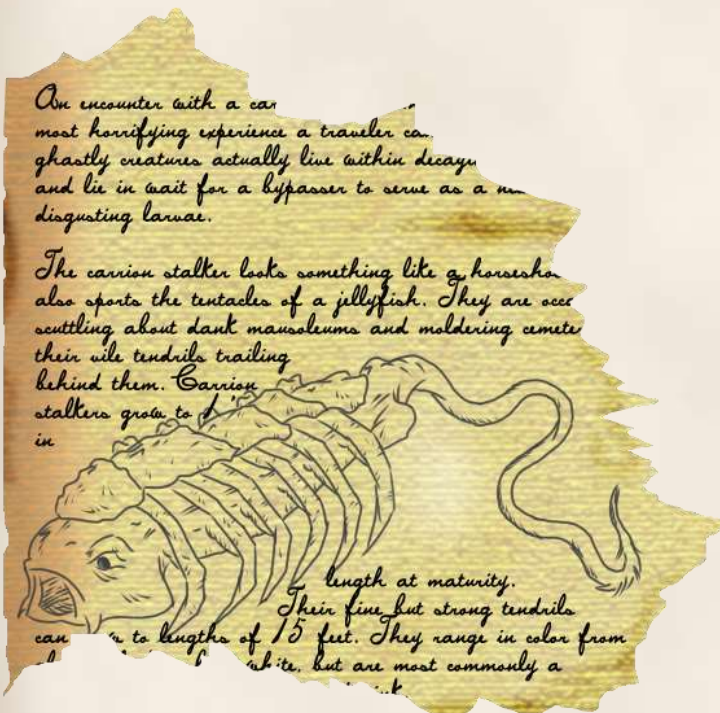
ACTIONS

Multiattack. The carrion stalker makes 6 tentacle attacks

Tentacle. *Melee Weapon Attack:* +3 to hit, reach 15 ft., one Medium or smaller creature. *Hit:* 3 (1d4+1) piercing damage and the target is 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 as a bonus action.

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 succeed a DC 13 Dexterity saving throw or be struck by 1d6+1 larvae.

During 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

Originally found in the [Ravenloft Monstrous Compendium Volume III](#).

The sharp needles of a carrionette literally paralyze men with fear.

Living, animated marionettes, carrionettes are brightly coloured and retain the holes for strings, but the strings themselves are absent.

Carrionettes are driven by a single ambition: get a host. They desperately want to have a living body.

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

Easily mistaken for a common
to the carrionette is as foul and
mister a creature as one will
find in the Demiplane of
 Dread. Its sharp needles
really para lyse men with
fear. Carrionettes are living,
nated puppets or marionettes.
They are essentially wooden
dolls, painted and clothed.
ish have come to life.
their limbs are
and have small
for a puppeteer's
ys. Carrionettes
height from
egs to 2
et. They can look
anything, from
sians and knights
farm animals or
ers. Most, however,
like people.



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, exhaustion,
frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Odiare

Challenge 1/4 (100 XP)

TRAITS

Possession. As an action, 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 14 Charisma saving throw or their mind moves into the puppet. On a success, the target resist the carrionette, and it can't try again with that creature for 24 hours.

When the carrionette possesses a body, the carrionette and the target exchange statistics, but retains their alignment and Intelligence, Wisdom, and Charisma scores. If the target has any class levels, the carrionette can't use its class features.

After the exchange, the carrionette's old body is incapacitated for 1 hour. If the carrionette's puppet body is destroyed, its soul is also killed, as is any soul inhabiting the puppet body.

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 a silver needle hits a living creature, the target 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 1d4 rounds after the needle is removed.

D

Darkling

Originally found in the [Ravenloft Monstrous Compendium Volume I & II](#).

Darklings are Vistani who have been cast out from their tribe after an elaborate ritual. While common folk have difficulty telling them apart from common Vistani, they are far more devious, cruel and untrustworthy.

The Vistani do not share the details of the darkling ritual with outsiders. During the rite they strip their former tribesman of most inherent magical talents. The solitude, shame and the taint of the acts they made before being cast out draws darklings deeper into evil until they are consumed by it.



Darkling

Medium humanoid (Vistani), chaotic evil

Armour Class 13 (studded leather)

Hit Points 18 (4d8)

Speed 30 ft.

Str 10 (+0) **Dex** 12 (+1) **Con** 11 (+0)

Int 11 (+0) **Wis** 15 (+2) **Cha** 14 (+2)

Saving Throw Wisdom +4

Skills Stealth +3, Survival+4

Senses passive Perception 12

Languages Common, Patterna

Challenge 1/4 (50 XP)

TRAITS

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 Wisdom saving throw 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.

Death's Head Tree

Originally found in the [Ravenloft Monstrous Compendium Volume III](#).

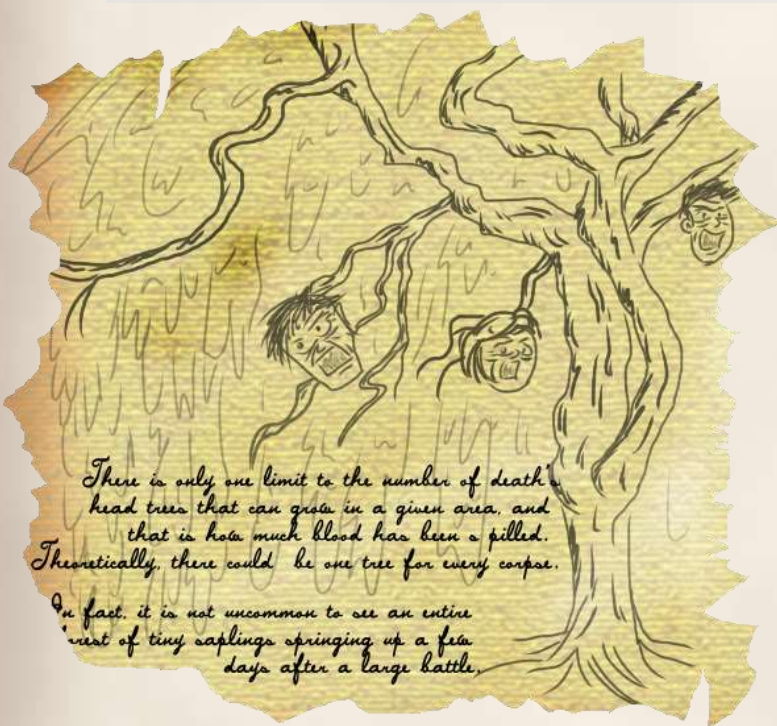
This tree resembles a weeping willow, whose fruit resembles the heads of humanoid corpses. The heads moan as the tree emits a putrid gas from their "lips".

The seeds of a Death's Head Tree need blood to germinate. As such, these foul plants grows in places where a great deal of blood has been spilled.

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.



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)

TRAITS

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, 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 14 Wisdom (Perception) check. Removing a seed 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.

Doppelganger Plant

Originally found in the [Ravenloft Monstrous Compendium Volume I & II](#).

The origins of this horrific plant are utterly unknown, as is much important information about it, but sightings of falling stars often predate its appearance.

A doppelganger plant appears as a thick tangle of vines with numerous pods hidden in the thicket.

Doppelganger Plant

Huge plant, chaotic evil

Armour Class 16 (natural armour)

Hit Points 127 (15d12 +30)

Speed 0 ft.

Str 8 (-1) **Dex** 5 (-3) **Con** 15 (+2)

Int 18 (+4) **Wis** 13 (+1) **Cha** 12 (+1)

Saving Throws Wisdom +3

Damage Resistances lightning, piercing

Senses passive Perception 11

Languages Common

Challenge 6 (2,300 XP)

TRAITS

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 of 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 command 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.

The doppelganger plant apparently feeds upon its podlings and thus is constantly seeking new ones to enslave. Because there is no range restriction on the plant's power to control its minions, it will often send them abroad in an effort to lure more victims into its grasp. It is not unknown for whole towns to fall beneath the shroud of evil spread by a single one of these creatures.

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 podling typically retain all class abilities and racial powers.

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 reduced to 0 hit points by this effect are reduced to empty husks and slain.

Doppelganger plants sustain themselves by drawing away the vital essences of their podlings (see below). They require nothing else (not even sunlight or water) to survive. Their appearance only in warm and temperate regions remains a mystery but may be linked more to reasons of comfort than elemental



Dreamspawn

Originally found in [The Nightmare Lands](#).

Dreamspawn are the creatures of the Dreamscape, also known as the Demiplane of Dreams. They are the predators of this land of imagination.

Most dreamspawn are harmless, being creations of sleeping minds. All creatures met while dreaming are dreamspawn. Some dream creations gain sentience, or are pulled from dreams. They become dangerous to dreamers and dreamwalkers alike.

On occasion, portals open to the Dreamscape allowing dreamspawn to freely roam into the waking world.



Ennui

Medium fiend (dreamspawn), lawful evil

Armour Class 14 (natural armour)

Hit Points 132 (24d8 + 24)

Speed 20 ft., fly 60 ft.

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 nonmagical attacks

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 7 (2,900 XP)

TRAITS

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 creature's 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

Armour Class 12

Hit Points 21 (6d6)

Speed 20 ft.

Str 11 (+0) **Dex** 14 (+2) **Con** 11 (+0)

Int 7 (-2) **Wis** 14 (+2) **Cha** 15 (+2)

Skills Deception +4

Senses Darkvision 60 ft., passive Perception 12

Languages Common

Challenge 1/4 (50 XP)

TRAITS

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

Armour Class 13 (natural armour)

Hit Points 55 (10d8 +10)

Speed 30 ft.

Str 12 (+1) **Dex** 14 (+2) **Con** 12 (+1)

Int 11 (+0) **Wis** 12 (+1) **Cha** 11 (+0)

Skills Deception +2

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 1 (200 XP)

TRAITS

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 claw attacks.

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.

E

Elemental

Originally found in the [Ravenloft Monstrous Compendium Volume I & II](#).

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 make 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 make 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:

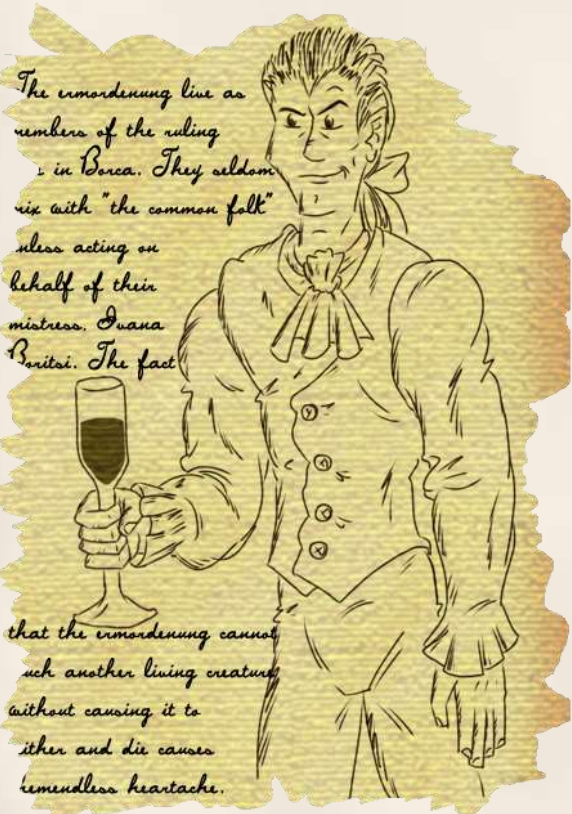
Weaken Metal. Metal struck by a pyre elemental grows brittle and cracks. Creatures wearing nonmagical metal armour that take damage from a pyre elemental must make a DC 15 Dexterity saving throw. On a failure, their armour takes a permanent and cumulative -1 penalty to its provided AC. Armour reduced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

Ermordenung

Originally found in the [Ravenloft Monstrous Compendium Volume I & II](#).

Seductive and twisted agents of Ivana Boritsi, the ruler of Borca. On rare occasions, ermordenung are sent on missions outside of land to further the interests of their mistress.

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 an Ermordenung.



The ermordenung live as members of the ruling class in Borca. They seldom mix with "the common folk" unless acting on behalf of their mistress, Ivana Boritsi. The fact

that the ermordenung cannot touch another living creature without causing it to sicken and die causes relentless heartache.

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

Condition 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 and are 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.

F

Fenhound

Originally found in the [Ravenloft Monstrous Compendium Volume III](#).

A fenhound appears only in the grim, veiled light of a full Moon. These beasts seem to be some manifestation of the Mists, serving a curious role as avenging spirits, which puzzles sages and experts on the occult.

Fenhounds are able to sense and flawlessly track those who have been forced to make a Dark Powers check, especially while in their home moors.

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 sources.

Damage Immunities radiant

Senses darkvision 60 ft., passive Perception 9

Languages -

Challenge 1 (200 XP)

TRAITS

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.

Fenhounds are not creatures of the Prime Material plane. Rather, they seem to be some manifestation of the mists of Ravenloft itself.



Their curious role as avenging spirits in this land of evil has puzzled many sages and experts on the occult. It may well be that there is some darker purpose to their existence that none have yet guessed.

Fihyr

Originally found in the [Monstrous Manual](#).

Created by intense fear and panic, fihyrs are terror made flesh.

A fihyr resembles a large humanoid brain covered in a thin layer of skin, its face a mass of tentacles used walking and grabbing its prey. Its face is a random collection of large, golden eyes and mouths filled with sharp, needle-like teeth.

Few fihyr last beyond the night of their creation, but some survive long enough to consume enough fear energy to become greater fihyrs.

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 Common

Challenge 1/2 (100 XP)

TRAITS

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 Common

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 for 1 minute.

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 itself 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

Originally found in the [Ravenloft Monstrous Compendium Volume III](#).

The Furies are three malicious creatures who strive to prevent the redemption. These foul sisters wander the Demiplane of Dread seeking those who would turn away from the

path of evil.

When they find such a person, the trio descends upon him and attempts to force him to continue his depravity and commit greater and greater crimes. Their methods are subtle at first, but quickly become violent when they encounter resistance. Typically, they offer a victim three chances to embrace darkness,

Furies

Medium fiend, lawful evil

Armour Class 17 (natural armour)

Hit Points 117 (18d8 +18)

Speed 30 ft., fly 50 ft.

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 nonmagical attacks; all damage from neutral creatures

Damage Immunities all damage from evil creatures

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 12

Languages all

Challenge 9 (5,000 XP)

TRAITS

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 itself 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.

offering visions of the future where evil leads to wealth, power, or happiness. If this temptation fails, the Furies attempt to kill their victim, preferably publically and painfully.

The Furies always appear together.

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:

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*

G

Ghost

In the Mists, few ghosts are altruistic, and most have some malevolent purpose that binds them to the mortal realm.

Dread Ghosts

Below are a list of potential features ghosts can have, along with any adjustment to the ghost's Challenge Rating.

Ebon Shroud. Darkness spreads out in a 15-foot radius from the ghost. The darkness spreads around corners. Creature with darkvision other than the ghost can't see through this darkness, and nonmagical light can't illuminate it.

Ectoplasm. The ghost covers a 15-foot radius space around it with slick ectoplasm. Each creature standing in the area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone. The ectoplasm remains for 1 minute before evaporating.

Ghost Writing. The ghost causes words to appear on a surface that it can see within 30-feet. The writing and appearance of the words is up to the ghost and might be carved into the wall or bloody script. The writing remains for 10 minutes or until the ghost chooses to dismiss it.

Nightmare Haunting (1/Day). While on the Ethereal Plane, the ghost touches a sleeping humanoid on the Material Plane and enters its dreams. A *protection from evil and good* spell cast on the target prevents this contact, as does a *magic circle*.

While inside a dream, the ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead. During the dream, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). 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.

Telekinetic Thrust. The ghost targets a creature or unattended object within 30 feet of it. A creature must be Medium or smaller to be affected by this magic, and an object can weigh up to 250 pounds.

If the target is a creature, the ghost makes a Charisma check contested by the target's Strength check. If the ghost wins the contest, the ghost hurls the target up to 30 feet in any direction, including upward. If the target then comes into contact with a hard surface or heavy object, the target takes 1 d6 damage per 10 feet moved.

If the target is an object that isn't being worn or carried, the ghost hurls it up to 30 feet in any direction. The ghost can use the object as a ranged weapon, attacking one creature along the object's path (+4 to hit) and dealing 9 (2d8) bludgeoning damage on a hit.

This increases the ghosts Challenge by 1.

Unquiet Dead (1/Day). The ghost can cast the spell *animate dead*, requiring no material components. The ghost's spellcasting ability for this is Charisma.

Variant: Aquatic Remnant

An aquatic remnant is the spirit of one whose body was thrown into an unconsecrated, watery grave. The remnant uses the statistics of a **ghost** but lacks the Withering Touch and Possession abilities and instead has the following attack option:

Chilling Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 20 (4d8 + 2) necrotic damage, and the target's Dexterity score is reduced by 1d4. The target dies of hypothermia if this reduces its Dexterity to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Aquatic Remnant originally found in the [Ravenloft Monstrous Compendium Volume III](#).

Ghoul

Ghoul lord originally found in the [Ravenloft Monstrous Compendium Volume I & II](#).

The uncontested leader of ghouls packs is a ghoullord, a powerful undead that commands lesser undead. Ghoul lords were powerful individuals slain by ghouls or the accidental by-product of necromantic experiments.

Undead Nature. A ghoul lord doesn't require air, food, drink, or sleep.

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

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 4 (1,100 XP)

TRAITS

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 itself on a success.

Turning Defiance. The ghoul lord and any ghouls or ghosts 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 flesh, both 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. A *lesser restoration* or similar magic cures the disease.

Claws. *Melee weapon attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage. If the target is a living creature, 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

Goblins were originally found in the [Ravenloft Monstrous Compendium Volume I & II](#).

True goblins are rare in the Land of the Mists, save the wretched menaces of Tepest who serve the hags of that land.

Other goblin-kin that make their home in the harsh land of Forlorn, but these are twisted humans that have been altered into goblinoid form.

Variant: Feating Goblin

Known as *goblyns* or *feasters*, these creatures are cursed humans. Most remain under the control of their master: the hag or other creature that transformed them into a goblin.

A goblyn 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.

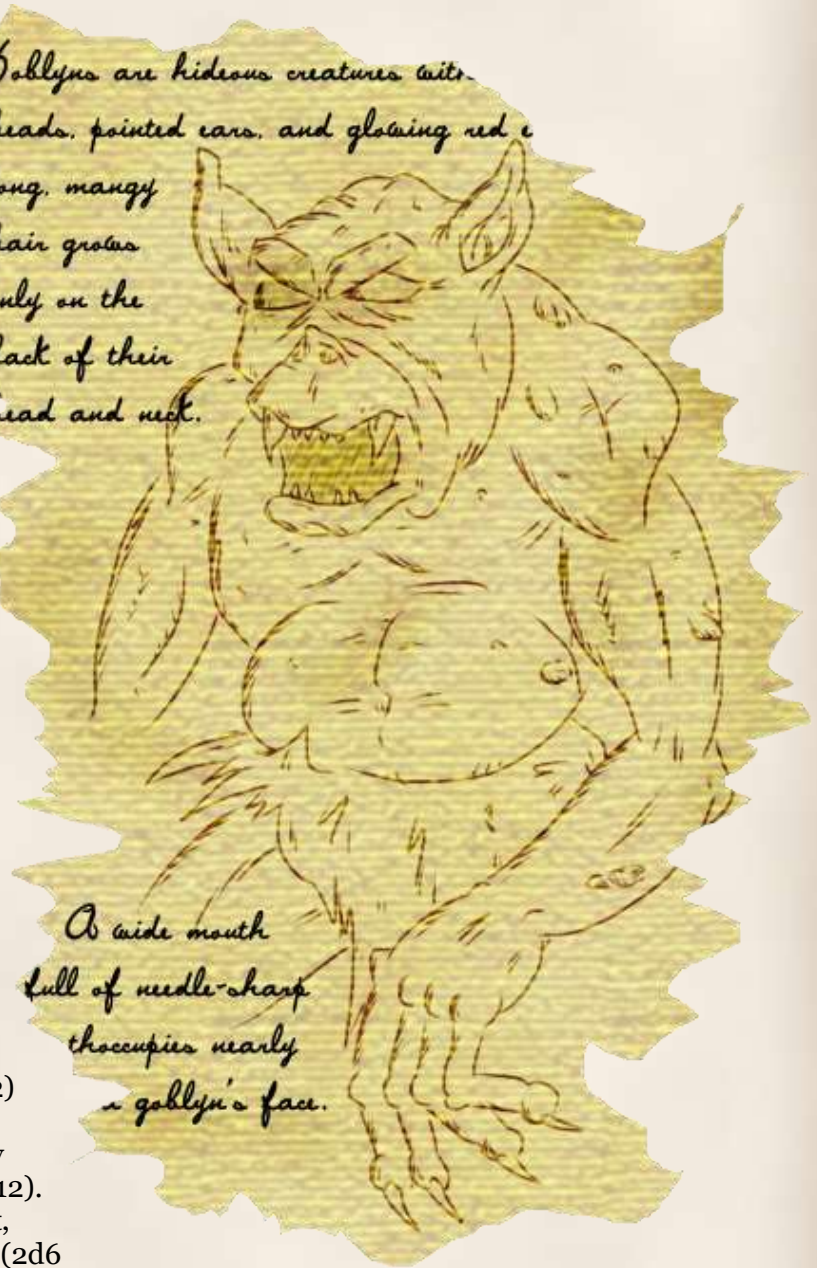
Goblyns seldom use weapons, and gain the following attack options:

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 .

Goblyns are hideous creatures with heads, pointed ears, and glowing red eyes. long, mangy hair grows only on the back of their head and neck.

A wide mouth full of needle-sharp thoscuppies nearly occupies nearly a goblyn's face.



Golem

The bone, doll, glass, mechanical and zombie golems were originally found in the [Ravenloft Monstrous Compendium Volume I & II](#) while the mist, snow, and wax golems were found in the [Ravenloft Monstrous Compendium Volume III](#)

Bone

Medium construct, unaligned

Armour Class 20 (natural armour)

Hit Points 105 (14d8 +42)

Speed 30 ft.

Str 20 (+5) **Dex** 10 (+0) **Con** 17 (+3)

Int 3 (-4) **Wis** 11 (+0) **Cha** 1 (-5)

Damage Vulnerabilities thunder

Damage Resistances piercing, slashing

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 understands the languages of its creator but can't speak

Challenge 9 (5,000 XP)

TRAITS

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 paralysed creature can repeat the saving throw at the end of its turn, ending the paralysis on a success.

In the Mists, not all golems are purposely created. Some are accidently given life due to their importance or frequent anthropomorphization. Rarer examples of spontaneous golems are children's toys, given life due to the youthful expectations of their owners.

Clockwork

Large construct, unaligned

Armour Class 15 (natural armour)

Hit Points 136 (13d10 +65)

Speed 30 ft.

Str 22 (+6) **Dex** 9 (-1) **Con** 21 (+5)

Int 3 (-4) **Wis** 11 (+0) **Cha** 1 (-5)

Damage Immunities 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 10 (5,900 XP)

TRAITS

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.

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.

Dread Golems

Below are a list of potential features golems can have, along with any adjustment to the golem's Challenge Rating.

Crushing Grip. When the golem hits with a slam attack, it can grapple the target. When the golem starts its turn with a creature grappled, as a bonus action it can crush the creature, automatically dealing 13 (3d8) bludgeoning damage.

This feature increases the golem's Challenge by 1.

Cunning. The golem is independent and self-aware, having an Intelligence score of at least 9 (-1) and a Charisma score of at least 7 (-2).

False Appearance. While the golem remains motionless, it is indistinguishable from an inanimate statue.

Independent Limbs. Whenever the golem takes at least 15 slashing damage at one time, roll a d20 to determine what else happens:

1-10: Nothing else happens.

11-15: One leg is severed from the golem if it has any legs left.

16- 20: One arm is severed from the golem if it has any arms left.

A severed part has AC 2 less than the golem, 15 hit points, and the golem's traits.

A **severed leg** is unable to attack and has a speed of 5 feet. The golem's speed is halved if it's missing a leg. If it loses both legs, it falls prone. If it has both arms, 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.

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 golem can see the arm and its target. Each time the golem loses an arm, it loses a slam attack.

Doll

Tiny construct, unaligned

Armour Class 16 (natural armour)

Hit Points 85 (10d4 +60)

Speed 40 ft.

Str 7 (-2) **Dex** 18 (+4) **Con** 22 (+6)

Int 3 (-4) **Wis** 12 (+1) **Cha** 1 (-5)

Damage Resistances fire

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

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)

TRAITS

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)

Str 10 (+0) **Dex** 21 (+5) **Con** 20 (+5)

Int 5 (-3) **Wis** 11 (+0) **Cha** 1 (-5)

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)

TRAITS

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 creature 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 effect on itself on a success.

Shroud (Recharges after a Long Rest). The mist golem creates a thick cloud in a 15-foot 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.

Keen Sense. The golem has advantage on Wisdom (Perception) checks that rely on a sense.

Regeneration. The golem regains 10 hit points at the start of its turn if it has at least 1 hit point.

This feature increases the golem's Challenge by 1.

Siege Monster. The golem deals double damage to objects and structures.

Standing Leap. The golem's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Telepathic Bond. So long as they are on the same plane of existence, the golem has a telepathic link to its creator. This allows the two to share emotions, and as an action the golem can share its master's senses until the start of its next turn.

Some bonds are strong enough to allow telepathic communication between the creator and the golem.

Trampling Charge. If the golem moves at least 20 feet straight toward a creature and then hits it with a slam attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone.

Stained Glass

Medium construct, unaligned

Armour Class 18 (natural armour)

Hit Points 76 (9d8 +36)

Speed 30 ft.

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 adamantite

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

Senses darkvision 120 ft., passive Perception 10

Languages domain

Challenge 6 (2,300 XP)

TRAITS

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-foot 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.

Red. The target takes 22 (5d8) fire damage or half as much on a successful save.

Orange. The target takes 22 (5d8) acid damage or half as much on a successful save.

Yellow. The target takes 22 (5d8) lightning damage or half as much on a successful save.

Green. The target takes 22 (5d8) poison damage or half as much on a successful save.

Blue. The target takes 22 (5d8) cold damage or half as much on a successful save.

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 adamantite

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)

TRAITS

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.

Zombieflesh

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 adamantite

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

Senses darkvision 120 ft., passive Perception 10

Languages domain

Challenge 9 (5,000 XP)

TRAITS

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 zombieflesh 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 zombieflesh golem makes two slam attacks

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

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 attacks

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

Senses darkvision 120 ft., passive Perception 10

Languages domain

Challenge 3 (700 XP)

TRAITS

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.

Gremishka

Originally found in the [Ravenloft Monstrous Compendium Volume III](#).

Related to gremlins, these diminutive humanoids are parasites and nuisances. They live under buildings and steal from the inhabitants. Gremishka derive extreme pleasure from the rage and frustration of larger creatures, and enjoy playing vicious, destructive pranks on their hosts.

While it doesn't harm them, gremishka's abhor bright light, and prefer dark, underground locations such as cellars, sewars, and caves.

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)

TRAITS

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.

*close cousins of gremlins,
parasites and nuisances
live under buildings and
steal from the inhabitants.
might be mistaken for
a small dog or a large cat.
furry, with pointed ea-
rs and a protruding muzzle
the fur can be of any color or pattern.*



Grim Reaper

Originally found in the [Ravenloft Monstrous Compendium Volume I & II](#).

Drawn to the ebbing life energies of a creature on the verge of death, presumably to feed upon those essences. Some believe these creatures serve forces from the Negative Energy Plane, while others call them the servants of Death, lord of the Necropolis.

Undead Nature. A grim reaper doesn't require air, food, drink, or sleep.

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 nonmagical attacks

Damage Immunities cold, fire, lightning, necrotic

Condition 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)

TRAITS

Ethereal. The reaper exists 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 itself 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.

H

Hag

The bruja and spectral hag were originally found in the [Ravenloft Monstrous Compendium Volume III](#).

Variant: Bruja

Cursed with foreknowledge of their own deaths, these sad creatures work in modest ways to stem the tide of evil throughout the Mists

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: *bleed*, *invisibility*, *speak with animals*

1/day each: *dispel evil and good*, *heal*, *protection from evil and good*, *sunbeam*

The bruja are melancholy, haglike creatures that, despite their frightening countenances, are in fact kind and helpful



Cursed with foreknowledge of their own deaths, these sad creatures work in modest ways to stem the tide of evil

Spectral Template

Hags killed 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 that is nonmagical. 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

Originally found in the [Ravenloft Monstrous Compendium Volume III](#).

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, sustaining itself on the corpse's entrails.

While 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 14 (natural armor)

Hit Points 17 (5d4 +5)

Speed 20 ft. climb 10 ft.

Str 5 (-3) **Dex** 13 (+1) **Con** 12 (+1)

Int 11 (+0) **Wis** 10 (+0) **Cha** 12 (+1)

Saving Throws Intelligence+2

Skills Athletics -1, Deception +3, Stealth+3

Damage Resistances poison

Damage Vulnerabilities fire

Condition Immunities poisoned

Senses darkvision, passive Perception 10

Languages Undercommon, Elven, Common

Challenge 1 (200 XP)

TRAITS

Human host. The head hunter can slide its legs inside the body of a decapitated humanoid, which takes 1 minute and allows it to control the corpse. The head hunter retains its Intelligence, Wisdom, and Charisma scores but otherwise adopts the target's statistics. If the host body reaches 0 hp, it ceases to function. The head hunter can remove itself from the host by spending 5 feet of its movement, exiting to the nearest unoccupied space within 5 feet of it.

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:* 3 (1d4+1) piercing damage and the target must make on a DC 11 Constitution saving throw, taking and 5 (1d10) poison damage on a failed saving throw, or half as much damage on a successful saving throw.

Spit Venom (Recharge 5-6). *Ranged Weapon Attack:* +3 to hit, ranged 15/30 ft., one target. *Hit:* 11 (2d10) poison damage and the target must succeed on a DC 11 Constitution saving throw or becomes poisoned for 1 minute.

Grab (Host Body Required). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage and the target is grappled (escape DC 11) if the body isn't already grappling a creature. Additionally, as a bonus action the head hunter can make a bite attack against the grappled creature.

Spin Razor Web. Over the course of a minute, the head hunter fills a 5 foot space with translucent webbing. Webs must be anchored to a solid surface or existing webbing. Locating razor web requires a DC 15 Wisdom (Perception). Razor web has AC 13, immunity to piercing damage, and vulnerable to fire. Every 5 ft. of webbing has 10 hit points.

Creatures that enter razor webbing must succeed on a DC 13 Dexterity saving throw, take 9 (2d8) slashing damage on a failure or half as much damaging on a success. Creatures reduced to 0 hit points by razor webbing must succeed on a DC 11 Dexterity saving throw or be decapitated and instantly slain.

Hearth Fiend

Originally found in the [Ravenloft Monstrous Compendium Volume III](#).

The hearth fiend is an evil creature from the Elemental Plane of Fire, the fiery counterpart to the water weird.

A hearth fiend begins its evil activities by whispering to those unlikely to guess its nature: a young child, a bar maid, or a dimwitted bully. It makes promise of power or knowledge in exchange for help in spreading its evil.



As the dawn of time, humankind has looked upon fire as a friend. It drives away the night and holds back the cold. Wild animals will not approach it, and much of its power is upon it. Still, there are times when the flames betray mankind from the Stone Age into an era of magic turn upon him. Fires escape the confines of us, and houses are burned to the ground. Someone warm hearth stumbles and scorches his hand on within it. Often, this is just chance. Sometimes, a more sinister force is at work.

Hearth Fiend

Small elemental, chaotic evil

Armour Class 13

Hit Points 27 (5d6 +10)

Speed 5 ft.

Str 7 (-2) **Dex** 16 (+3) **Con** 15 (+2)

Int 6 (+-2) **Wis** 12 (+1) **Cha** 7 (-2)

Damage Immunities fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Vulnerabilities cold

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

Senses darkvision 60 ft., passive Perception 11

Languages Ignan, Common

Challenge 2 (450 XP)

TRAITS

Ember Eyes (3/Day). The hearth fiend releases 7 (2d6) glowing embers into the air. These embers drift at a speed of 15 feet and remain hot for 5 (1d10) rounds and anything that would quench a normal fire destroys an ember. The hearth fiend can see and hear through the embers. Hot embers that land on flammable surfaces create a small fire. As a bonus action, the hearth fiend can transfer itself into this new fire, causing its old body to become a mundane fire. When the hearth fiend transfers its essence, any remaining embers are extinguished.

Hypnotic Flames. Creatures that hear the crackling whispers of the hearth fiend but are unaware of its existence must make a DC 14 Wisdom saving throw. On a failure, they become charmed by the hearth fiend for 1 day. Charmed creatures view the advice and suggestions of the hearth fiend similarly to those from a trusted friend or advisor.

ACTIONS

Fiery Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) fire damage.

Firebolt. *Ranged Spell Attack:* +5 to hit, ranged 30 ft., one target. *Hit:* 10 (3d4+3) fire damage and the target must succeed on a DC 13 Dexterity saving throw or catch fire, taking 5 (1d10) fire damage at the start of each of its turns until someone takes an action to douse the flames.

I

Imp

The assassin imp was originally found in the [Ravenloft Monstrous Compendium Volume I & II](#).

Variant: Assassin

Assassin imps use the **imp** stat block but is Challenge 2 (450 XP) gain the following traits

Assassinate. During its first turn, the assassin imp has advantage on attack rolls against any creature that hasn't taken a turn, and any hit scored against a surprised creature is automatically a critical hit.

Innate Spellcasting. The assassin imp's spellcasting ability is Charisma (spell save DC 12). The imp can innately cast the following spells, requiring no material components:

At will: *detect magic, find traps*

3/day each: *knock, inflict wounds*

1/day each: *command*

The assassin imp also gains the following action options, which replace the imps sting:

Stinger. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage, and the target must make on a DC 10 Constitution saving throw or become poisoned for 1d4 days. On the start of the creature's next it must make a DC 10 Wisdom saving throw. On a failure, the creature falls unconscious until no longer poisoned. A DC 15 Wisdom (Medicine) check is required to notice the creature is unconscious and not dead.

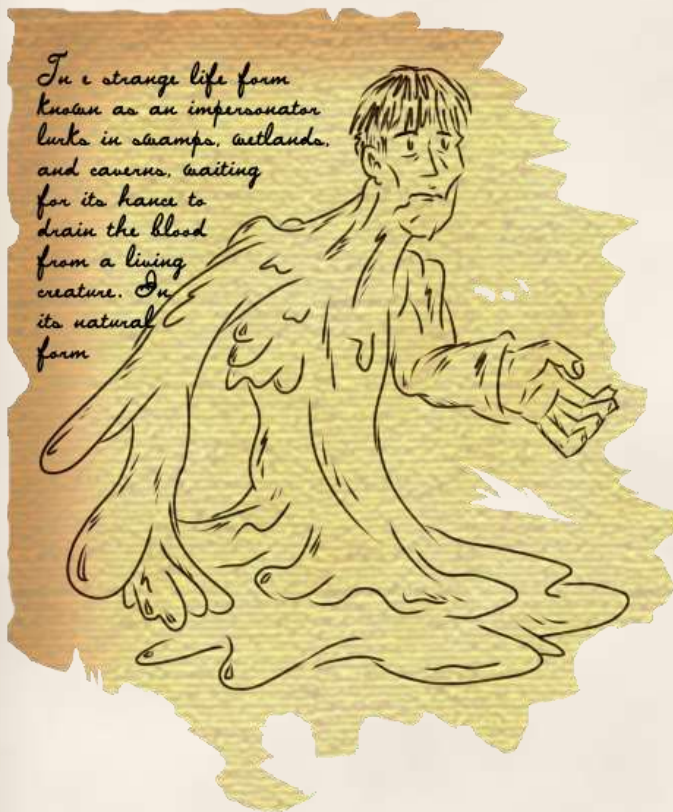
Whenever a wizard of lawful evil aligns employs a find familiar spell there is a chance per level that he or she will receive an imp as a servant. If that individual has already failed at least one Ravenloft Ploy check, then the imp is an assassin imp. It serves its master faithfully, but cannot leave Ravenloft. If its lord leaves Ravenloft causing it to remain behind, it is instantly slain.



Impersonator

Originally found in the [Ravenloft Monstrous Compendium Volume I & II](#).

The strange being lurks in swamps, wetlands, and caverns, waiting for the chance to drain the blood from a living creature. Once the impersonator has located a rich feeding ground it attacks an unsuspecting creature with the intent of taking its form to move among nearby settlements and seek new prey. By constantly assuming new forms as it feeds, it is often able to stay one step ahead of those who would kill it.



Impersonator

Small aberrant (shapechanger), neutral evil

Armour Class 12

Hit Points 40 (9d6 +9)

Speed 40 ft.

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

Int 4 (-3) **Wis** 14 (+2) **Cha** 12 (+1)

Skills Deception +3

Senses passive Perception 12

Languages none, but it can use the languages known by a creature it is replicating

Challenge 1/2 (100 XP)

TRAITS

Replicate Form. The impersonator can use its action to polymorph into a Small or Medium humanoid whose blood it has drunk, or back into its true form. It can maintain this form for 10 minutes for each hit point it consumed. It can return to its natural form at any time during this period, but once it has ceased replicating a form it cannot assume that form again unless it drains more blood.

Regardless of its form the impersonator retains its own statistics. The impersonator can replicate any equipment it has seen, but this gear is really part of its body and cannot be removed. It reverts to its true form if it dies. An average impersonator has 5 (2d4) potential forms at any given time.

ACTIONS

Slam (Replicated Form only). *Melee*

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

Paralyzing Touch (Natural Form only).

Melee Spell Attack: +4 to hit, reach 5 ft., one target. *Hit:* The target must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. So long as the impersonator is not grappling the target, it can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Drain Blood. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature that is incapacitated, or restrained. *Hit:* 4 (1d4+2) piercing damage and the impersonator grapples the target. Until this grapple ends, the target is restrained, and the impersonator can't attack another creature. At the start of each of the impersonator's turns, the target loses 9 (2d8) hit points from blood loss.

J

Jack Frost

Originally found in the [Ravenloft Monstrous Compendium Volume III](#).

This malicious ice spirit lives on mountain tops or in arctic terrain. It delights in tormenting helpless creatures and subsists on the body heat that it drains from its victims.

Jack frosts travel in groups called flurries. Though they are referred to by a masculine name, individual jack frosts may appear to be either male or female.

Jack Frost

Small fey, neutral evil

Armour Class 13

Hit Points 17 (5d6)

Speed 30 ft., fly 60 ft.

Str 8 (-1) **Dex** 16 (+3) **Con** 11 (+0)

Int 7 (-2) **Wis** 13 (+1) **Cha** 16 (+3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Senses passive Perception 11

Languages Sylvan

Challenge 1/4 (50 XP)

TRAITS

Shapechanger. The jack frost can use its action to polymorph in a vaporous cloud of swirling snowflakes. While in snowflake form, the jack frost can't speak or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and it is immune to all nonmagical damage. Additionally, if air can pass through a space, the snowflakes can do so without squeezing. While in snowflake form, the jack frost can enter a hostile creature's space and stop there. The first time it does so on a turn, that creature takes 5 (1d10) cold damage.

Frostbite. Living creatures that suffer cold damage from a jack frost are filled with numbing cold. At the start of each of their turns, the creature must make a DC 10 Constitution saving throw or gain 1 level of exhaustion. Regaining hit points removes all levels of exhaustion from this effect.

ACTIONS

Multiattack. The jack frost makes two attacks: one with its touch and one with its bite.

Bite (Humanoid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage and 3 (1d6) cold damage.

Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) cold damage.

Hypnotic Motion (Snowflakes Form Only). Each creature within 15 feet of the jack frost who can see it must make DC 12 Wisdom saving throw. On a failed save, the creature becomes charmed for the 1 minute. While charmed, the creature is incapacitated and has a speed of 0. At the end of each of its turns, the charmed creature can repeat the saving throw, ending the effect on itself on a success.

L

Lebentod

Originally found in [Ship of Horror](#).

This rare type of intelligent undead was created by Meredoth, darklord of the Nocturnal Sea and found across its islands. They have the ability to appear lifelike or to reveal their undead state at-will. Lebentods possess the ability to detach body parts and control them remotely.

All lebentod have an innate desire to serve powerful necromancers. If their master is slain, they will try to find another one.

Lebentod Template

Any living humanoid creature can be transformed into a lebentod. A creature that does so retains its statistics but loses any trait that assumes a living physiology and those described below.

Type. The lebentod's type changes from humanoid to undead, and it no longer requires air, food, drink, or sleep.

Condition Immunities. The lebentod can't be charmed, frightened, paralyzed, or poisoned. It is also immune to exhaustion.

Create Spawn. A lebentod can create more of its kind by breathing into the mouth of a dying creature or a creature that has been dead less than a minute. A humanoid affected by this trait rises 72 hours later as a lebentod, unless the humanoid is restored to life or its body is destroyed.

Detachable Limbs. The lebentod can detach or reattach any of their extremities as an action. Detached limbs function normally.

Disguises (2/Day). The lebentod can veil itself in an illusion, as per the *disguise self* spell. The lebentod can maintain this illusion as long as they maintain their concentration, as if concentrating on a spell up to 8 hours.



Lich

Vassalich originally found in [Van Richten's Guide to the 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 knowledge and magical power these monsters are universally powerful spellcasters.

Dread Lich

Below are a list of potential features a lich can have, along with any adjustment to the lich's Challenge Rating.

Bone Command. As an action, the lich can animate bones, creating structures or furnishings. To use this ability, bones must be present, which are not reshaped and retain their original form. At the end of the lich's turn, any unsupported bones fall to the floor. A 10-foot structure of bone has AC 11, 20 hit points, and is vulnerable to bludgeoning damage.

Illusion of Life. The lich can cast *disguise self* at-will without expending a spell slot.

Skeleton Mastery. The lich can wrest control of skeletons. At the start of their turn, any skeleton not under the control of the lich must succeed on a DC 18 Wisdom saving throw or be subject to the mental commands of the lich, as if the lich had cast *animate dead*.

Skull Scry. The lich can see through the eyes of any inanimate skull the lich has previously held. The skull must be within 10 miles of the lich. The lich sees through the skull for as long as it concentrates, as if maintaining concentration on a spell, up to 10 minutes.

Undead Proxy. The lich can inhabit the body of an undead it controls. The undead must be within 10 miles of the lich. The lich retains its Intelligence, Wisdom, and Charisma scores but otherwise takes the statistics of the host body. If the host body is destroyed, the lich takes 3 (1d6) psychic damage.

Vassalich

Medium undead, any evil

Armour Class 15 (natural armor)

Hit Points 65 (10d8 +20)

Speed 30 ft.

Str 11 (+0) **Dex** 14 (+2) **Con** 14 (+2)

Int 16 (+3) **Wis** 14 (+2) **Cha** 13 (+1)

Saving Throws Constitution +5, Wisdom +5

Skills Arcana +7, Insight +5

Damage Resistances cold, lightning, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common plus 3 other languages

Challenge 7 (2900 XP)

TRAITS

Rejuvenation. A destroyed vassalich gains a new body in 2d10 days, regaining all its hit points, unless its phylactery is found and destroyed. The new body appears within 5 feet of the phylactery.

Spellcasting. The vassalich is an 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 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*

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

ACTIONS

Chilling Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or their speed is halved for 1 minute.

Newborn 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 18 (+4) **Wis** 14 (+2) **Cha** 13 (+1)

Saving Throws Constitution +6, Intelligence +9, Wisdom +7,

Skills Arcana+14, History+9, Insight +7, Perception+7

Damage Resistances cold, lightning, necrotic

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 60 ft., passive Perception 17

Languages Common and 4 more languages

Challenge 13 (10,000 XP)

TRAITS

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, unless its phylactery is found and destroyed. The new body appears within 5 feet of the phylactery.

Spellcasting. The lich is a 15th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The lich has the following wizard spells prepared:

Cantrips (at will): firebolt, mage hand, minor illusion, prestidigitation, ray of frost

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 lightning*

7th lvl (1 slot): *delayed blast fireball, finger of death*

8th lvl (1 slot): *dominate monster*

ACTIONS

Paralyzing Touch. *Melee Spell Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 15 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 a success.

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

Living Wall

Originally found in the *Book of Crypts*.

A Living Wall is a horrifying construct, made of the bodies of humanoids, compressed into the shape of a wall. The features of the individuals absorbed by the way can be seen on its surface, or it can be concealed by an illusion of a normal wall. Those who touch the wall may be pulled inside to join it. The wall retains many of the abilities of those it has absorbed.

Undead Nature. A living wall doesn't require air, food, drink, or sleep.

Living Wall

Gargantuan undead, chaotic evil

Armour Class 19 (natural)

Hit Points 171 (18d12 +54)

Speed 0 ft.

Str 19 (+4) **Dex** 10 (+0) **Con** 17 (+3)

Int 11 (+0) **Wis** 12 (+1) **Cha** 8 (-1)

Skills Athletics +7

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages 3 languages plus any languages known by absorbed creatures

Challenge 8 (3,900 XP)

TRAITS

Absorption. Creatures pulled inside the living wall have total cover. A creature within 5 feet of the wall can use their action to try and pull a creature out of the wall. Doing so requires a successful DC 15 Strength check. The wall can hold only one Large creature or up to six Medium or smaller creatures inside it at a time. While a living wall has a creature absorbed it can replace one of its claws attacks with one of the absorbed creature's weapon attacks or cast a cantrip prepared by the creature.

False Appearance. While the living wall remains motionless, it is indistinguishable from an ordinary wall, unless a creature uses a spell or effect similar to true seeing.

ACTIONS

Multiattack. The living wall makes four claws attacks. In place of one of its claws attacks it can make a grab attack

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Grab. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* The target is grappled (escape DC 15) if it is a Large or smaller creature.

When the living wall starts its turn with a grappled creature, it can use its bonus action to absorbing the creature. While absorbed, the creature is blinded and restrained, can't breathe, and has total cover against attacks and other effects outside the living wall. At the start of each of the living wall's turns, an absorbed creature takes 10 (3d6) necrotic damage. An absorbed creature can try to escape by taking an action to make a DC 15 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the wall. Creatures slain while being absorbed permanently become part of the living wall and can only be restored to life by a wish or similar magic.

Lycanthrope

Werebat originally found in the [Ravenloft Monstrous Compendium Volume I & II](#) and the loup-garou originally found in the [Ravenloft Monstrous Compendium Volume III](#). The loup du noir originally appeared in [Darklords](#) the werebadger appeared in [Van Richten's Guide to Werebeasts](#).

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

Black Leopards

The elite police force of Valachan, these **werepanthers** were black coloured chain shirts giving them an AC of 15 - which limits their ability to change into large cats - and gain the following attack option:

Baron's Arm. *Melee weapon attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) bludgeoning damage. When this flail score a critical hit the target must make a DC 15 Constitution saving throw or be scarred. While scarred, the target has disadvantage on all Charisma checks. Each time the target takes a long rest they can repeat the saving throw, healing the scars on a success. Magic such as *greater restoration* can also remove the scars.

Werebadger

Medium humanoid (dwarf, shapechanger), chaotic evil

Armour Class 10 in humanoid form, 11 (natural armor) in badger or hybrid form
Hit Points 105 (14d8 +42)
Speed 25 ft. (30 ft., burrow 10 ft. in badger form)

Str 16 (+3) **Dex** 11 (+0) **Con** 16 (+3)
Int 8 (-1) **Wis** 13 (+1) **Cha** 7 (-2)

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered
Senses darkvision 60 ft., passive Perception 11
Languages Common, Dwarven (can't speak in badger form)
Challenge 4 (1,100 XP)

TRAITS

Fury (Recharges after a Short or Long Rest). When the werebadger takes damage, it can choose to descend into a wild fury. The werebadger fixates on a single creature that has dealt it damage since the werebadger's last turn, and until the fury ends it has advantage on all attack rolls against that target. The fury lasts for 1 minute, or until the werebadger chooses to attack another creature or is rendered unconscious or incapacitated.

Shapechanger. The werebadger can use its action to polymorph between the forms of a badger-humanoid hybrid, a giant badger, or its true humanoid form. Other than size, its statistics remain the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Multiattack (Hybrid Form Only). The werebadger makes two attacks: one with its claws and with its battleaxe.

Battleaxe (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

Claws (Badger or Hybrid Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage. If the target is a dwarf, it must succeed on a DC 13 Constitution saving throw or be cursed with werebadger lycanthropy.

Werebat

Medium humanoid (human, shapechanger), neutral evil

Armour Class 12 in humanoid form, 13 (natural armor) in at or hybrid form

Hit Points 44 (8d8 +8)

Speed 30 ft. (fly 30 ft. in bat or hybrid form)

Str 9 (-1) **Dex** 15 (+2) **Con** 13 (+1)

Int 11 (+1) **Wis** 10 (+0) **Cha** 11 (+0)

Skills Perception +2

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Damage Vulnerabilities thunder

Senses blindsight 60 ft. in hybrid or bat form, passive Perception 10

Languages Common (can't speak in bat form)

Challenge 2 (450 XP)

TRAITS

Dive Attack. If the werebat dives 30 feet or more straight toward a target and then hits it with a claws attack, the attack deals an extra 3 (1d6) damage to the target.

Echolocation. The werebat can't use its blindsight sense while deafened.

Keen Hearing. The werebat has advantage on Wisdom (Perception) checks that rely on hearing.

Shapechanger. The werebat can use its action to polymorph between the forms of a bat-humanoid hybrid, a giant bat, or its true humanoid form. Other than size, its statistics remain the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Multiattack (Hybrid Form Only) The werebat makes two attacks: one with its claws and one with its bite.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) slashing damage.

Bite (Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach # ft., one target. *Hit:* 8 (1d12+2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werebat lycanthropy.

Rapier (Humanoid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Werepanther

Medium humanoid (human, shapechanger), neutral evil

Armour Class 12 in humanoid form, 11 (natural armor) in panther or hybrid form

Hit Points 65 (10d8+10)

Speed 30 ft. (40 ft. in panther form)

Str 16 (+3) **Dex** 15 (+2) **Con** 11 (+1)

Int 8 (-1) **Wis** 12 (+1) **Cha** 10 (+0)

Skills Intimidate +2, Perception +4

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses darkvision 60 ft., passive Perception 14

Languages Common (can't speak in panther form)

Challenge 3 (700 XP)

TRAITS

Keen Hearing and Smell. The werepanther has advantage on Wisdom (Perception) checks that rely on smell or hearing.

Pounce (panther or Hybrid Form Only). If the werepanther moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the werepanther can make one bite attack against it as a bonus action.

Shapechanger. The werebat can use its action to polymorph between the forms of a panther-humanoid hybrid, a panther, or its true humanoid form. Other than size, its statistics remain the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Multiattack (Hybrid or Humanoid Form Only). The werepanther makes two attacks, one with its claws and one with its flail. Alternatively, it can use a bite attack in place of its flail.

Bite (Panther or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Claws (Panther or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Flail (Hybrid or Humanoid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+3) bludgeoning damage.

Variants: Wererat Rogue and Warrior

Stealthy wererats that operates as a rogues wear leather armour (AC 14) and are trained in Deception and with thieves' tools. They use the same statistics as a **wererat** but gain the following traits:

Evasive Movement (1/short rest).

When the wererat is missed by a melee attack, as a reaction it can move 10 feet. This movement does not provoke an attack of opportunity. If the wererat ends this movement with concealment they can attempt to Hide.

Sneak Attack (1/turn). The wererat deals an extra 3 (1d6) damage when it 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 the wererat doesn't have disadvantage on the attack roll.

Warrior wererats are often member of the Renier family who operates as a warrior or bodyguard. They use the same statistics as a **wererat** except the wear chain shirt (AC 15) and gain the following actions:

Action surge (Recharges after a Short or Long 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 (Recharges after a Short or Long Rest). 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.

Variant: Werewolf cleric

The lupine clerics of Verbrek follow the Wolf God and employ magic. They use the **werewolf** stat block except they have a Wisdom of 14 (+2), are Challenge 4 (1,100 XP), and gains the following traits:

Wolf affinity. When making a Charisma (Handle Animal) check to train wolves, the cleric is can add double their proficiency bonus to their check.

Spellcasting. The werewolf cleric is a 3rd-level spellcaster. Its spellcaster ability is Wisdom (spell save DC 12, +4 to attack with spells). The werewolf cleric has the following cleric spells prepared:

Cantrip (at will): *light, thaumaturgy, xxx*
1st lvl (4 slots): *bles, cure wounds, sanctuary*
2nd lvl (2 slots): *hold person, aid*

Variant: Loup-garou

Large and fierce werewolves found in the mountains of the Core, loup-garou use the **werewolf** stat block is a Challenge of 5 (1,800 XP). A loup-garou has 105 hit points (14d10 + 28) with the following modifications:

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't gold

Shapechanger. The loup-garou werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a dire wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form, except in dire wolf and hybrid form it is Large. Any equipment it, is wearing or carrying isn't transformed. It reverts to its true form if it dies.

In addition, the loup-garou gains the following attack options:

Bite (Dire Wolf or Hybrid Form Only)
Melee weapon attack: +3 to hit, reach 5 ft., one target. *Hit:* 11 (2d8+2) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee weapon attack:* +3 to hit, reach 5 ft., one target. *Hit:* 13 (4d4+3) slashing damage.

Variant: Loup du Noir

Also known as skinwalkers, loup du noir rely on a magical wolf pelt to transform, and frequently hunt in packs, either with other werewolves or allied wolves. A loup du noir uses the **werewolf** stat block with the following modifications:

Pack Tactics. The loup du noir has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Shapechanger. The loup du noir werewolf can use its action to don a wolf skin, which merges with their body and polymorphs them into a wolf. Removing the skin is also an action returning them to its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. A loup du noir does not revert to its true form if it dies unless the wolf skin is removed.

In addition, the loup du noir gains the following attack option, which replaces the werewolf's bite and claws:

Bite (Wolf Form Only) *Melee weapon attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (1d12+2) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

The loup du noir, or skinchanger, is a lycanthrope that transforms by donning the skin of a wolf. In ancient times, some human hunters learned to assume the shape of a wolf.



to better stalk and kill their prey, and the practice eventually became a heritable trait. A few skinchangers still linger in the world today, people with a dark and sinister ability, some the form of a savage, murderous beast. Loup du noir have only two forms: human or wolf. In their human form they possess a superior class and abilities. The wolf form is a magical pelt that it can

M

Marikith

Originally found in [Islands of Terror](#).

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.

Common marikith are dangerous only in numbers, something they do not lack. Marikith are masters of mimicry and are adept at copying the sounds and voices of their prey, often calling out to lost travellers in the voices of other travellers or even their friends.

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.

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.



Marikith

Medium aberration, lawful evil

Armour Class 16 (natural armor)

Hit Points 38 (7d8 +7)

Speed 30 ft.

Str 13 (+1) **Dex** 14 (+2) **Con** 12 (+1)

Int 6 (-2) **Wis** 14 (+2) **Cha** 6 (-2)

Skills Stealth+4

Damage Resistances bludgeoning

Condition Immunities frightened, charmed

Senses darkvision 120', passive Perception 12

Language Understands Common (see voice mimicry), hive mind

Challenge 1/2 (100 XP)

TRAITS

Ambusher. The marakith has advantage on attack rolls against any creature it has surprised.

Compression. The marikith can squeeze through spaces as narrow as 1 foot wide without squeezing. In addition, marakith have advantage on ability checks and saving throws to escape a grapple.

Hive mind. Marikiths share a hive mind with the Marikith Queen, who controls all marakith within 5 miles.

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

Voice Mimicry. The marakith can't speak its own words but can mimic speech it has heard. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

Multiattack. The marikith makes two attacks: one with its claws and one with its bite.

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

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

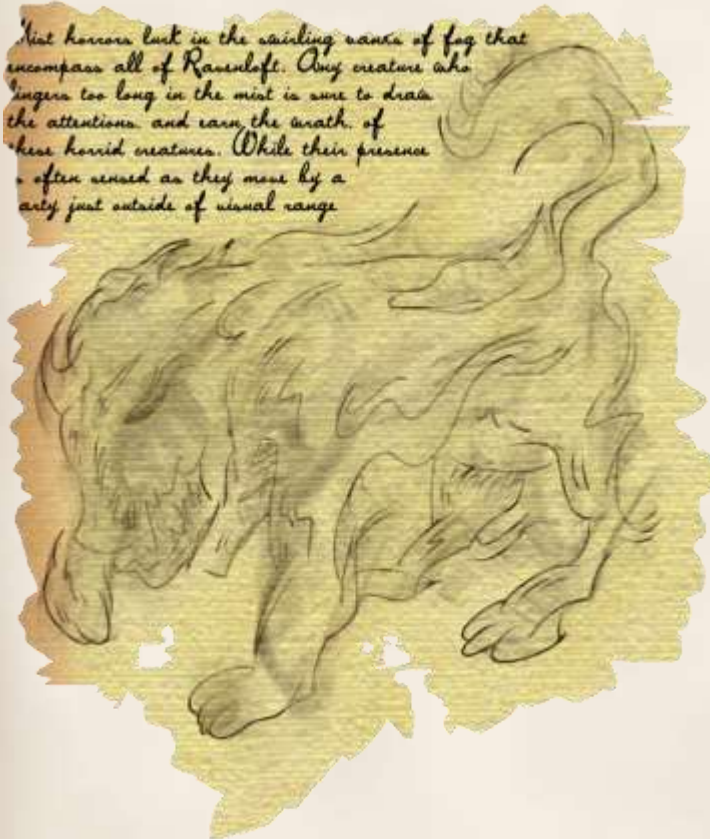
Mist Horror

Originally found in the [Ravenloft Monstrous Compendium Volume I & II](#).

Weak mist horrors appear like misshapen pockets of mist and vary greatly in appearance. Some have claws while others have numerous tentacles. Mist horrors are the spirits of the dead who were evil enough to attract the attention of the Dark Powers.

There is a superstition that anyone buried on a foggy day will become a mist horror. This may or may not be true, but the Vistani themselves seem to take this belief very seriously and that lends great credence to it in the eyes of many.

Unliving Nature. While not truly undead mist horror doesn't require air, food, drink, or sleep.



Mist Horror

Medium undead, neutral evil

Armour Class 13 (natural armour)

Hit Points 44 (8d8 +8)

Speed 30 ft., fly 15 ft.

Str 12 (+1) **Dex** 13 (+1) **Con** 12 (+1)

Int 5 (-3) **Wis** 11 (+0) **Cha** 9 (-1)

Damage Resistances bludgeoning, piercing, and slashing that is nonmagical

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Understands Common (can't speak)

Challenge 3 (700 XP)

TRAITS

Ambusher. The mist horror has advantage on attack rolls against any creature it has surprised.

Fugue Aura. Each creature concentrating on a spell that starts its turn within 20 feet of a mist horror must make an immediate DC 12 Constitution saving throw to maintain their concentration.

Incorporeal Movement. The mist horror 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.

Surprise Attack. If the mist horror surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 14 (4d6) damage from the attack.

ACTIONS

Multiattack. The mist horror makes two slam attacks.

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6+1) bludgeoning damage.

Moor Hound

Originally found in [Howls in the Night](#).

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.

Constructed Nature. Moor hounds and bog hounds doesn't require air, food, drink, or sleep.

Bog Hound

Medium construct, unaligned

Armour Class 13 (natural armour)

Hit Points 32 (5d8 +10)

Speed 40 ft.

Str 14 (+2) **Dex** 12 (+1) **Con** 15 (+2)

Int 2 (-4) **Wis** 12 (+1) **Cha** 6 (-2)

Skills Perception +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Vulnerabilities fire

Condition Immunities blindness, exhaustion, paralyzed, poisoned, petrified

Senses blindight 60 ft., passive Perception 13

Languages –

Challenge 1 (200 XP)

TRAITS

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

Armour Class 14 (natural armour)

Hit Points 67 (9d10 +18)

Speed 50 ft.

Str 16 (+3) **Dex** 11 (+1) **Con** 15 (+2)

Int 12 (+1) **Wis** 11 (+0) **Cha** 8 (-1)

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, paralyzed, poisoned, petrified

Senses darkvision 60 ft., passive Perception 10

Languages –

Challenge 4 (1,100 XP)

TRAITS

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.

Mummy

Known in the Mists as Ancient Dead, mummies are almost never accidentally created, but purposely preserved through careful rituals.

Most common in Har'Akin, some variants can be found in other lands. And as the tombs of the Amber Wastes are plundered, the ancient dead leave their homeland to reclaim their stolen treasures.

Dread Mummies

Below are a list of potential features mummies can have, along with any adjustment to the vampire's Challenge Rating.

Aura of Despair. Any creature that moves within 15 feet of the mummy or starts its turn there must succeed on a DC 12 Wisdom saving throw or suffer disadvantage on their next attack roll, ability check, or saving throw. Creatures immune to being charmed aren't affected by this aura.

This increases the mummy's Challenge by 1.

Children of the Desert (1/day). The mummy magically calls 2d4 **swarms of insects**. While outdoors, the mummy can call 1d4+1 **swarms of poisonous snakes** instead. The called creatures arrive in 1d4 rounds, acting as allies of the mummy and obeying its spoken commands. The beasts remain for 1 hour, until the mummy dies, or until the mummy dismisses them as a bonus action.

This increases the mummy's Challenge by 1.

Contagious Rot. The mummy's curse spreads from victim to victim. When a creature cursed with mummy rot makes skin-to-skin contact with another creature, that creature must make a saving throw or be cursed with mummy rot.

This feature increases the mummy's Challenge by 1.

Mummy's Curse (1/Day). The mummy chooses one creature within 30 feet that has

wronged it to be the target of its curse. The target must succeed on a DC 14 Wisdom saving throw or become cursed for a year and a day. The mummy chooses the nature of this curse:

The target has disadvantage on ability checks and saving throws made with an ability score of the mummy's choice.

- The target has disadvantage on attack rolls against the mummy and its allies.
- The target takes an extra 4 (1d8) necrotic damage when hit by the mummy.

This increases the mummy's Challenge by 1.

Regeneration. The mummy regains 5 hit points at the start of its turn if it has at least 1 hit point.

This feature increases the mummy's Challenge by 1.

Rotting Curse. The mummy's possessions can transmit its curse. For each hour a creature handles an item taken from a mummy, it must make a saving throw or be cursed with mummy rot.

This feature increases the mummy's Challenge by 1.

Tombwalk. The mummy melds with the stone of its tomb or similar structure, stepping into a stone large enough to contain its body. While merged with the stone, the mummy is blinded and has disadvantage on Wisdom (Perception) checks to hear sounds outside the stone. The mummy can move through the stone as if it were difficult terrain, using its movement to exit.

Minor physical damage to the stone doesn't harm the mummy, but its partial destruction or a change in its shape expels the mummy and deals 10 bludgeoning damage. The stone's complete destruction (or transmutation into a different substance) expels mummy and deals 25 bludgeoning damage, and it falls prone in the closest unoccupied space.

N

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 bidding, they rarely seek to gain power or lead.

Dread Nothic

Medium aberration, neutral evil

Armour Class 16 (natural armor)

Hit Points 45 (6d8 +18)

Speed 30 ft.

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

Senses truesight 120 ft., passive Perception 13

Languages Any two languages

Challenge 2 (450 XP)

TRAITS

Allergen. A dread nothic's can't affect targets over a line of salt, and contact with salt inflicts 5 acid damage. Some are instead vulnerable to knotted hemp rope or fresh lake 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 react swiftly. It can't be surprised and has advantage on initiative rolls.

ACTIONS

Multiattack. The dread nothic makes two claw attacks

Claw. *Melee Weapon Attack:* +4, reach 5 ft., one target. *Hit:* 6 (1d6+2) slashing damage.

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 contract a rotting disease.

After each long rest, a diseased character must make a DC 12 Constitution saving throw. On failure, the character's hit point maximum is reduced by 5 and they gain 1 level of exhaustion level that can't be removed while infected. A character dies if their hit point maximum reaches 0. If the character succeeds in two saves in a row, they're cured of the disease and their hit point 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.

Visions of the future (1/turn). The Nothic can gain advantage to one attack roll or saving throw. Alternatively, within one round of using this power it can use its reaction to impose disadvantage to one attack against it.

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.

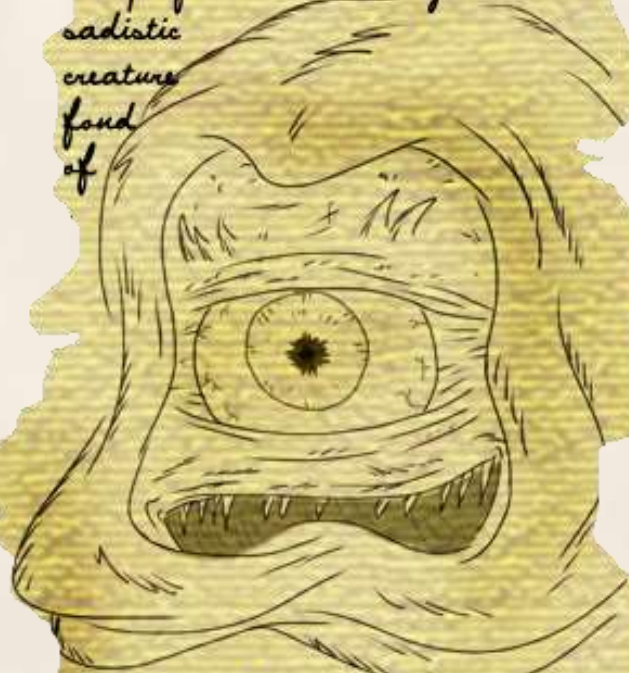
There are rumors that the Marikith Queen of Timor or *something* in the island of Markovia can turn wizards to Dread Nothics. There are tales of wizards and sorcerers that slighted the vistani and were turned to these foul monsters. The Red wizard Hazlik is also rumored to punish magic users that way; 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.

The nothic is concerned only with reading fear and pain, and feeding itself. Its single eye grants it numerous abilities. For one, it can see through walls, invisible objects, and much. Its gaze also inflicts a maddening disease in those who meet it, not unlike that of the boalist.

With weak claws, and slow movements his deadly eye weapon is the nothic's primary method of killing the victims it needs. It is happy eating carrion if it can find no victims, but prefers not to, being a

sadistic creature fond of



causing suffering. Nothics speak undercommon in a hoarse, wheezing voice. They are chaotic evil in alignment.

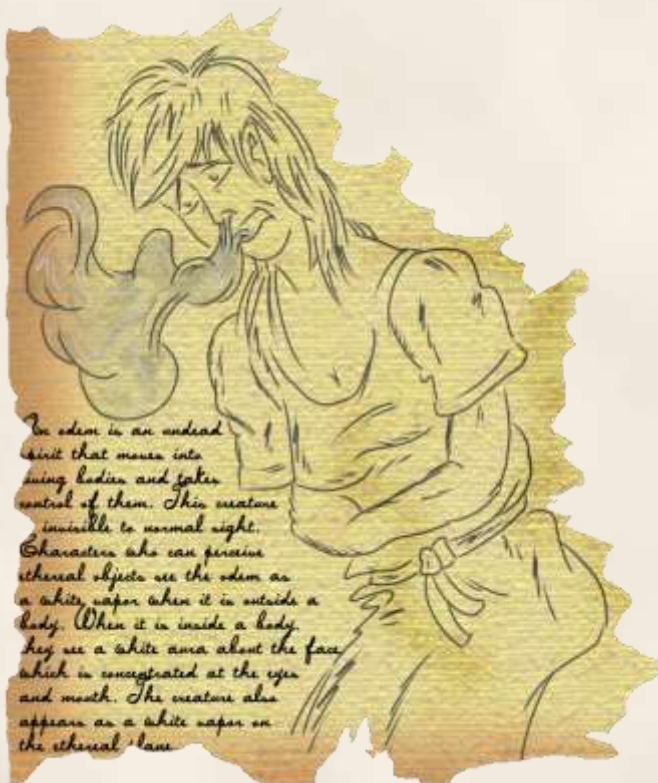


Odem

Originally found in the [Ravenloft Monstrous Compendium Volume III](#).

An odem is an undead spirit that moves into living bodies and takes control of them. It searches for victims with the potential for strong emotions, typically fear, anger, or hate. The goal of the odem is always to cause mayhem and destruction.

Undead Nature. An odem doesn't require air, food, drink, or sleep. However, it enjoys feeding on the fear, anger, and hate of those around it.



An odem is an undead spirit that moves into living bodies and takes control of them. This creature is invisible to normal sight. Characters who can perceive ethereal objects see the odem as a white vapor when it is outside a body. When it is inside a body, they see a white aura about the face which is concentrated at the eyes and mouth. The creature also appears as a white vapor on the ethereal plane.

Odem

Small undead, chaotic evil

Armour Class 11

Hit Points 35 (10d6)

Speed 0 ft., fly 30 ft.

Str 2 (-4) **Dex** 13 (+1) **Con** 10 (+0)

Int 15 (+2) **Wis** 14 (+2) **Cha** 16 (+3)

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 10

Languages Common (can't speak unless possessing a body)

Challenge 3 (1,100 XP)

TRAITS

Invisible. The odem is invisible.

ACTIONS

Possession (Recharge 4-6). One humanoid that the odem can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the odem. The odem enters the body through the mouth, nose, or ears and disappears, and the target is incapacitated and loses control of its body. The odem now controls the body but doesn't deprive the target of awareness. The odem can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain full access to the target's knowledge but can use its skill and tool proficiencies as well as any class features.

The possession lasts until the body drops to 0 hit points, the odem ends it as a bonus action, or the odem is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the odem reappears in an unoccupied space within 5 feet of the body. The target is immune to this odem's Possession for 24 hours after succeeding on the saving throw

Ooze

Grave ooze originally found in *Denizens of Darkness*.

Bubbling from a grave and resembling a mass of rotting flesh, the grave ooze is often mistaken as an undead being. Feeding on the flesh of corpses, the living occasionally become prey to this mindless predator. Few grave robbers who have encountered such a creature have survived to tell the tale.

This rancid mass of pustulent skin and semi-digested carrion is a grave ooze. This result reveals all ooze traits.

A grave ooze is a mindless predator that primarily feeds on decaying flesh. However, it just as readily attacks any living creatures that disturb it. A grave ooze attacks by flailing at creatures with its pseudopods.



Grave Ooze

Large ooze, unaligned

Armour Class 7

Hit Points 37 (5d10 +10)

Speed 10 ft., burrow 5 ft.

Str 15 (+2) **Dex** 5 (-3) **Con** 15 (+2)

Int 2 (-4) **Wis** 6 (-2) **Cha** 2 (-4)

Damage Resistances acid, necrotic

Conditional Immunities Immunities

blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 2 (450 XP)

TRAITS

Amorphous. The pudding can move through a space as narrow as 1 inch wide without squeezing.

Damage Transfer. While it is grappling a creature, the grave ooze takes only half the damage dealt to it, and the creature grappled by the ooze takes the other half.

Toxic Surface. Creatures that start their turn grappled by the grave ooze must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. At the start of each of its turns, the poisoned creature takes 3 (1d6) poison damage. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Emptying a vial of holy water on the target also ends the effect.

ACTIONS

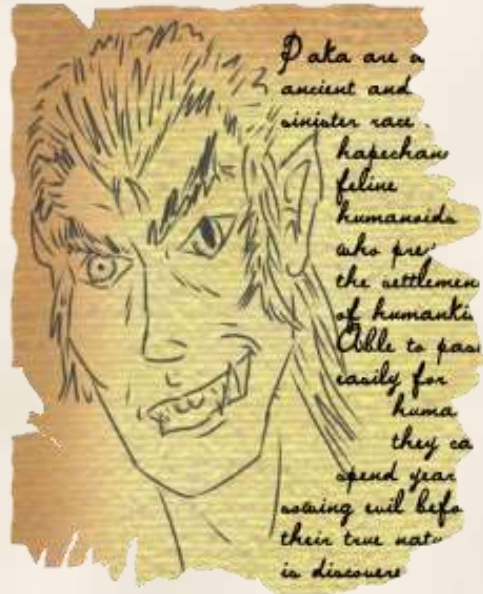
Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage and taking 7 (2d6) acid damage, and a Large or smaller target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the grave ooze can't grapple another target. A creature within 5 feet of the ooze can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check.

P

Paka

Originally found in the [Ravenloft Monstrous Compendium Volume III](#).

A race of cat-people, the paka live inside human communities and prey upon the humankind. Able to pass easily for human, they spend years sowing evil before being discovered. 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.



Paka

Medium humanoid (shapechanger), chaotic evil

Armour Class 14 (leather armor)

Hit Points 13 (3d8)

Speed 35 ft.

Str 8 (-1) **Dex** 17 (+3) **Con** 11 (+0)

Int 13 (+1) **Wis** 11 (+0) **Cha** 12 (+1)

Senses darkvision 60', passive Perception 12

Languages Aumes, any six languages

Challenge 1/2 (100 XP)

TRAITS

Canine Antipathy. The paka has disadvantage on Charisma checks with canines.

Keen sight. The paka have advantage on Wisdom (Perception) checks that rely on sight.

Shapechanger. The paka can use its action to polymorph into a cat-humanoid hybrid or back into its alternate form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its hybrid form when it dies.

Sudden Pounce. If the paka moves at least 20 feet straight toward a creature, it has advantage on claw attacks against that creature. If the target is surprised, the paka also deals an extra 7 (2d6) damage with this attack.

Speak with Felines. The paka can communicate with cats as if they shared a language.

ACTIONS

Multiattack. The paka make two attacks: one with its claws and one with its rapier.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

Rapier (Humanoid or Hybrid Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Feline Allies. The paka establishes a telepathic bond with a cat or similar feline that it can see that is within 60 feet of it. The cat must succeed on DC 13 Wisdom saving throw or be charmed by the paka. While the target is charmed, the paka can perceive through its senses. The bond lasts for 10 minutes, until the cat moves out of range, or the paka chooses to end the effect as a bonus action.

Lick Wounds (Recharges on a Short or Long Rest). The paka regains 4 (1d8) hit points.

Variant: Priest of the Cat Lord

Paka clerics worship a god unique to them, and seldom speak of their religion to outsiders. Paka priests use the **paka** stat block except they have a Wisdom of 14 (+2), 36 (8d8) hit points, are Challenge 2 (200 XP), and gains the following traits:

Spellcasting. The priest of the Cat Lord is a 5th-level spellcaster. Its spellcaster ability is Wisdom (spell save DC 12, +4 to attack with spells). The priest has the following cleric spells prepared:

Cantrips (at will): *guidance, light, sacred flame, thaumaturgy,*

1st lvl (4 slots): *animal friendship, bane, bless, command, speak with animals*

2nd lvl (3 slots): *aid, barkskin, hold person, locate object, spike growth*

3rd lvl (2 slots): *feign death, plant growth, wind wall*

Pixie

Baobhan sith originally found in the [Ravenloft Monstrous Compendium Volume III](#).

Baobhan Sith

Corrupted pixies captured and twisted by the Mists. Baobhan sith use the statistics of **pixies** but are chaotic evil. And gain the follow attack options:

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Contagious Laughter (Recharges after a Short or Long Rest). When amused by something a baobhan sith will cackle with insane glee, typically at the sight of human suffering. Each creature within 30 feet must succeed on a DC 13 Wisdom saving throw or succumb to laughter. Laughing creatures are incapacitated and fall prone, being unable to stand up for the duration. A creature with an intelligence score of 4 or less isn't affected. At the end of each of its turns the target can make another Wisdom saving throw, ending the effect on itself on a success.

The Vistani say these desperate and bitter creatures are the descendants of a cursed pixie clan captured by the mists of Ravenloft for the unspeakable acts they committed in a distant land. They are cruel creatures who take their greatest pleasure from the suffering of the weak and helpless. The baobhan sith (or black sprites) stand two feet tall and have large transparent wings like those of a cicada. They have sharp elven features with long, almost bat-like ears. Even druids have difficulty distinguishing the baobhan sith from pixies, and it is only the dull luster of their wings and their distinctive ears that identify them. They favor garish clothing and wear colorful caps. The baobhan sith speak common and it is believed that they may also know the languages of other sprites and woodland animals.

R

Ravenkin

Originally found in the [Ravenloft Monstrous Compendium Volume I & II](#).

The ravenkin are a long-lived race whose elders claiming to be "a hundred winters" old. Knowledgeable scholars, these creatures are able to provide a wealth of information about virtually any subject.

The Vistani claim that ravenkin can see through the eyes of every raven in the land; from the vast knowledge these folk seem to be able to amass on even the shortest notice, that seems to be only a minor exaggeration.

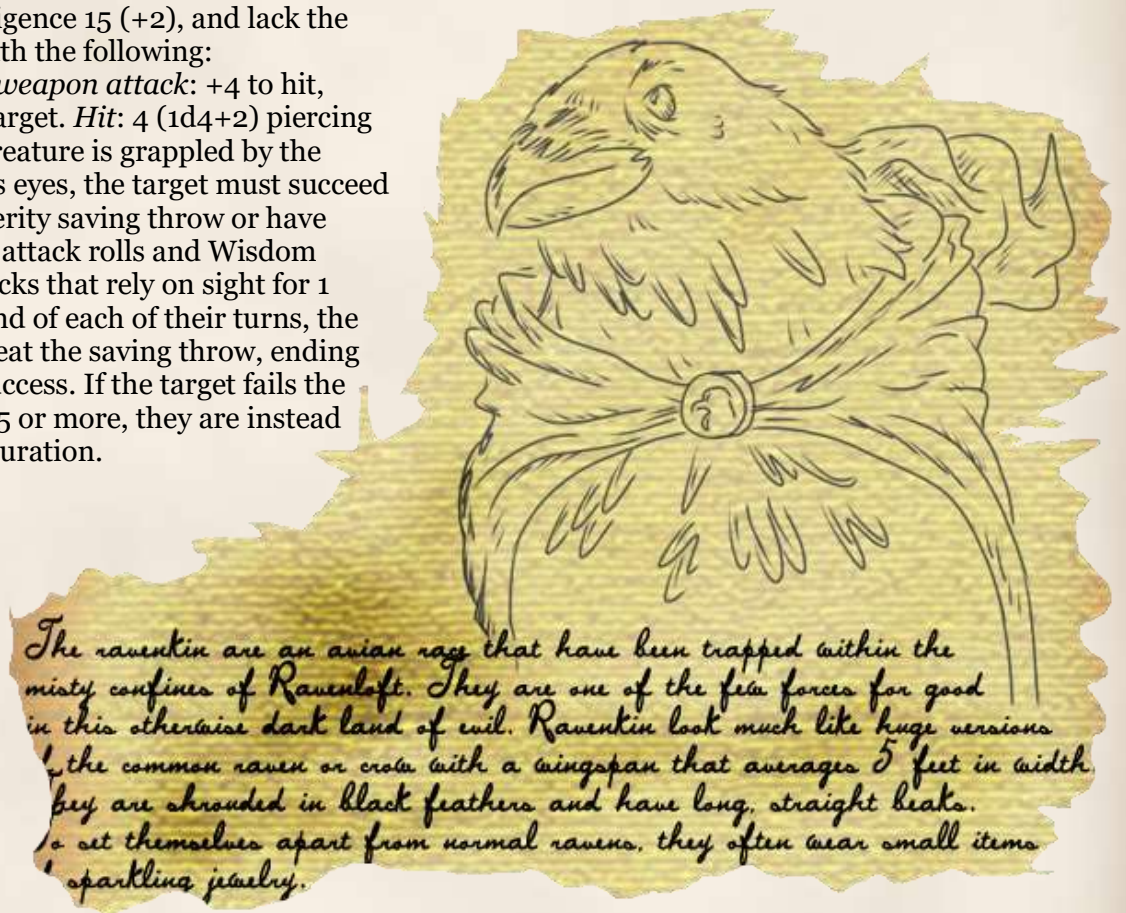
Ravenkin

Use the **arakocra** stat block, but are Small, has Intelligence 15 (+2), and lack the Javelin attack with the following:

Peck. *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage. If the creature is grappled by the ravenkin and has eyes, the target must succeed on a DC 12 Dexterity saving throw or have disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight for 1 minute. At the end of each of their turns, the creature can repeat the saving throw, ending the effect on a success. If the target fails the saving throw by 5 or more, they are instead blinded for the duration.

Variant: Ravenkin as Innate Spellcasters

Spellcasting. The ravenkin can innately cast a number of spells equal to its Intelligence modifier. Each spell can be cast once per day, requiring no material components, and the spell's level can be no higher than one-third the ravenkin's challenge rating (rounded down). The ravenkin's bonus to hit with spell attacks is equal to its proficiency bonus + its Intelligence bonus. The ravenkin's spell save DC equals 8 + its proficiency bonus + its Intelligence modifier.



Reaver

Originally found in the [Ravenloft Monstrous Compendium Volume I & II](#).

These foul aquatic people live beneath the waves of the Core's western shore. They lurk in the shallows, hoping to attack swimmers, fishermen, and small ships. They are extremely territorial, often regarding any human settlement near their lairs as an intrusion upon their territory.

From time to time, an individual reaver is exiled from their people for one reason or another (usually failure in an important task). These outcasts leave the salty sea water behind and find a fresh water lake or river in which to live.

Reaver

Medium humanoid, chaotic evil

Armour Class 16 (natural)

Hit Points 44 (8d8 +8)

Speed 20 ft., swim 40 ft.

Str 14 (+2) **Dex** 10 (+0) **Con** 12 (+1)

Int 7 (-2) **Wis** 14 (+2) **Cha** 12 (+1)

Senses darkvision 120 ft., passive Perception 12

Languages Aquan

Challenge 1 (200 XP)

TRAITS

Hold Breath. While out of water, the reaver can hold its breath for 1 hour.

Razor Scales. Creatures that start their turn grappling with the reaver take 3 (1d6) slashing damage, and creatures that hits the reaver with an unarmed strike take 1 slashing damage.

Water Breathing. The reaver can breathe only underwater.

ACTIONS

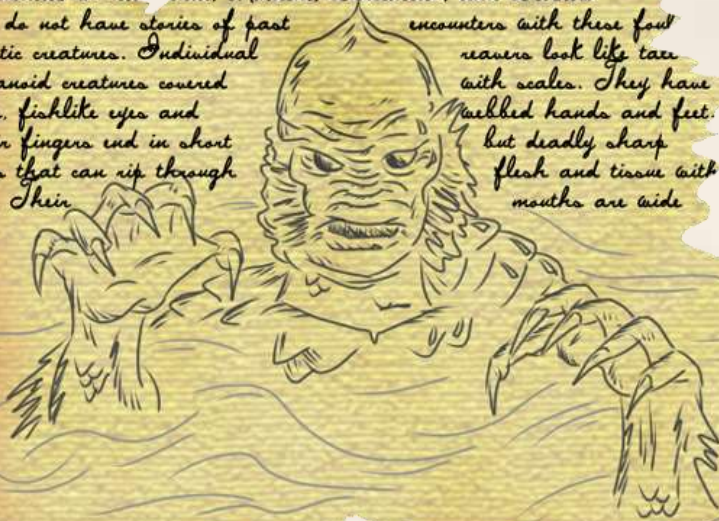
Multiattack. The reaver makes three attacks: two claw attacks and one bite attack. If the reaver hits a creature with both claw attacks, it is grappled (escape DC 14) and the reaver can't use its claw attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12+2) slashing damage.

The race of reavers are evil and dark people who live beneath the waves on Ravenloft's western shore. Here, they lurk in hopes of attacking swimmers, fishes, and small ships. Few indeed are the core communities in Godadia, Mordent, Dementlieu, and Darkon that do not have stories of past aquatic creatures. Individual humanoid creatures covered in scales, fishlike eyes and legs, and their fingers end in short claws that can rip through ease. Their

encounters with these foul reavers look like tar with scales. They have webbed hands and feet, but deadly sharp flesh and tissue with mouths are wide



Red Widow

Originally found in the [Ravenloft Monstrous Compendium Volume I & II](#).

The red widow, or *spider queen*, is an evil and deadly shapechanger that derives vile pleasure in murder. It lures victims with its many charms and promises of delight. Red widows makes their home in cities and towns where it moves about in human guise, seducing 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.

Red Widow

Medium monstrosity (shapechanger), neutral evil

Armour Class 12 in human form, 16 (natural armour) in spider form

Hit Points 45 (12d8 + 12)

Speed 30 ft. (climb 30 ft. in spider form)

Str 14 (+2) **Dex** 15 (+2) **Con** 12 (+1)

Int 13 (+1) **Wis** 13 (+1) **Cha** 17 (+3)

Skills Deception+5

Damage Resistances poison

Conditional Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

TRAITS

Shapechanger. The widow can use its action to polymorph into a Large spider or the form of a humanoid. Other than its size, AC, and speed its statistics, are the same in each form. Any equipment it is wearing or carrying isn't transformed. The red widow reverts to the spider form if it dies.

Spider climb. While in spider form the red widow can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The red widow ignores movement restrictions caused by webbing.

ACTIONS

Bite (Spider Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage and the target must make a DC 14 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, and half as much damage on a successful one. If the red widow is grappling the target, it has advantage on attack rolls against it.

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

Web (recharge 5-6). *Ranged Weapon Attack:* +4 to hit, ranged 20/40 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Call Spiders (1/day). The red widow can summon two **swarms of spiders**, that arrive in 1d4 rounds and act as allies for the widow. The spiders remain for 1 hour, until the red widow dies, or until the red widow dismisses them as a bonus action.

Rushlight

Originally found in the [Ravenloft Monstrous Compendium Volume III](#).

These malevolent spirits are formed when an evil being is burned alive on a funeral pyre, but escape their burning beds to spread fire and death

Undead Nature. A rushlight doesn't require air, food, drink, or sleep.

Rushlights are a devolent of the pyre that escape their burning beds to spread fire and death to the denizens of Ravenloft. Rushlights are invisible most of the time. When spotted they appear as flickering globes of flame. Inside the near-transparent ball are the face and hands of an evil, tortured spirit.



Rushlight

Small undead, chaotic evil

Armor Class 12

Hit Points 54 (12d6 +12)

Speed 0 ft., fly 60 ft.

Str 6 (-2) **Dex** 14 (+2) **Con** 12 (+1)

Int 10 (+0) **Wis** 11 (+0) **Cha** 14 (+2)

Skills Stealth +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical sources

Damage Immunities cold, fire, necrotic, poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 5 (1,800 XP)

TRAITS

Invisible. The rushlight can only be seen in a creature's peripheral vision. It is considered to have total concealment, but a successful Wisdom (Perception) check identifies its space. If a creature explicitly tries to see the creature out of the corner of their eye they have advantage on checks to locate the rushlight.

Incorporeal Movement. The rushlight 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

Burning Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (3d4) fire damage and the target must succeed on a DC 14 Dexterity saving throw or catch on fire. While on fire, the creature takes 3 (1d6) damage at the start of each of their turns. This fire cannot be completely extinguished, only temporarily smothered. As an action, a creature can smother the fire, but after 1d4+ rounds the embers reignite. To extinguish the fire, the burning creature must be targeted by dispel magic or dispel evil or good spell or similar magic. Dousing the flames in holy water also extinguishes the magical fire.

S

Sea Spawn

Originally found in the [Ravenloft Monstrous Compendium Volume III](#).

Infiltrating coastal villages with their disgusting spawn, sea spawn use their young to take control of the minds they come into contact with.

By day, the sea spawn master lurks in shallow caves or reefs, coordinating the movements of its less intelligent minions.

Sea Spawn Master

Large monstrosity, lawful evil

Armour Class 15 (natural armour)

Hit Points 150 (20d10 +40)

Speed 20 ft., swim 20 ft.

Str 14 (+2) **Dex** 12 (+1) **Con** 15 (+2)

Int 10 (+0) **Wis** 11 (+0) **Cha** 13 (+1)

Saving Throws Wisdom +3

Senses darkvision 60 ft., passive Perception 10

Languages understands Common but can't speak

Challenge 5 (1,800 XP)

TRAITS

Slimy Skin. The sea spawn master has advantage on all ability checks and saving throws related to grappling.

Telepathic Bond. The sea spawn master can sense what its minions senses as long as they are within 1 mile of each other. Additionally, sea spawn minions obey the telepathic commands of their master, and the master can speak through its minions' host bodies.

Water Breathing. The sea spawn master can breathe only underwater.

ACTIONS

Multiattack. The sea spawn master makes one attack with its claws and one with its bite.

Claws. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 11 (2d8+2) slashing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (2d10+2) piercing damage and the target must succeed on a DC 1.

Call Aquatic Allies (1/day). The sea spawn master can summon aquatic creatures that arrive in 1d4 rounds and act as its allies, and obeying the sea spawn's mental commands. The beasts remain for 1 hour, until the sea spawn master dies, or until the sea spawn master dismisses them as a bonus action. Choose one of the following options for what appears:

- One **hunter shark**
- Two **giant octopi** or **swarms of quippers**
- Four **reef sharks**
- Eight **giant crabs**

The master sea spawn is on the most remote reaches to lurk beneath the oceans of the Demiplane of Dread. They infiltrate coastal villages with their disgusting spawn and then use them to take control of the minds they come into contact with. The master is a large manoid.

The minions of the sea spawn (g.u.) are tiny creatures that seek to inhabit the skull of a coastal villager and control his will and body. Their sole purpose is to provide the host's flesh for their horrid feast.



Sea Spawn Minion

Tiny monstrosity, lawful evil

Armour Class 13

Hit Points 3 (1d4 +1)

Speed 10 ft., climb 10 ft, swim 20 ft.

Str 1 (-5) **Dex** 17 (+3) **Con** 12 (+1)

Int 6 (-2) **Wis** 12 (+1) **Cha** 13 (+1)

Skills Stealth +5

Senses passive Perception 11

Languages understands Common but can't speak outside of a host

Challenge 0 (10 XP)

TRAITS

Limited Amphibiousness. The sea spawn minion can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Telepathic Bond. The sea spawn master can sense what its minions senses as long as they are within 1 mile of each other. Sea spawn minions obey any orders given by their master.

ACTIONS

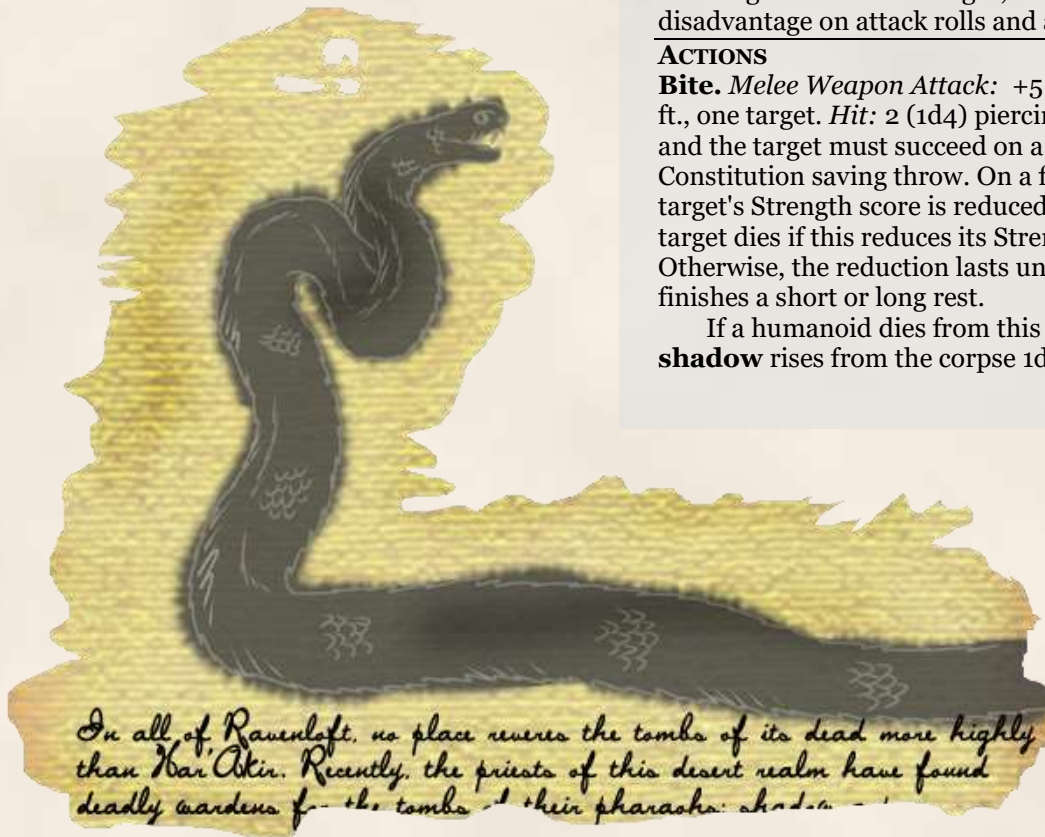
Bite. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the minion's space. *Hit:* 1 piercing damage and the target must succeed on a DC 14 Constitution saving throw against its poison, or become paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Burrow. The sea spawn minion can bore its way into the head of an incapacitated creature and wrap itself around the creature's brain stem, allowing it to attempt control of the host body. The sea spawn minion initiates a Charisma contest with creature it has burrowed into. If it wins the contest, the sea spawn minion takes control of the body. The sea spawn minion can repeat this contest every round. While inside a creature, the sea spawn minion has total cover against attacks and other effects originating outside its host. The sea spawn minion retains its Intelligence, Wisdom, and Charisma scores, as well as its traits, but otherwise adopts the target's statistics. It knows everything the creature knew, including spells and languages. If the host body drops to 0 hit points, the sea spawn minion must leave it. A protection from evil and good or greater restoration spell cast on the body drives the sea spawn minion out, inflicting 10 (3d6) piercing damage on the victim as the sea spawn minion violently digs its way out. The sea spawn minion can also be removed with a DC 15 Wisdom (Medicine) check that requires a healer's kit and takes 10 minutes.

Shadow Asp

Originally found in the [Ravenloft Monstrous Compendium Volume III](#).

Shadow asps are magical creatures conjured into existence by the priests of Har'Akir, typically those revering Osiris, Set, or Nephthys. They are deadly wardens for the tombs of the pharaohs.



Shadow Asp

Tiny monstrosity, lawful neutral

Armour Class 13

Hit Points 10 (3d4 +3)

Speed 30 ft.

Str 2(-4) **Dex** 16 (+3) **Con** 12 (+1)

Int 1 (-5) **Wis** 10 (+0) **Cha** 3 (-4)

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 1 (200 XP)

TRAIT

Sunlight Hypersensitivity. The shadow asp 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:* +5 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage, and the target must succeed on a DC 12 Constitution saving throw. On a failure, the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a humanoid dies from this attack, a **shadow** rises from the corpse 1d4 hours later.

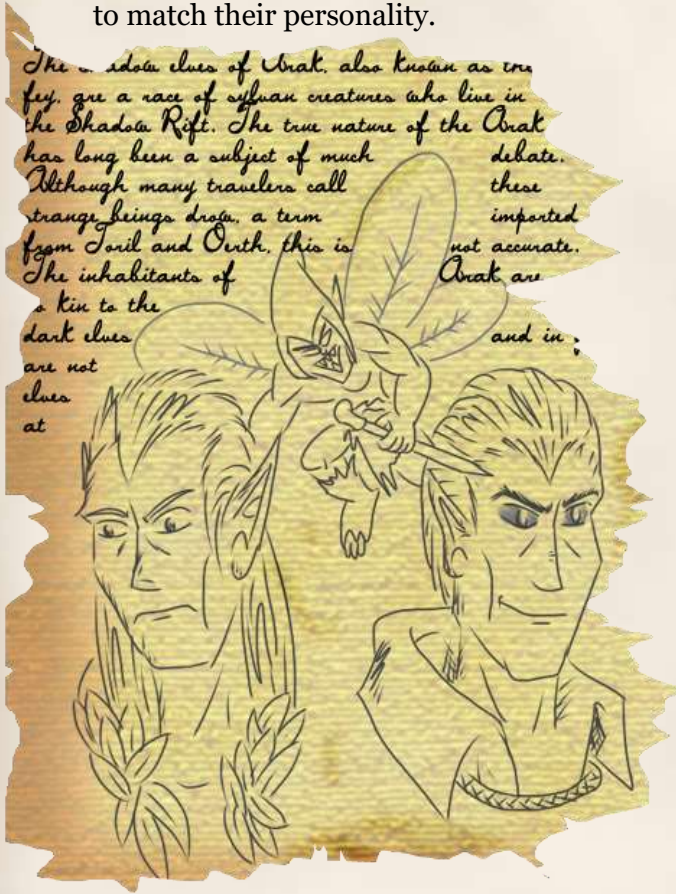
Shadow Fey

Shadow fey originally found in [Shadow Rift](#).

The faerie race of the Arak, also known as the shadow fey, are a race of sylvan creatures who live in the Shadow Rift, divided between the Seelie and Unseelie Courts.

The true nature of the Arak has long been a subject of much debate. Although some travelers mistakenly call these strange beings drow – a term imported from realms such as Toril – this is not accurate. The Arak are not kin to dark elves but creatures of the mysterious Shadowfell.

The Arak were created by the eldritch horror, Gwydion, who enslaved eladrin and infused them with the essence of the Plane of Shadow. The Arak are a diverse race, with their bodies and abilities changing over time to match their personality.



Alven

Tiny fey, chaotic good

Armour Class 13

Hit Points 6 (4d4 -4)

Speed 10 ft., fly 30 ft.

Str 4 (-3) **Dex** 16 (+3) **Con** 8 (-1)

Int 13 (+1) **Wis** 16 (+3) **Cha** 14 (+2)

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical sources

Damage Vulnerabilities bludgeoning, piercing, and slashing damage from cold iron weapons

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 13

Languages Arak

Challenge 1/4 (50 XP)

TRAITS

Innate Spellcasting. The alven spellcasting ability is Charisma (spell save DC 12). The alven can innately cast the following spells, requiring no material components:

1/day each: *plantgrowth*

2/day each: *barkskin*, *spike growth*

3/day each: *entangle*, *goodberry*

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

Sunlight Hypersensitivity. The alven takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Change Shape. The alven magically polymorphs into a butterfly or moth, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed. Its statistics are the same in each form.

Wing Dance. The alven flits about in seemingly random patterns. Each creature within 30 feet who can see the alven's dance must succeed on a DC 13 Wisdom saving throw or become charmed by the alven for 1 minute. If the saving throw fails by 5 or more the affected creature is also blinded and deafened while charmed. A charmed 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 for it, the creature is immune to the Wing Dance for the next 24 hours.

Brag

Small fey, lawful neutral

Armour Class 12

Hit Points 44 (8d6+16)

Speed 20 ft. (30 ft. in beast form)

Str 15 (+2) **Dex** 14 (+2) **Con** 15 (+2)

Int 13 (+1) **Wis** 10 (+0) **Cha** 11 (+0)

Skills Athletics +4

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical sources

Damage Vulnerabilities bludgeoning, piercing, and slashing damage from leather weapons

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 10

Languages Arak

Challenge 2 (450 XP)

TRAITS

Innate Spellcasting. The brag spellcasting ability is Charisma (spell save DC 10). The brag can innately cast the following spells, requiring no material components:

1/day each: *protection from energy*

2/day each: *barkskin, shield*

3/day each: *alarm, mage armour*

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

Slumber Gaze. When a creature starts its turn within 30 of the brag and can see its eyes, the brag can force it to make a DC 12 Wisdom saving throw if the brag isn't incapacitated and can see the creature. If the saving throw fails the creature falls unconscious for 1 minute.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the brag until the start of its next turn, when it can avert its eyes again. If the creature looks at the brag in the meantime, it must immediately make the save. Undead and creatures immune to being charmed aren't affected by this ability. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the brag's gaze for the next 24 hours.

Sunlight Hypersensitivity. The brag takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Slam (Fey Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage and the target must succeed on a DC 12 Wisdom saving throw or believe they are a horse, acting as if they had 2 Intelligence, being unable to cast any spells, and only being able to make hoof attacks. Undead and creatures immune to being charmed aren't affected by this ability.

Hoof (Equine Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage and the target must succeed on a DC 12 Wisdom saving throw or believe they are a horse, acting as if they had 2 Intelligence, being unable to cast any spells, and only being able to make hoof attacks. Undead and creatures immune to being charmed aren't affected by this ability..

Change Shape. The brag magically polymorphs into an equine beast, such as a pony or mule, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed. Other than movement, its statistics are the same in each form.

Fir

Small fey, neutral good

Armour Class 12

Hit Points 21 (6d6)

Speed 20 ft. (climb 10 ft. beast form)

Str 8 (-1) **Dex** 15 (+2) **Con** 11 (+0)

Int 16 (+3) **Wis** 12 (+1) **Cha** 14 (+2)

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical sources

Damage Vulnerabilities bludgeoning, piercing, and slashing damage from tin weapons

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 11

Languages Arak

Challenge 1/2 (100 XP)

TRAITS

Charming Gaze. When a creature starts its turn within 30 of the fir and can see its eyes, the fir can force it to make a DC 12 Wisdom saving throw if the fir isn't incapacitated and can see the creature. If the saving throw fails the creature falls charmed by the fir for 1 minute.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the fir until the start of its next turn, when it can avert its eyes again. If the creature looks at the fir in the meantime, it must immediately make the save. Undead and creatures immune to being charmed aren't affected by this ability. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the fir's gaze for the next 24 hours.

Innate Spellcasting. The fir spellcasting ability is Charisma (spell save DC 12). The fir can innately cast the following spells, requiring no material components:

1/day each: *stinking cloud*

3/day each: *Tenser's floating disk*, *unseen servant*, *web*

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

Sunlight Hypersensitivity. The fir takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

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

Change Shape. The fir magically polymorphs into a rodent, such as a rat or hedgehog, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed. Other than movement, its statistics are the same in each form.

Confusing Babble (Recharges after a Short or Long Rest). The fir can start a rambling and disjointed conversation that disorients listeners. Each creature within 60 feet of the fir that can hear the fir must make a DC 12 Wisdom saving throw.

On a failed saving throw, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach.

Muryan

Medium fey, chaotic neutral

Armour Class 13

Hit Points 55 (10d8+10)

Speed 30 ft. (burrow 10 ft. beast form)

Str 14 (+2) **Dex** 16 (+3) **Con** 12 (+1)

Int 13 (+1) **Wis** 12 (+1) **Cha** 14 (+2)

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical sources

Damage Vulnerabilities bludgeoning, piercing, and slashing damage from mithril weapons

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 11

Languages Arak

Challenge 4 (1,100 XP)

TRAITS

Battle Dance. When a creature starts its turn within 30 feet of the muryan while it is fighting and can see it, the muryan can magically force it to make a DC 12 Wisdom saving throw.

On a failure, the target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. If the affected creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted. A creature affected by this spell makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the muryan until the start of its next turn, when it can avert its eyes again. If the creature looks at the muryan in the meantime, it must immediately make the save. Undead and creatures immune to being charmed aren't affected by this ability. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the muryan's dance for the next 24 hours.

Innate Spellcasting. The muryan spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The muryan can innately cast the following spells, requiring no material components:

1/day each: *lightning bolt*

2/day each: *gust of wind*, *scorching ray*

3/day each: *burning hands*, *thunderwave*

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

Sunlight Hypersensitivity. The alven takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The muryan makes three scimitar attacks.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 +3) slashing damage and the target must succeed on a DC 13 Wisdom saving throw or begin a ritualistic dance for 1 minute. While dancing, the target has disadvantage on all attack rolls and ability checks. If the saving throw fails by 5 or more, the target is also blinded while dancing.

Change Shape. The muryan magically polymorphs into a weasel or badger, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed. Other than movement, its statistics are the same in each form.

Portune

Tiny fey, lawful good

Armour Class 10

Hit Points 6 (4d4 -4)

Speed 20 ft. (fly 20 ft. in fey form)

Str 6 (-2) **Dex** 11 (+0) **Con** 8 (-1)

Int 18 (+4) **Wis** 13 (+1) **Cha** 16 (+3)

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical sources

Damage Vulnerabilities bludgeoning, piercing, and slashing damage from copper weapons

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 11

Languages Arak

Challenge 1/4 (50 XP)

TRAITS

Fumbling Gaze. When a creature starts its turn within 30 of the portune and can see its eyes, the portune can force it to make a DC 13 Wisdom saving throw if the portune isn't incapacitated and can see the creature. If the saving throw fails the creature has disadvantage on all weapon attacks for 1 minute, and whenever it misses with a weapon attack it must succeed on a DC 12 Dexterity saving throw or drop one item it is holding.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the portune until the start of its next turn, when it can avert its eyes again. If the creature looks at the portune in the meantime, it must immediately make the save. Undead and creatures immune to being charmed aren't affected by this ability. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the portune's gaze for the next 24 hours.

Innate Spellcasting. The portune spellcasting ability is Charisma (spell save DC 13). The portune can innately cast the following spells, requiring no material components:

1/day each: *beacon of hope*

2/day each: *healing word*, *lesser restoration*

3/day each: *bless*, *cure wounds*

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

Sunlight Hypersensitivity. The portune takes 20 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:* +5 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage and its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target receives a greater restoration spell or similar magic or a portune treats the injury.

Change Shape. The portune magically polymorphs into a reptile, such as a turtle or lizard, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed. Its statistics are the same in each form.

Powrie

Tiny fey, chaotic evil

Armour Class 13

Hit Points 25 (10d4)

Speed 10 ft., fly 30 ft.

Str 4 (-3) **Dex** 17 (+3) **Con** 11 (+0)

Int 13 (+1) **Wis** 12 (+1) **Cha** 13 (+1)

Skill Stealth +5

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical sources

Damage Vulnerabilities bludgeoning, piercing, and slashing damage from platinum weapons

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 11

Languages Arak

Challenge 2 (450 XP)

TRAITS

Evil Grin. When a creature starts its turn within 30 of the portune and can see the powrie, the powrie can force it to make a DC 12 Wisdom saving throw if the powrie isn't incapacitated and can see the creature. If the saving throw fails the creature is frightened of the powrie for 1 minute. As an action, a frightened creature can repeat the saving throw, ending the effect on itself on a success.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the powrie until the start of its next turn, when it can avert its eyes again. If the creature looks at the powrie in the meantime, it must immediately make the save. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the powrie's grin for the next 24 hours.

Innate Spellcasting. The powrie spellcasting ability is Charisma (spell save DC 11). The powrie can innately cast the following spells, requiring no material components:

1/day each: *major image*

2/day each: *blur*, *invisibility*

3/day each: *disguise self*, *silent image*

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

Sneak Attack (1/Turn). The powrie deals an extra 3 (1d6) damage when it 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 spy that isn't incapacitated and the powrie doesn't have disadvantage on the attack roll.

Sunlight Hypersensitivity. The powrie takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The powrie makes two attacks, one with its dagger and one with its bite.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or become poisoned until the end of its next turn. If the creature fails the saving throw by 5 or more it is blinded while it is poisoned.

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage and the target must make a DC 13 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Change Shape. The powrie magically polymorphs into a wasp, hornet, or bee, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed. Its statistics are the same in each form.

Shriek (Recharges after a Short or Long Rest). Each creature within 30 feet of the powrie who can hear it must succeed on a DC 13 Constitution saving or become deafened for 1 minute. At the end of each of its turns, a deafened creature can make a new Constitution saving throw, ending the effect on itself as a success.

Shee

Medium fey, neutral

Armour Class 12

Hit Points 49 (14d8 - 14)

Speed 30 ft. (fly 30 ft. in bird form)

Str 11 (+0) **Dex** 15 (+2) **Con** 9 (-1)

Int 15 (+2) **Wis** 12 (+1) **Cha** 16 (+3)

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical sources

Damage Vulnerabilities bludgeoning, piercing, and slashing damage from lead weapons

Damage Immunities lightning

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 11

Languages Arak

Challenge 3 (700 XP)

TRAITS

Fumbling Gaze. When a creature starts its turn within 30 of the shee and can see its eyes, the shee can force it to make a DC 13 Wisdom saving throw if the shee isn't incapacitated and can see the creature. If the saving throw fails the creature has disadvantage on all weapon attacks for 1 minute, and whenever it misses with a weapon attack it must succeed on a DC 12 Dexterity saving throw or drop one item it is holding.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the shee until the start of its next turn, when it can avert its eyes again. If the creature looks at the shee in the meantime, it must immediately make the save. Undead and creatures immune to being charmed aren't affected by this ability. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the shee's gaze for the next 24 hours.

Innate Spellcasting. The shee spellcasting ability is Charisma (spell save DC 13). The shee can innately cast the following spells, requiring no material components:

1/day each: *confusion*

2/day each: *crown of madness*, *hold person*, *suggestion*

3/day each: *Tasha's hideous laughter*

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

Sunlight Hypersensitivity. The shee takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage and the target must succeed on a DC 13 Wisdom saving throw or be cursed. While cursed, the target has either disadvantage on type of ability checks of the shee's choice or has vulnerability to a damage type of the shee's choice. The curse lasts until ended with a remove curse spell, greater restoration spell, or similar magic.

Change Shape. The shee magically polymorphs into a Tiny or Small bird, such as a nightingale or swan, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed. Other than its size and movement, its statistics are the same in each form.

Charming Kiss. The shee kisses an incapacitated or a willing creature. The target must succeed a DC 15 Constitution saving throw or be charmed by the shee. The creature remains charmed until the shee releases the creature from the effect or the creature is targeted with a remove curse spell, greater restoration spell, or similar magic.

Sithe

Medium fey, lawful evil

Armour Class 12

Hit Points 49 (14d8 - 14)

Speed 30 ft.

Str 11 (+0) **Dex** 15 (+2) **Con** 9 (-1)

Int 17 (+3) **Wis** 12 (+1) **Cha** 16 (+3)

Skills Stealth +4

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical sources

Damage Vulnerabilities bludgeoning, piercing, and slashing damage from silver weapons

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 11

Languages Arak

Challenge 4 (1,100 XP)

TRAITS

Fumblng Gaze. When a creature starts its turn within 30 of the sithe and can see its eyes, the sithe can force it to make a DC 13 Wisdom saving throw if the sithe isn't incapacitated and can see the creature. If the saving throw fails the creature has disadvantage on all weapon attacks for 1 minute, and whenever it misses with a weapon attack it must succeed on a DC 12 Dexterity saving throw or drop one item it is holding.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the sithe until the start of its next turn, when it can avert its eyes again. If the creature looks at the sithe in the meantime, it must immediately make the save. Undead and creatures immune to being charmed aren't affected by this ability. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the sithe's gaze for the next 24 hours.

Innate Spellcasting. The sithe's spellcasting ability is Charisma (spell save DC 12, +5 to hit with spell attacks). The sithe can innately cast the following spells, requiring no material components:

1/day each: *animate dead*, *bestow curse*

2/day each: *blindness/deafness*, *ray of enfeeblement*

3/day each: *false life*, *gentle repose*, *ray of sickness*

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

Sunlight Hypersensitivity. The sithe takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The sithe makes three rapier attacks.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Change Shape. The sithe magically polymorphs into shadow or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed. Its statistics are the same in each form, but while in shadow form the sithe can move through a space as narrow as 1 inch wide without squeezing, and in dim light or darkness it can take the Hide action as a bonus action.

Frightful Presence. Each creature of the sithe's choice within 60 feet of it and aware of 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, with disadvantage if the sithe is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the sithe's Frightful Presence for the next 24 hours.

REACTIONS

Parry. The sithe adds 2 to its AC against one melee attack that would hit it. To do so, the sithe must see the attacker and be wielding a melee weapon.

Teg

Small fey, neutral evil

Armour Class 11

Hit Points 33 (6d6+12)

Speed 30 ft., burrow 15 ft.

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

Int 13 (+1) **Wis** 16 (+3) **Cha** 11 (+0)

Skills Stealth +3

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical sources

Damage Vulnerabilities bludgeoning, piercing, and slashing damage from gold weapons

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 13

Languages Arak

Challenge 1/2 (100 XP)

TRAITS

Innate Spellcasting. The teg spellcasting ability is Charisma (spell save DC 12). The alven can innately cast the following spells, requiring no material components:

1/day each: *conjure animals*

2/day each: *animal messenger*, *pass without trace*

3/day each: *animal friendship*, *speak with animals*

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

Sunlight Hypersensitivity. The teg takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The teg makes two attacks, one with its claws and one with its grapple.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage. Instead of dealing damage, the teg can grapple the target (escape DC 12).

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

Change Shape. The teg magically polymorphs into a canine, such as a fox or coyote, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed. Its statistics are the same in each form.

Confusing Howl. Creatures within 30 feet of the teg that can hear it must make a DC 12 Wisdom saving throw. Creatures immune to the charmed condition are unaffected.

On a failure, the target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. If the affected creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted. A creature affected by this spell makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the teg's howl dance for the next 24 hours.

Skeleton

Shadow fey originally found in [Shadow Rift](#) and Strahd skeleton originally found in the [Ravenloft Monstrous Compendium Volume III](#).

Variant: 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.

Variant: Crimson Bones

These horrific undead are 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 creature 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 creature succeeds on three consecutive saving throws they are cured of the disease.

Variant: Strahd Skeleton

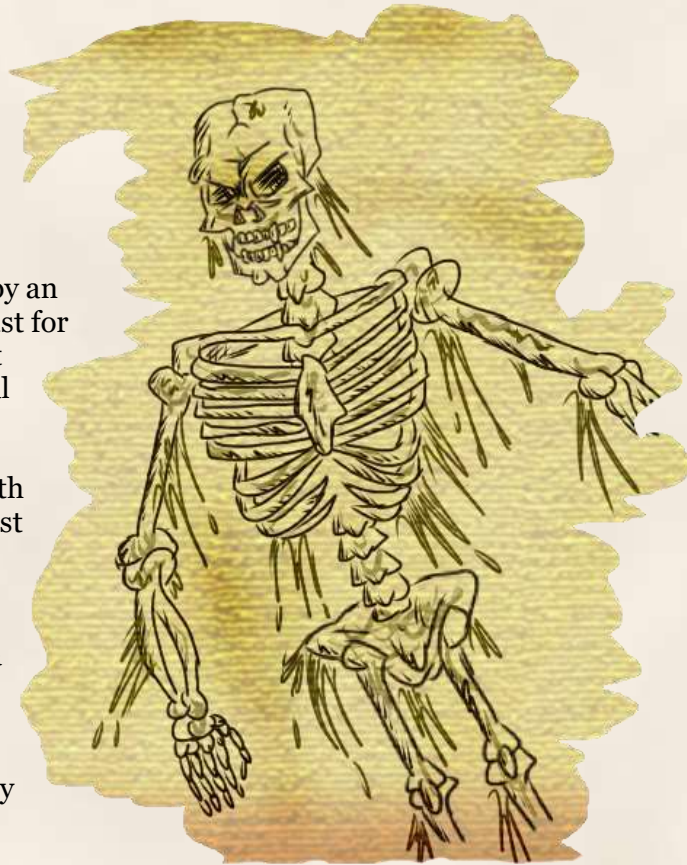
These skeletons are created by a magical ritual known only to Count Strahd of Barovia. A Strahd skeleton has a challenge rating of 2 (450 XP). They use the **skeleton** stat block except it has 65 (10d8+20) hit points, blindsight 30 ft., and gains the following traits:

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.



Skin Thief

Originally found in the [Ravenloft Monstrous Compendium Volume III](#).

Bizarre beast men, small clans of skin thieves scuttle through the wastelands of Core, searching for unsuspecting victims to rob. As their name implies, skin thieves kill their victims in order to steal their skins. Once in possession of their hideous trophies, the skin thieves don these hides and assume the outward appearance of their victims.



Skin Thief

Medium humanoid, chaotic evil

Armour Class 15 (natural armour)

Hit Points 27 (6d8 +6)

Speed 30 ft.

Str 14 (+2) **Dex** 16 (+3) **Con** 13 (+1)

Int 7 (-2) **Wis** 14 (+2) **Cha** 12 (+1)

Skills Deception +3

Senses passive Perception +12

Languages Common

Challenge 1 (200 XP)

TRAITS

Ambusher. The skin thief has advantage on attack rolls against any creature it has surprised.

Skin Theft. The skin thief can remove the skin from a humanoid creature that is incapacitated or has been dead less than a day. This process takes 10 minutes. As an action, a skin thief can don a stolen skin, gaining advantage on Charisma checks to disguise themselves. A stolen skin remains usable for 1 week, after which it decays beyond use. A skin thief that takes damage while wearing a skin must succeed on a DC 14 Dexterity saving throw, or the suit becomes damaged revealing their true appearance.

Surprise Attack. If the skin thief surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Multiattack. The skin thief makes two claw attacks.

Claw. Melee attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6+3) slashing damage.

Spectre

Radiant spirit originally found in the [Ravenloft Monstrous Compendium Volume III](#).

Variant: Radiant Spirit

The spirit of a powerful cleric or paladin, a radiant spirit uses the **specter** stat block except it is lawful evil and gains the following additional trait:

Blinding Aura. At the start of each of the radiant spirit's turns, each creature within 15 feet must succeed on a DC 12 Constitution saving throw or be blinded until the end of its next turn. If the saving throw fails by 5 or more, the creature is permanently blinded.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the radiant spirit until the start of its next turn, when it can avert its eyes again. If the creature looks at the radiant spirit in the meantime, it must immediately make the save.

A radiant spirit is the ghost of a powerful paladin or lawful good cleric killed while pursuing a holy cause. The anguish that fills his heart traps his spirit on the demiplane and taunts him with the failure of his quest. The spirit is near impossible to see as it appears in a blinding, brilliant flash of white light. The few who have somehow managed to penetrate this aura say that the spirit inside is a figure wracked in tant agony, forced to m



V

Vampire

Dwarf, elf, gnome, and halfling vampires were originally found in the [Ravenloft Monstrous Compendium Volume I & II](#) and the obiri (as the nosferatu) and vorlog were in the [Ravenloft Monstrous Compendium Volume III](#).

No two vampires are ever alike. Over time, various bloodlines – or strains – of vampires have emerged. The nature of their curse or background often alters the vampire's undead abilities.

Dread Vampires

Below are a list of potential features vampires can have, along with any adjustment to the vampire's Challenge Rating.

Aura of Despair. Any creature that moves within 15 feet of the vampire or starts its turn there must succeed on a DC 17 Wisdom saving throw or suffer disadvantage on their next attack roll, ability check, or saving throw. Creatures immune to being charmed aren't affected by this aura.

This increases the vampire's Challenge by 1.

Blood Frenzy. The vampire has advantage on melee attack rolls against any creature that doesn't have all its hit points.

This increases the vampire's Challenge by 1.

Blood Scent. The vampire has advantage on all Wisdom (Perception) checks and Wisdom (Survival) checks related to any creature that doesn't have all its hit points.

Ebon Shroud. Darkness spreads out in a 15-foot radius from the ghost. The darkness spreads around corners. Creature with darkvision other than the ghost can't see through this darkness, and nonmagical light can't illuminate it.

Frightful Presence. Each creature of the vampire's choice within 60 feet of it and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the vampire is within line of sight, ending the

effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the vampire's Frightful Presence for the next 24 hours.

Hypnotic Vapour (1/day). While it has at least 1 hit point and is in mist form, the vampire can use its Charm ability on any creature whose space it is sharing.

Unnatural Aura. The vampire unnerves animals. Beasts must succeed on a DC 17 Wisdom saving throw to move closer to the vampire than 30 feet and the vampire automatically fails all Wisdom (Animal Handling) checks.

Zombie Mastery. The vampire can wrest control of zombies. At the start of their turn, any zombie not under the control of the vampire must succeed on a DC 17 Wisdom saving throw or be subject to the mental commands of the vampire, as if the vampire had cast animate dead.

Variant: Caliban Vampire

Caliban are outsiders but caliban vampires, or *alocka*, are avoided even by other undead. The process of becoming a vampire makes a caliban even more disfigured and inhuman in appearance. Their skin is covered in open sores and irregular lumps, while inflicted wounds oozing thick pus. Their features are grotesque and asymmetrical, twisted into a mockery of humanity and the barest semblance of life.

Caliban vampires have the same statistics as a **vampire** but instead of taking the form of a cloud of mist in its Shapechanger and Misty Escape traits, it turns into a Large cloud of foul gas. When the cloud enters a creature space or a creature starts its turn in the cloud, the creature must succeed on a DC 16 Constitution saving throw or become nauseous and unable to take any actions for 1 minute. At the end of each of their turns, a nauseous creature can make a new Constitution saving throw, ending the effect on itself on a success.

Variant: Cerebral Vampire

Originating on the small island of Dominia, cerebral vampires feed on the fluid of the brain and spinal column.

Cerebral vampires use the same statistics as a **vampire** but affect the mind of their victims, their touch causing confusion and their gaze hypnotizing the weak willed. Their Bite differs from the common vampires' and they lack the Unarmed Strike and Multiattack actions. They have following attack options:

Confusing Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* The target must succeed on a DC 15 Wisdom saving throw, or it can't take reactions until the end of its next turn. On its turn, the target can't move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on its turn.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one willing creature, or a creature that is confused by the vampire, incapacitated, or restrained. *Hit:* 17 (5d6) psychic damage and the target must make a DC 16 Intelligence saving throw or gain a short-term madness. Creatures repeatedly driven mad by this attack might instead have to save against a long-term or even indefinite madness at the DM's discretion.

Hypnotic Gaze. The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 15 Wisdom saving throw against this magic or become charmed by the vampire. While charmed, the creature is incapacitated and has a speed of 0.

Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Coast (1/day). While outside, the vampire magically calls 3d8 seagulls (use the statistics for **hawks**) or 3d6 **wolves**. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and

obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

Variant: Dwarf Vampire

To the dwarves, vampires are known as the drinkers of the earthblood or *uppyr*. Dwarven vampires loath sunlight more than typical vampires, being creatures of absolute darkness

The dwarf vampire has the same statistics as a **vampire** but are immune to poison damage and the poisoned condition. They lack the Shapechanger and Misty Escape traits, and have different Vampiric Weaknesses. It replaces those traits those the following features:

Stonewalk. The dwarf vampire can move through solid stone as if it were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside a wall or object made of worked stone.

Additionally, when it drops to 0 hit points outside its resting place, the vampire is pulled through the stone directly back to its sarcophagus, provided the vampire isn't in sunlight or a pool of springwater. It must reach its resting place within 2 hours or it merges with the nearest stone and is destroyed. Once in its resting place it is paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Vampiric Weaknesses. The dwarf vampire has the following flaws:

Blocked by Powdered Metal. The vampire can't cross a line of powdered metals or personally interact with such a line.

Forbiddance. The vampire can't enter buildings whose walls or ceiling aren't partially made of stone.

Harmed by Natural Springs. The vampire takes 20 acid damage if it ends its turn in a pool fed by a natural spring, and treats fresh springwater as if it were holy water.

Spike to the Heart. If a natural stalagmite or stalactite is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Sensitivity. While in sunlight, the

vampire has disadvantage on attack rolls, Wisdom (Perception) checks that rely on sight, and its regeneration does not function.

Dwarf vampires also lack the Charm ability and cannot call wolves with Children of the Night, instead having the following action options:

Terror Gaze. The dwarf vampire targets one humanoid it can see within 20 feet of it. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving throw against this magic or be frightened by the vampire. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the vampire is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the vampire's Terror Gaze for the next 24 hours.

Children of the Earth (1/day). The dwarf vampire magically calls 2d4 **swarms of bats** or **swarms of rats**, provided that it is underground. While outdoors, the vampire can call 3d6 **giant badgers** instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

Variant: Elf Vampire

When an elf becomes a vampire it is especially tragic, for the race is so in love with life and repelled by death. As they are twisted by the necromantic energy, elven vampires, also known *craenag-follei*, become forces of unlife who commune with plants with a touch and corrupt living things with their caress.

Elven vampires have the same statistics as a **vampire** but are immune to the charmed condition. They lack the Misty Escape trait, change into different forms with their Shapechanger feature, and have different Vampiric Weaknesses. It replaces those traits with the following features:

Innate Spellcasting. The vampire spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The

vampire can innately cast the following spells, requiring no material components:

3/day each: *entangle*, *spike growth*

1/day: *giant insect*, *wall of thorns*

Shapechanger. If the elf vampire isn't in sunlight or running water, it can use its action to polymorph into a Small **eagle**, a Large **giant eagle**, or back into its true form.

While in eagle form, the vampire can't speak, its walking speed is 10 feet, and it has a flying speed of 60 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

Topiary Escape. Once on each of its turns, the elf vampire can use 10 feet of its movement to step magically into one living tree within its reach and emerge from a second living tree within 1 mile of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger and it must have seen or touched the destination plant at least once. Within 1 day of the vampire using this ability, both the trees begin to wither, dying after 1 month.

Additionally, when it drops to 0 hit points outside its resting place, the vampire is pulled towards the nearest tree and ejected into its coffin, provided the vampire isn't in moonlight. Once in its resting place it is paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Vampiric Weaknesses. The elf vampire has the following flaws:

Barred by Petals. The vampire can't cross or interact with a line of fresh flower petals picked within the last day.

Black Thumb. Any plant the vampire touches withers. Tiny plants die instantly, but Small or Medium plants die over a day, while Large or bigger plants take up to a week to perish.

Harmed by Sap. The vampire takes 5 acid damage if struck with sap from deciduous tree.

Moonlight Hypersensitivity. The vampire takes 10 radiant damage when it starts its turn outside during the night. This damage is doubled in moonlight, and while in moonlight,

the vampire has disadvantage on attack rolls and ability checks.

Stake to the Heart. If a piercing weapon made of burnt wood or charcoal is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Underground Vulnerability. The vampire's regeneration doesn't function on any turn the vampire starts underground.

Elf vampire also lack Multiattack and Unarmed Strike, has a less potent Bite, summons different creatures with Children of the Night, and lose their ability to Charm. Instead, they have the following action option:

Scarring Touch (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) bludgeoning damage and the target's Charisma score is reduced by 1d4. The target falls unconscious if this reduces its Charisma to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Bite (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is incapacitated or restrained. *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 the vampire 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 the vampire's control.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the elf vampire must make a DC 17 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute and its speed is reduced to 0. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the vampire is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the vampire's Horrific Appearance for the next 24

hours.

Unless the target is surprised, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the vampire.

Children of the Forest (1/Day). While outside, the elf vampire magically calls 3d8 **eagles** or 3d6 **wolves**. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

Variant: Gnome Vampire

With gnomes being rare in the Mists, their vampire kin are virtually unknown. Unlike other vampires, gnomes show signs of aging, with the passage of time carving itself into their features.

Known as *chata ach hana ades*, gnome vampires have a twisted perpetual grin. They no longer speak, losing the beloved ability to debate, joke, and sing, but understand the languages they knew in life.

Gnome vampires have the same statistics as a **vampire** but can only use its Spider Climb ability on stone or rock, lacks the Shapechanger and Misty Escape traits, and has different Vampiric Weaknesses. It replaces those traits those the following features:

Spectral Form. The gnome vampire assumes the form of a glowing orb of light resembling a will o' wisp. While in spectral form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and move through inorganic objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside a solid object. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage.

Additionally, when it drops to 0 hit points outside its resting place, the vampire is transformed into its spectral form, provided the vampire isn't in sunlight. It must reach its resting place within 2 hours or it is destroyed. Once in its resting place it is paralyzed until it

regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Vampiric weaknesses. The vampire has the following flaws:

Gemstone Fascination. When presented by a gemstone, the vampire must succeed on a DC 17 Wisdom saving throw. On a failed save, the creature becomes charmed by the gemstones for 1 minute. While charmed by this spell, the creature is incapacitated and has a speed of 0. The effect ends if the vampire takes any damage or if someone else uses an action to shake the creature out of its stupor.

Stake to the Heart. If a piercing weapon made of silver is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

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

The gnome vampire also lack Multiattack and Unarmed Strike, has a less potent Bite, summons different creatures with Children of the Night, and lose their ability to Charm. Instead, they have the following action option:

Arthritic Touch (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) bludgeoning damage, 7 (2d6) necrotic damage, and the target's Dexterity score is reduced by 1d4. The target is incapacitated if this reduces its Dexterity to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Bite (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is incapacitated or restrained. *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 the vampire 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 the vampire's control.

Evil Grin (Vampire Form Only). The vampire targets one humanoid it can see within 20 feet of it. If the target can see the vampire, the target must make on a DC 17 Wisdom saving throw against this magic. On a failure, the creature is stricken with uncontrollable fits of laughter, falling prone and becoming incapacitated. Creatures immune to being charmed are unaffected. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the vampire is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the vampire's Evil Grin for the next 24 hours.

Variant: Halfling Vampire

Formerly wandering little folk, the *dayerg due* are a dark and twisted reflection of the formerly joyous people. Halfling vampires have a mouth full of jagged fangs, their incisors pronounced and elongated.

Halfling vampires have the same statistics as a **vampire** but the subjects of their Shapechanger feature varies, and has different Vampiric Weaknesses. Additionally, when it uses the Misty Escape trait, it becomes a cloud of smoke, such as one emitted by a campfire. It replaces those traits those the following features:

Aura of Lethargy. The halfling vampire radiates an enchantment that fills people with feelings of lassitude and torpor. Any living creature that moves within 30 feet of the vampire or starts its turn there must succeed on a DC 17 Wisdom saving throw or gain 1 level of exhaustion. While in the aura, creatures with at least 1 level of exhaustion deal half damage with all weapon attacks. Additionally, each time an exhausted creature attempts to cast a spell while in the aura, it must succeed on a DC 12 Constitution saving throw or be unable to complete the casting, using their action but not the spell slot.

Innate Spellcasting. The vampire spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The vampire

can innately cast the following spells, requiring no material components:

At-will: *purify food and drink*

3/day: *create food and water*

Shapechanger. If the halfling vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny woodland critter or a Medium cloud of smoke, or back into its true form.

Common woodland creatures include badgers, skunks, squirrels, and beavers. While in beast form, the vampire can't speak, its walking speed is 30 feet, it has a burrowing speed of 10 feet and a climbing speed of 20 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in smoke form, the vampire can't take any actions, speak, or manipulate objects. It 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, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

Vampiric Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a room where a hearth is burning.

Harmed by Rain. The vampire takes 20 acid damage if it ends its turn in the rain.

Repelled by Pipeweed. The scent of burning of pipe repels the vampire, and it cannot approach within 20 feet of a burning pipe.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks

Stake to the Heart. If a piercing weapon made from wood burning in home fire's hearth is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Halfling vampires also lack the Charm ability, and their Bite and Unarmed Strike attacks are modified action option:

Unarmed Strike (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Bite (Beast or Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is incapacitated or restrained. *Hit:* 9 (1d10 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire 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 the vampire's control.

Variant: Nosferatu

Also known as *vrykolaka*, nosferatu are a rare breed of vampire that possesses immortality but not eternal youth, growing withered and deformed.

Some become infected with diseases, and while their undeath prevents them from succumbing to illness it does not cure the ailment, leaving them perpetual carriers.

Nosferatu have the same statistics as a **vampire** but changes into different forms with its Shapechanger ability replaces that trait those the following feature:

Shapechanger. If the nosferatu vampire isn't in sun light or running water, it can use its action to polymorph into a **swarm of bats** or **rats**, or into its shadow, or back into its true form.

While in the form of a swarm of bats, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. In the form of a swarm of rats the vampire can't speak, its walking speed is 30 feet. In both forms, the vampire can occupy another creature's space (and vice versa), and can move through any opening large enough for a Tiny creature to fit

through, but its statistics, other than speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in shadow form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a walking speed of 40 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the shadow can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

Nosferatu vampires have sharp talons and thus lack the Unarmed Strike attack ability, and are able to use their bite more effectively in combat. They also possess supernatural abilities different from normal vampires. They have the following action option:

Claws (Rat or Vampire Form Only).

Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) slashing damage.

Bite (Bat or Vampire Form Only).

Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. *Hit:* 9 (1d10 + 4) piercing damage. If the target is incapacitated, this attack deals an additional 10 (3d6) necrotic damage and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire 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 the vampire's control.

Telekinesis (Recharges After a Short or Long Rest). The vampire attempts to move an object or creature that weighs up to 500 pounds. If the target is an object that isn't being worn or carried, the vampire automatically move the target up to 30 feet in any direction within 60 feet of itself. If the target is a creature, or an object worn or carried by a creature, the vampire must make a

Charisma check contested by the creature's Strength check. If the vampire succeeds, it either moves the targeted creature or pulls the targeted object away from that creature, and can move the target up to 30 feet in any direction within 60 feet of the vampire.

The vampire can exert fine control on objects with its telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

Variant: Obiri

Obiri vampires are feared by even experienced vampire hunters. Known as *daywalkers* for their ability to ignore the light of the sun, obiri possess a wide range powers that vary between individuals.

Obiri vampires have the same statistics as a **vampire** but has different Vampiric Weaknesses. It replaces that trait with the following feature:

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants

Harmed by Running Water. The vampire takes 10 acid damage if it ends its turn in running water.

Soil Dependency. The vampire must sleep on the soil of its homeland. Its coffins have to either contain or be surrounded by this earth. It cannot regain hit points in a coffin lacking this soil. If the vampire does not spend at least 4 hours resting in such a coffin, after 24-hours it gains 1 level of exhaustion.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Sensitivity. While in sunlight, the vampire has disadvantage on attack rolls and ability checks.

Additionally, creatures bitten by the obiri vampire have disadvantage on saving throws against its Charm ability. The vampire can telepathically whisper to a charmed creature it has bitten up to a range of 1 mile.

Variant: Vistani Vampire

The nomadic gypsies seldom become vampires, but it is not unknown. The *mullo* are feared by Vistani and *giorgio* alike. Unlike regular Vampires, the Vistani come and go as they please and need no invitation to enter homes, but their nomadic nature is intensified.

Vistani vampires have the same statistics as a **vampire** but have different Vampire Weaknesses, replacing that trait with the following:

Vampire Weaknesses. The vampire has the following flaws:

Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood from a Vistani Vardo is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Static Burn. The vampire cannot rest in the same location twice in a row, and a new resting place must be at least half-a-mile from its previous resting place.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Vistani vampires lack the Charm ability, instead having the following action option:

Malevolent Gaze (Recharge 4-6). The vampire curses a creature that it can see within 60 feet. The creature must succeed on a DC 16 Wisdom saving throw or take 10 (3d6) psychic damage and suffer disadvantage on all attack rolls, saving throws, and ability checks for 1 minute.

Variant: Vorlog

When a vampire is slain while attempting the *dark kiss* and create a vampire bride or groom, the subject can arise as a vorlog, a half-vampire creature that is still alive but lives in perpetual sorrow.

Vorlogs have the same statistics as a **vampire spawn** but are humanoid and not undead and lack some of the traditional weaknesses, having the following features:

Tearful Escape. When it drops to 0 hit points outside its resting place, the vorlog transforms into a pool of tears instead of falling unconscious, provided that it isn't in sunlight. If it can't transform, it is destroyed.

While in pool form, the vorlog can't take any actions, speak, or manipulate objects. It is weightless, has a movement speed of 20 feet, a climb speed of 10, and can enter a hostile creature's space and stop there. In addition, if water can pass through a space, the pool can do so without squeezing. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

While it has 0 hit points in pool form, the vorlog can't revert to its humanoid form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its humanoid form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Vampire Weaknesses. The vorlog has the following flaws:

Forbiddance. The vorlog can't enter a residence without an invitation from one of the occupants.

Sunlight Hypersensitivity. The vorlog takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Vorlogs do not drink the blood of their victims, and thus their Bite is less potent, but they have the ability to make mental contact with nearby animals. They gain the following action:

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vorlog, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage and the target must succeed on a DC 12 Charisma saving throw or become befuddled. On a failure, the creature has disadvantage on Wisdom ability checks and saving throws until it takes a short or long rest.

Touch Minds. The vorlog establishes a mental connection with a beast within 50 feet and shares its intense anguish and feelings of loss. The target must make on a DC 12 Wisdom saving throw. On a failure, it is affected by the feelings and randomly becomes either charmed or frightened of the vorlog for 1 minute.

Vampyre

Originally found in the [Ravenloft Monstrous Compendium Volume I & II](#).

Also known as *vrylokas*, vampyres are alpha predators, hunters who fill the same ecological niche as tigers or wolves, only their prey is humanity.

Vampyres exists on the blood of their victims. Unlike true vampires, vampyres are not undead; while it gains none of the powers of the undead, neither does it have any of the undead weaknesses.

Vampyre

Medium humanoid, neutral evil

Armour Class 15 (natural, leather armor)

Hit Points 45 (6d8 + 12)

Speed 30 ft.

Str 14 (+2) **Dex** 14 (+2) **Con** 14 (+2)

Int 11 (+0) **Wis** 13 (+1) **Cha** 14 (+2)

Skills Deception+5, Stealth+4

Senses darkvision 60 ft., passive Perception 11

Languages Common and 1 additional language

Challenge 2 (450 XP)

TACTICS

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 that ally is not incapacitated.

ACTIONS

Multiattack. The vampyre makes two attacks: one with its claws and a second with its bite.

Claws. *Melee Weapon Attack:* +4 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 12).

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. And the target must succeed a DC 13 Wisdom saving throw or be charmed by the vampyre. While charmed the target sees the vampyre as a trusted authority figure to be protected.

Each time the vampyre or the vampyre's allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 10 minutes or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Blood Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampyre, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage and 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampyre heals hit points equal to half the amount drained. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Vargouille

Vargouille originally found in [Monster Manual II](#).

A vargouille resembles a crimson human head attached to a tentacled central body with bat wings growing slightly behind the ears. Their bite is highly painful, not only draining the blood of victims but is extremely poisonous. A vargouille screech a paralyzing, high-pitched wail, and after paralyzing victims, the vargouille will give victims a kiss, which gradually causes its victims to become vargouilles themselves.



Vargouille

Tiny fiend, neutral evil

Armour Class 12

Hit Points 10 (3d4+3)

Speed 0 ft., fly 30 ft.

Str 8 (-1) **Dex** 14 (+2) **Con** 12 (+1)

Int 5 (-3) **Wis** 12 (+1) **Cha** 8 (-1)

Senses darkvision 60 ft., passive Perception 11

Languages Infernal

Challenge 1/4 (50 XP)

TACTICS

Light Sensitivity. While in bright light, the vargouille has disadvantage on attack rolls and 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, and the target must succeed on a DC 11 Constitution saving throw or be poisoned. While poisoned, the creature's hit point maximum is reduced by an amount equal to the damage taken.

Kiss. *Melee Weapon Attack:* +6, reach 5 ft, one incapacitated target. *Hit:* The target must succeed on a DC 11 Constitution saving throw or begin to transform into a vargouille.

After 1d6 hours the target's hair fall off, and after another 1d6 hours the victim's ears lengthen into wings, tentacles sprout from the chin and scalp, and their teeth become elongated fangs. During the next 1d6 hours the creature's Intelligence and Charisma scores are reduced to 10 (if not already 10 or lower). After a final 1d6 hours the transformation is complete: the victim dies and their head flies off as a vargouille with no memories of its past life.

Exposure to sunlight pauses the transformation but doesn't reverse it, and the transformation resumes once the target is away from the light. A lesser restoration or similar magic will end the curse's, allowing the victim to return to normal after a long rest.

Shriek (Recharges after a Short or Long Rest). The Vargouille can unleashes a blood-curling shriek. Living creatures within 60 feet of the vargouille that can hear it must succeed a DC 12 Wisdom saving throw or become frightened for 1 minute. If the target fails the saving throw by 5 or more, while the target is frightened it is also incapacitated. A frightened creature may repeat the saving throw at the end of its turn, with disadvantage if the vargouille is in sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the vargouille's shriek for the next 24 hours.

W

Wraith

Bowlyn originally found in the [Ravenloft Monstrous Compendium Volume I & II](#).

Variant: Bowlyn

Sometimes known as a *sailor's demise* a bowlyn is a spirit that haunts ocean going vessels. They avoid combat when possible, hiding their actions as mundane accidents that build to the sinking of the ship.

Bowlyn use the **wraith** stat block but gain the following trait:

Bound to the Sea. The bowlyn must remain at sea and cannot be aboard a ship while it runs aground. A bowlyn that does not depart a ship before it becomes beached is instantly destroyed.

Additionally, bowlyn but lack the Life Drain attack, replacing it with the following option:

Nauseous Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or become violently ill. The target is incapacitated for 1 round, after which it must repeat the saving throw, gaining 1 level of exhaustion on a failure.



Wolfwere

Originally found in the [Monstrous Manual](#).

Wolfweres are lesser known lycanthropes and often mistaken for werewolves. They are intelligent wolves that can transform into men.

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.

Wolfwere

Medium monstrosity (shapechanger), chaotic evil

Armour Class 14 (natural), 12 in humanoid form

Hit Points 65 (10d8 +20)

Speed 40 ft. (30 ft. in humanoid form)

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

Int 8 (-1) **Wis** 12 (+1) **Cha** 12 (+1)

Skills Deception +3

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 11

Language Common

Challenge 4 (1,100 XP)

TACTICS

Shapechanger. The wolfwere can use its action to polymorph into a wolf-humanoid hybrid or into a humanoid, or back into its true form, which is wolf. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Multiattack (Hybrid Form Only). The wolfwere makes two attacks, one with its bite and one with its rapier

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) piercing damage.

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Song of Lethargy. The wolfwere's song dulls the reactions and slows the wits. Each creature within 40 feet must succeed on a DC 11 Wisdom saving throw or be affected by the wolfwear's song. Creatures immune to the charmed condition are unaffected. An affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. If the affected creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

A creature affected by this spell makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the wolfwere's song for the next 24 hours.

Z

Zombie

The Jolly Roger, cannibal, strahd, and desert zombies originally found in the [Ravenloft Monstrous Compendium Volume III](#).

Variant: 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** statblock 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

Zombie Sickness. When a living creature take damage from the natural attack of an infected undead creature, the creature must succeed on a DC 12 Constitution saving throw or becoming infected. The disease moves quickly and symptoms begin in 2d6 hours as the infected creature experiences a sudden fever. The infected creature suffers 1 level of exhaustion and cannot regain hit points by spending Hit Dice.

After each hour the infected creature must succeed a DC 14 Constitution saving throw or take 7 (2d6) necrotic damage and reduce their maximum hit points by the necrotic damage taken. If the creature's hit point maximum is reduced to 0 it immediately dies.

All living creatures that die while infected with this disease rise as a zombie after 1d4 minutes. There is no cure for zombie sickness other than spells such as *lesser restoration* or *heal*.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Variant: 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.

Variant: Jolly Roger

A jolly roger uses the **zombie** stat block has a challenge rating of 1 (200 XP) and gains the following attack options:

Cackling Touch. *Melee Spell Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) necrotic damage and the target must make a DC 13 Fortitude saving throw. On a failure, the creature is stricken with uncontrollable fits of laughter, falling prone and becoming incapacitated. Creatures immune to being charmed are unaffected. At the end of each of the affected creature's turns, the creature can repeat the saving throw, taking 5 (1d10) necrotic damage on a failure or ending the effect on itself on a success.

A humanoid slain by this attack rises 24 hours later as a jolly roger zombie, unless the humanoid is restored to life or its body is destroyed.

Zombie Fog

Originally found in the [Ravenloft Monstrous Compendium Volume III](#).

An evil undead creature that feeds on the psychic energies emitted by living creatures at the moment of their deaths, zombie fogs are often found close to a large burial ground, battlefield, or other plentiful source of corpses.

Appearing as a thin natural mist, the zombie fog offers limited concealment to creatures within, and is often mistaken as a magical effect rather than a creature.

Undead Nature. A zombie fog doesn't require air, food, drink, or sleep.

The zombie fog is an evil creature that feeds on the psychic energies emitted by living creatures at the moment of their deaths. This malevolent vapor has no physical attacks of its own, relying instead upon the corpses it animates and controls to strike down any living thing it threatens it.



Zombie Fog

Gargantuan undead, neutral evil

Armour Class 14

Hit Points 138 (12d20 +12)

Speed 0 ft., fly 10 ft.

Str 5 (-3) **Dex** 18 (+14) **Con** 12 (+1)

Int 4 (-3) **Wis** 10 (+0) **Cha** 11 (+0)

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

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

Senses darkvision 60 ft., passive Perception +10

Challenge. 8 (3,900 XP)

TRAITS

Mist Form. The zombie fog can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Sunlight Powerlessness. While in sunlight the zombie fog becomes incapacitated and appears to be a mundane patch of fog and all its animated cadavers fall to the ground.

ACTIONS

Animate Cadavers. The zombie fog animates up to four corpses. An animated cadaver uses the same statistics as a **zombie** but lack the Undead Fortitude trait. Animated cadavers act as allies to their animator, sharing initiative with the zombie fog. The cadavers remain animated until they are reduced to 0 hit points, leave the space of the zombie fog, the fog enters sunlight, or the zombie fog ceases animating the cadaver as a bonus action.

The zombie fog can animate up to twelve cadavers at a time. If it tries to animate an additional cadaver, the existing cadaver with the lowest hit points ceases to be animated. The zombie fog can animate a cadaver a second time, but when it does so it possesses half the normal hit points.

Despair (3/Day). The zombie fog targets a creature it can see within 60 feet. That creature must make a DC 14 Wisdom saving throw. On a failed save, the target is overwhelmed with despair for 1 minute. During this time, it can't attack or target any creature with harmful abilities, spells, or other magical effects. Creatures immune to being charmed automatically succeed on their saving throw. As an action, the creature can repeat the saving throw, ending the effect on itself on a success.

Zombie Lord

Originally found in the [Ravenloft Monstrous Compendium Volume I & II](#).

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

Zombie Lord

Medium undead, chaotic evil

Armour Class 13 (natural armour)

Hit Points 82 (11d8 +33)

Speed 30 ft.

Str 14 (+2) **Dex** 10 (+0) **Con** 16 (+3)

Int 10 (+0) **Wis** 12 (+1) **Cha** 8 (-1)

Saving Throws Wisdom +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 4 (1,100 XP)

TRAITS

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*, *gentle repose*

Legendary Save (2/Day). When the zombie lord makes a saving throw, it can choose to treat any roll of 9 or lower as a 10.

Odor of Death. Creatures that start their turn within 15 feet of the zombie lord must make a DC 12 Constitution saving throw. On a failure, the creature gains 1 level of exhaustion.

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. The zombie lord can wrest control of zombies. 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 the mental commands of the zombie lord, as if the zombie lord had cast *animate dead*.

ACTIONS

Multiattack. The Zombie Lord makes two slam attacks

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage and 4 (1d8) necrotic 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 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.

Command Undead. A zombie under the control of the zombie lord moves up to half its speed and makes an attack.

Slam Attack. The zombie lord makes a slam attack

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 lord doesn't require air, food, drink, or sleep.

Zombie Lord's Lair

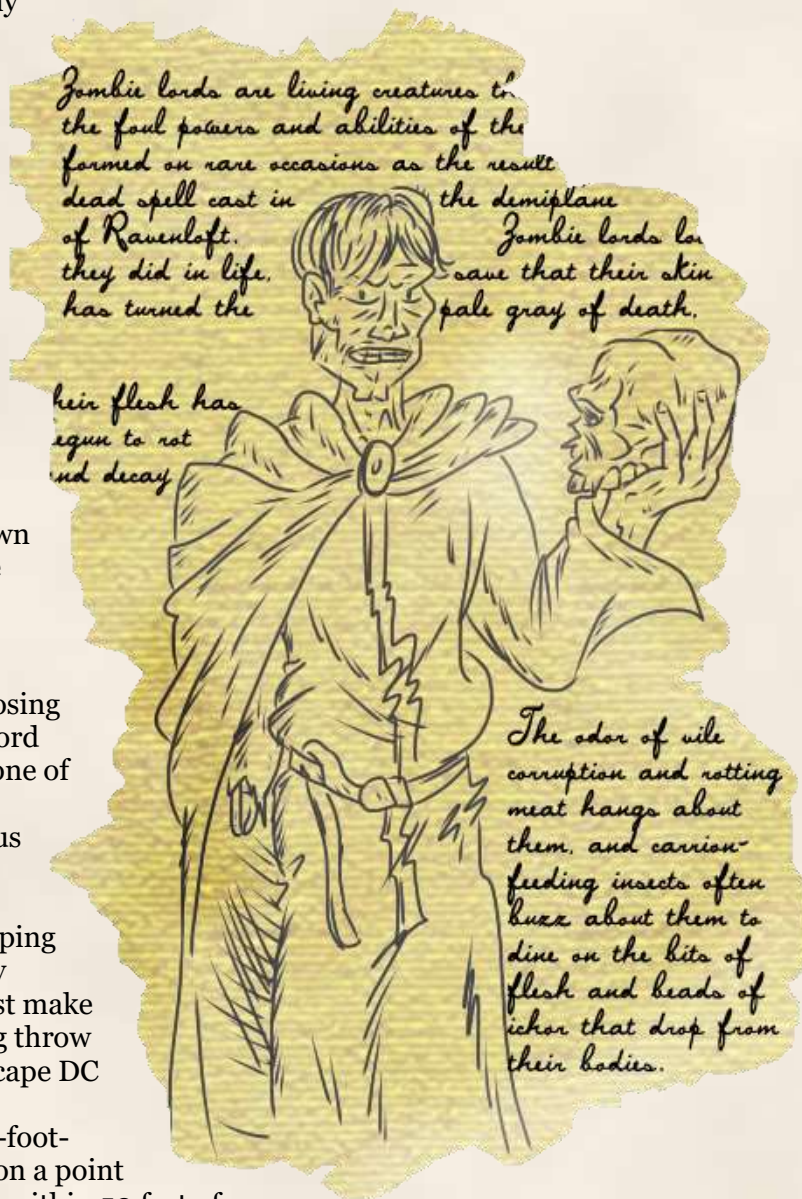
The zombie lord seeks out places of death as lairs. Often, they will live in old graveyards or on the site of a tremendous battle – anyplace that there are many bodies to animate and feast upon. The mind of a zombie lord tends to focus on death and the creation of more undead. The regions around their 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 on 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.



ALLERGENS

Some monsters have a weakness that renders them powerless, an Achilles' heel that leaves them vulnerable to attack. These allergens or *zietgebers* are often common and otherwise unremarkable objects or substances that have no effect on other creatures, potentially even those of the same type of monster. There are no universal allergens that are always reliably effective: allergens affect individuals or a small subset of related monsters, such as specific vampire bloodline or a lycanthropic tribe. The more common an allergen is, the less potent and deadly it is; well-known examples of allergens are vampires' revulsion to garlic or many werewolves' loathing of wolfsbane. Other examples are the auditory or visual allergen that triggers strong emotion in many golems, while mummies and other ancient dead often respond to cultural or spiritual objects.

Types of Allergen

Allergens come in three types: area, contact, and presented.

Area. These allergens must be placed in a room or other area to have an effect. These objects tend to have an aura or strong odour. An area allergen doesn't have to be visible or have an overt presence to be effective. They are typically the least harmful, but can be effective against creatures up to 60 feet away. For example, a wreath of garlic keeps some vampires at bay.

Contact. These objects must touch, strike, or otherwise make the target creature. Contact allergens need not be weapons or require injury: even the lightest touch can inflict damage. However, some are a form of poison and must be ingested or injected to be effective. These tend to be the most harmful of allergens, having the shortest range. The touch of a holy symbol can burn some vampires.

Presented. These allergens must be prominently displayed to have any effect on the target creature. Contact is not necessary, but these objects are still often thrust at an opponent. The flesh golem reacting to a flaming torch is archetypal of a presented allergen.

Potency

There is a range of allergen strengths. Weak allergens are an inconvenience, while strong allergens are painful and potentially deadly. Some monsters are vulnerable to several weak allergens, while other monsters have a single strong allergen. Dangerous foes might have only a single weak allergen.

Weak. These are minor that make a creature uncomfortable, being little more than an irritant. At worst a weak allergen causes painful discomfort. They might impose disadvantage for a round or attacks or an type of ability check, penalize damage, or reduce speed. If the allergen deals damage, they use the Setback column from the Damage Severity by Level table (see page 249 of the *Dungeon Master's Guide*).

Moderate. Allergens of this strength can cause intense pain or other effects such as nausea, disorientation, or fear. These allergens might impose disadvantage for a minute on a few types of ability check or disadvantage on all checks and saving throws for a round. A moderate allergen might immobilize a creature for a few rounds, or cause it to become frightened or charmed. If it deal damage, these allergens use the Dangerous column on the Damage Severity by Level table.

Strong. These allergens are deadly and prolonged exposure is lethal. They can impose disadvantage on all checks and saving throws for minutes it render a creature incapacitated or paralyzed for a few rounds. If it deal damage, these allergens use the Deadly column on the Damage

Severity by Level table.

Using Allergens

As they grant an advantage in combat, allergens can dramatically affect an encounter. Allergens can be used to make a challenging combat easier, giving adventurers an edge over a formidable foe that might otherwise be powerful to defeat.

An allergen should not be casually added to the game. Each allergen should be unique, designed specifically for an individual opponent and based on their history. The allergen should be connected to an important element of their past, and involve powerful emotions.

Intelligent and cunning creatures take pains to keep potential allergens secret, especially long lived creatures, such as a vampire or lich. Discover of an allergen can be used as a reward for success filling researching a particular foe or type of monster. There might be an element of a mystery in discovering an allergen, examining the origins of a foe for an items of strong emotion or dramatic importance; the ghost of a lynching victim might have rope as an allergen, while a flesh golem with the brain of a violinist might react to the sound of stringed instruments.

As a situational modifier, allergens typically do not typically change the Challenge Rating of a monster any more than favourable terrain or surprise. However, a particularly potent allergen might reduce a monster's damage and hit points potentially making it a different Challenge Rating.

Sample Allergens

Below are a few examples of allergens that might be added to your game or used as inspiration.

Ancestral Weapon

Weak contact

This aged blade struck a fatal blow to the creature in life, and now it is feared even in death. When you hit and deal damage with this weapon, the target's regeneration doesn't function on its next turn. If the

target does not have regeneration it instead takes an extra 1d10 damage.

Chemical Bane

Moderate contact

This mundane herb or spice something has no negative effect on any other creature, but I'd toxic to your opponent. When applied to a weapon it becomes unusually effective. After applying the allergen, the next time you hit with the weapon, it ignores the target's resistances. If the target does not have a resistance, the attack instead deals and extra 1d10 damage.

Damning Evidence

Moderate presentation

These documents reveals the truth of past misdeeds, what really happened those many years ago. When the target sees the evidence, they must make a DC 14 Wisdom saving throw. On a failure they are stunned until the end of their next turn. On a successful save, they are immobilized and cannot take reactions until the end of their next turn.

Garlic

Minor area

The thick and familiar scent of garlic fills the area overpowering all milder scents. If the target is within 60 feet of the garlic, it has disadvantage on Wisdom checks. The target cannot willingly move within 30 feet of the garlic.

Holy Symbol

Weak presented & contact

An inverted sword is the the cruciform symbol of the goddess Ezra, warding against the minions of the night. When the target sees the holy symbol it must make a DC 12 Wisdom saving throw. On a failure, they become frightened of the creature wielding the holding symbol. On a success, the target cannot move closer to the wielder or target them with a spell or attack. If the wielder touches the target with the holy symbol it does 1d8 radiant damage and other effects from the allergen end.

Loved One's Perfume

Moderate area

The familiar scent floods the mind with associated memories, regret, and sorrow. When within 60 feet of the perfume, the target has disadvantage on Intelligence and Wisdom checks.

Memory Melody

Strong area

The music box's song, played during the monster's creation, echoes through the hall. The target must make on a DC 16 Wisdom saving throw. On a failed save, the creature becomes charmed by the music, and while charmed, the creature is incapacitated and has a speed of 0. The target can repeat the saving throw each times it takes damage.

Dead Man's Skull

Strong presented

The spirit reacts intensely to the presence of its physical remains, torn in its desires as part of it wishes to depart. The target has disadvantage on attack rolls against the wielder of its skull and must make a Charisma saving throw. On a failure, it paralyzed until the end of its next turn.

True Name

Strong presented

Almost forgotten, the true name of the lich imparts power over the undead. When first uttered in its presence, the lich has disadvantage on the next saving throw the utter forces it to make.

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