

Ravenloft Bestiary

Monsters of the Ravenloft™ Campaign Setting
for use with Dungeons & Dragons™ 5th Edition Rules
by Leonaru



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WELCOME TO THE DREAD REALMS

Welcome to the *Ravenloft Bestiary*. This book contains more than three hundred monsters of all types, sizes and challenge ratings from the *Ravenloft™* campaign setting for use with the *Dungeons & Dragons™* 5th Edition Rules. The new monsters and templates here follow the same rules as those presented in the *Dungeons & Dragons Monster Manual™*. With this book, there will be no shortage of monsters in any of your horror campaigns!

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Akikage

Akikage

Medium undead, lawful evil

Armour Class 16 (natural armour)

Hit Points 63 (14d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+0)	12 (+1)	16 (+3)	13 (+1)

Skills Perception +6, Stealth +6

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 16

Languages understands all languages but can't speak

Challenge 7 (2,900 XP)

Incorporeal Movement. The akikage can move through other creatures and objects as if they were difficult terrain. It takes 7 (2d6) force damage if it ends its turn in side an object.

Actions

Multiattack. The akikage makes four attacks with its wakizashi or two with its shuriken.

Wakizashi. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 7 (1d6+3) necrotic damage plus 7 (2d6) cold damage.

Shuriken. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target.
Hit: 5 (1d4+3) necrotic damage plus 3 (1d6) cold damage.

Death Strike (Recharge 5-6). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 21 (6d6) necrotic damage. The target dies if this attack reduces it to 0 hit points.

The akikage, also referred to as the shadow ninja, is the spirit of an assassin who died while perusing an important target. Now a ghostly spirit, it cannot rest until its victim has been killed. The akikage appear to be dressed in black, with boots and gloves as well as a hood that hides whatever humanity it used to have. Only a pair of cold eyes remain visible. The akikage does carry weapons; these weapons are part of its ghostly appearance and no physical objects.

Murderous Spirit. According to old tales, an akikage can be forced to serve a living master. Control over an akikage can only be achieved with powerful magic, allegedly by killing the akikage's target and then binding the assassin with a spell before it disappears. The akikage's devotion prevents it from turning on its living master, but should its master's control ever be lost, the shadow ninja will take revenge at any cost.

Alchemical Child

An alchemical child is an artificial creature. Though it almost always resembles a living being, alchemical children are born from cauldron and closer to a flesh golem than a true living creature.

Many Faces. Alchemical children can resemble virtually any being. Some are created as servants, other as companions or to replace a lost child or spouse. Many alchemical children are infused with power beyond that of their living counterpart and display traits and unnatural traits. These traits provide them with additional power, but also betray their true origin.

Alchemical Warrior

Medium construct, neutral

Armour Class 16 (chain)

Hit Points 27 (5d8+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

Damage Resistances acid

Conditions Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 11

Languages Common, telepathy 1 mile (with creator only)

Challenge 1/2 (100 XP)

Acidic. A creature that touches the alchemical child or hits it with a melee attack while within 5 feet of it takes 7 (2d6) acid damage.

Hermetic. The alchemical child regains 15 hit points at the start of its turn.

Actions

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

Alchemical Child Template

A beast, human, giant, or monstrosity can become an alchemical child. When a creature becomes an alchemical child, it retains all its statistics except as noted below.

Type. The alchemical child is a construct.

Armour Class. The alchemical child has natural armour class 12 unless its natural armour class is already higher.

Resistances. The alchemical child gains resistance to acid.

Condition Immunities. The alchemical child is immune to being charmed, exhausted, and frightened.

Senses. The alchemical child gains darkvision with a range of 30 feet unless it is blind or already has darkvision with a longer range.

Languages. The alchemical child speaks the languages of its creator. It gains telepathy with a range of 1 mile. This telepathy can only be used to communicate with the child's creator.

New Trait: The alchemical child gains up to three of the traits below depending on the refinements chosen by its creature.

Acidic. The alchemical child gains the ability to alter its body chemistry. A creature that touches the alchemical child or hits it with a melee attack while within 5 feet of it takes acid damage.

Fluid. The alchemical child can use its bonus action to partially liquefy its body and move through any opening that isn't watertight.

Hermetic. The alchemical child's flesh automatically seals all wounds. It regains hit points at the start of its turn.

Alchemical Child Traits

Size	Acid/Poison Damage	Regeneration
Small or smaller	1d6	10 hit points
Medium or Large	2d6	15 hit points
Huge or larger	3d6	25 hit points

Idealised. The alchemical child does not age. It is immune to ageing effects and ability score damage.

Malleable. The alchemical child can sue its action to ability to alter its facial features, mimicking other individuals of its species. It can stay in these alternative forms indefinitely.

Toxic. The bite of the alchemical child deals extra poison damage.

A Note on the Common Tongue

Many monsters in this book are described as being proficient in the common tongue. In the Dread Domains, this does not necessarily refer to a universal language such as the common tongue of the *Forgotten Realms* or the trade language of *Kara-Tur*. While some creatures can be speakers of such a language, it generally refers to a local language. Thus, a vampire living in Falknovia likely speaks Falknovian, whereas one from Lamordia will be fluent in Lamordian instead.

Animator

Animators are evil spirits that possess mundane objects. They come in many different sizes and can inhabit any nonliving thing, from a hat to a suit of armour to house or even a ship. Nobody knows where animators come from or even what kind of creatures they are. When an animator does not possess an object, it appears as a faint sphere of flickering light and cannot be harmed. While in an object, the object does not change its appearance, but from time to time, the animator makes its presence known: A metal object seems to show a twisted face for the glimpse of a second, a chair seems to move a tiny bit when nobody is looking.

Dark Emotions. Animators are thought to feed on the emotions of other creatures, preferably on negative emotions. An animator protects the owner of its objects, its ward, but only does so for selfish reasons. Animators often try to stir negative emotions in their victims and prevent them from recovering; an animator might trap a grieving widow in her house and prevent her from seeking the company of others and recover.

Restless and Evil. Animators can be driven out of the objects they possess by destroying the object, but it is unclear how an animator can be destroyed permanently. Animator cannot speak, though powerful animators sometimes send messages in a terrifying way, like letters of blood running down the walls of a possessed building. These messages are rarely a true attempt at communication and mainly serve to terrify the animator's victims.

Possessed Knife

Tiny aberration, chaotic evil

Armour Class 14 (natural armour)

Hit Points 7 (3d4)

Speed 10 ft.

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

Damage Immunities poison

Conditions Immunities blinded, charmed, deafened, exhaustion, paralysed, petrified, poisoned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10

Languages understands Common but can't speak

Challenge 1/8 (25 XP)

Expulsion. When the object possessed by the animator is destroyed, the animator is forced to abandon it. The animator is teleported to a random location within a mile and remains invisible and dormant for 24 hours. Afterwards, it becomes active again.

False Appearance. While the animator remains motionless, it is indistinguishable from a normal object.

Actions

Knife. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 3 (1d4+1) slashing damage.

Possessed Scarf

Tiny aberration, chaotic evil

Armour Class 13 (natural armour)

Hit Points 15 (6d4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	10 (+0)	12 (+1)	11 (+0)	6 (-2)

Damage Vulnerabilities fire

Damage Immunities poison

Conditions Immunities blinded, charmed, deafened, exhaustion, paralysed, petrified, poisoned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10

Languages understands Common but can't speak

Challenge 1/4 (50 XP)

Expulsion. When the object possessed by the animator is destroyed, the animator is forced to abandon it. The animator is teleported to a random location within a mile and remains invisible and dormant for 24 hours. Afterwards, it becomes active again.

False Appearance. While the animator remains motionless, it is indistinguishable from a normal object.

Actions

Constrict. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6+2) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the animator can't constrict another target and the grappled target takes 3 (1d6) points of bludgeoning damage at the beginning of the animator's turn.

Possessed Candelabra

Small aberration, chaotic evil

Armour Class 15 (natural armour)

Hit Points 18 (4d6+4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	13 (+1)	10 (+0)	7 (-2)

Damage Immunities poison

Conditions Immunities blinded, charmed, deafened, exhaustion, paralysed, petrified, poisoned

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

Languages understands Common but can't speak

Challenge 1/2 (100 XP)

Expulsion. When the object possessed by the animator is destroyed, the animator is forced to abandon it. The animator is teleported to a random location within a mile and remains invisible and dormant for 24 hours. Afterwards, it becomes active again.

False Appearance. While the animator remains motionless, it is indistinguishable from a normal object.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 9 (2d6+2) bludgeoning damage.

Hot Wax. *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target.

Hit: 6 (1d8+6) fire damage.

Possessed Oven

Medium aberration, chaotic evil

Armour Class 18 (natural armour)

Hit Points 32 (5d8+10)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	15 (+2)	14 (+2)	11 (+0)	8 (-1)

Damage Resistances fire

Damage Immunities poison

Conditions Immunities blinded, charmed, deafened, exhaustion, paralysed, petrified, poisoned

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

Languages understands Common but can't speak

Challenge 1 (200 XP)

Expulsion. When the object possessed by the animator is destroyed, the animator is forced to abandon it. The animator is teleported to a random location within a mile and remains invisible and dormant for 24 hours. Afterwards, it becomes active again.

False Appearance. While the animator remains motionless, it is indistinguishable from a normal object.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 7 (1d10+2) bludgeoning damage plus 3 (1d6) fire damage.

Fire Breath (Recharge 5-6). The animator exhales fire in an 15-foot cone. Each creature in that line must make a DC 11 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Possessed Table

Medium aberration, chaotic evil

Armour Class 15 (natural armour)

Hit Points 26 (4d8+8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	13 (+1)	10 (+0)	6 (-2)

Damage Immunities poison

Conditions Immunities blinded, charmed, deafened, exhaustion, paralysed, petrified, poisoned

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

Languages understands Common but can't speak

Challenge 1 (200 XP)

Expulsion. When the object possessed by the animator is destroyed, the animator is forced to abandon it. The animator is teleported to a random location within a mile and remains invisible and dormant for 24 hours. Afterwards, it becomes active again.

False Appearance. While the animator remains motionless, it is indistinguishable from a normal object.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 14 (2d10+3) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Possessed Bed

Medium aberration, chaotic evil

Armour Class 15 (natural armour)

Hit Points 45 (6d8+18)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	14 (+2)	12 (+1)	7 (-2)

Damage Vulnerabilities fire

Damage Immunities poison

Conditions Immunities blinded, charmed, deafened, exhaustion, paralysed, petrified, poisoned

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 12

Languages understands Common but can't speak

Challenge 2 (450 XP)

Expulsion. When the object possessed by the animator is destroyed, the animator is forced to abandon it. The animator is teleported to a random location within a mile and remains invisible and dormant for 24 hours. Afterwards, it becomes active again.

False Appearance. While the animator remains motionless, it is indistinguishable from a normal object.

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 22 (4d8+4) bludgeoning damage.

Bed Sheet. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 17 (3d8+4) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained and the animator can't use this attack another target

Possessed Piano

Large aberration, chaotic evil

Armour Class 15 (natural armour)

Hit Points 60 (8d10+24)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	14 (+2)	11 (+0)	10 (+0)

Damage Vulnerabilities fire

Damage Immunities poison, thunder

Conditions Immunities blinded, charmed, deafened, exhaustion, paralysed, petrified, poisoned

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 10

Languages understands Common but can't speak

Challenge 3 (700 XP)

Expulsion. When the object possessed by the animator is destroyed, the animator is forced to abandon it. The animator is teleported to a random location within a mile and remains invisible and dormant for 24 hours. Afterwards, it becomes active again.

False Appearance. While the animator remains motionless, it is indistinguishable from a normal object.

Actions

Multiattack. The animator makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 13 (3d6+3) bludgeoning damage.

Haunting Symphony (Recharge 5-6). The animator plays an eerie melody. All creatures within a range of 30 feet that can hear the melody and aren't immune to being charmed must succeed on a DC 14 Wisdom saving throw or be forced to dance a disturbing dance. A dancing creature must use all its movement to dance without leaving its space and has disadvantage on Dexterity saving throws and attack rolls. While the target is affected by the melody, other creatures have advantage on attack rolls against it. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Possessed Carriage

Huge aberration, chaotic evil

Armour Class 16 (natural armour)

Hit Points 76 (8d12+24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	14 (+2)	13 (+1)	8 (-1)

Damage Immunities poison

Conditions Immunities blinded, charmed, deafened, exhaustion, paralysed, petrified, poisoned

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 11

Languages understands Common but can't speak

Challenge 4 (1,100 XP)

Charge. If the animator moves at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Expulsion. When the object possessed by the animator is destroyed, the animator is forced to abandon it. The animator is teleported to a random location within a mile and remains invisible and dormant for 24 hours. Afterwards, it becomes active again.

False Appearance. While the animator remains motionless, it is indistinguishable from a normal object.

Trapper. The animator can use its action to open or shut the doors of the carriage it inhabits. When the doors are closed, they can be opened with a DC 19 Strength check. After the animator has been destroyed, they can be opened with no effort.

Actions

Multiattack. The animator makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 17 (3d8+4) bludgeoning damage.

Possessed Hut

Huge aberration, chaotic evil

Armour Class 18 (natural armour)

Hit Points 115 (10d12+50)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	16 (+3)	15 (+2)	11 (+0)

Saving Throws Dex +3, Wis +5, Cha +3

Damage Immunities poison

Conditions Immunities blinded, charmed, deafened, exhaustion, paralysed, petrified, poisoned

Senses blindsight 240 ft. (blind beyond this radius), passive Perception 12

Languages understands Common but can't speak

Challenge 7 (2,900 XP)

Expulsion. When the object possessed by the animator is destroyed, the animator is forced to abandon it. The animator is teleported to a random location within a mile and remains invisible and dormant for 24 hours. Afterwards, it becomes active again.

False Appearance. While the animator remains motionless, it is indistinguishable from a normal object.

Trapper. The animator can use its action to open or shut the door and windows of the hut it inhabits. When the door and windows are closed, they can be opened with a DC 21 Strength check. After the animator has been destroyed, they can be opened with no effort.

Innate Spellcasting. The animator's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic, light, minor illusion*

3/day each: *detect thoughts, blindness*

Actions

Multiattack. The animator makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 20 (4d6+6) bludgeoning damage.

Smoke Cloud (Recharge 5-6). The animator emits dense smoke from its fireplace that fills the hut and obscures the vision of all creatures in the hut until the start of the animator's next turn. All creatures in the hut must make a DC 14 Constitution saving throw, taking 28 (8d6) acid damage on a failed save, or half as much damage on a successful one.

Possessed Ship

Gargantuan aberration, chaotic evil

Armour Class 18 (natural armour)

Hit Points 262 (15d20+105)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	24 (+7)	17 (+3)	16 (+3)	14 (+2)

Saving Throws Dex +6, Wis +7, Cha +6

Skills Insight +6, Perception +6

Damage Immunities poison

Conditions Immunities blinded, charmed, deafened, exhaustion, paralysed, petrified, poisoned

Senses blindsight 240 ft. (blind beyond this radius), passive Perception 16

Languages Common

Challenge 12 (8,400 XP)

Expulsion. When the object possessed by the animator is destroyed, the animator is forced to abandon it. The animator is teleported to a random location within a mile and remains invisible and dormant for 24 hours. Afterwards, it becomes active again.

False Appearance. While the animator remains motionless, it is indistinguishable from a normal object.

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

Innate Spellcasting. The animator's innate spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect thoughts*, *minor illusion*

3/day each: *charm person*, *command*, *fog cloud*

2/day each: *animate dead*, *slow*

1/day each: *animate objects*, *control weather*

Actions

Multiattack. The animator makes two melee attacks.

Ropes. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target.

Hit: 26 (4d8+8) slashing damage.

Tremble. The animator lets the ship it possesses tremble. All creatures on the ship must succeed on a DC 18 Strength saving throw or be knocked prone.

Arak

The arak are a race of fairies that live in the Shadow Rift. They are also known as shadow fey or shadow elves even though they are not related to the elven races. The arak live in a place called the Shadow Rift, a mist-filled chasm close to the centre of Ravenloft. The Shadow Rift is a place where time flows slower than elsewhere, and it is allegedly connected to the Shadow Plane.

Children of the Shadow. The arak, named after their great leader Arak the Erlking, avoid the light of the sun - something the mists of the Shadow Rift protected them from. The originate from a place outside Ravenloft, but were dragged here at one point. The arak do not give away information on their former home freely, but legends say that this place was so dreadful that the shadow fey prefer the Shadow Rift over their former home. The arak are very diverse, with some of them being small than a child and others standing taller than a human. They are very long-lived, and while they do share a common origin, all arak breeds have their own traditions and beliefs. Arak have two names: A common one and a true name. The latter is shared only with the arak's closest friends, and calling it out weakens the arak and makes it more susceptible to magic.

Fey Courts. There are nine different kinds of arak, and they are divided into two large groups: The primarily neutral Seelie Court and the primarily evil Unseelie Court. Despite the differences between these two groups, all arak abide the Law of Arak, a set of rules established by Arak the Erlking. Arak shall never kill one another, and they shall obey a direct order from the leaders of the Seelie and Unseelie Courts, even if their allegiance is given to the respective other groups. Arak the Erlking is venerated by all arak, and they visit his grave regularly.

Changelings. The shadow fey have the uncanny ability to sever the shadow of a person and take it to the Shadow Rift. This is usually done after the victim has been put to sleep with a special kind of food, the fairy cake. The shadow, now a changeling, is robbed of all its imagination and individuality, living only for its work. Human consider this a curse, but the arak claim that this is a reward. The creature (almost always a human) whose shadow was stolen is turned into a hollow shell of their former self, emotionless and with the gaze of a sleepwalker.

Creating a Changeling

A shadow turned into a changeling is identical to the being it was stolen from, but have the following trait:

Shadowtouched. The changeling is immune to becoming charmed, frightened, or paralysed.

Alven

The alven are diminutive arak that resemble tiny elves with butterfly wings. They are easily mistaken for pixies or other fey creatures. Alven are generally kind-hearted and love to spend the day along their underground flower gardens and have the ability to turn into butterflies and other insects.

Alven

Tiny fey (arak, shapechanger), chaotic good

Armour Class 14 (18 in insect form)

Hit Points 2 (1d4)

Speed 10 ft., fly 30 ft. (60 ft. in insect form)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	13 (+1)	13 (+1)	11 (+0)

Damage Immunities lightning; bludgeoning, piercing, and slashing from weapons that aren't steel

Senses darkvision 120 ft., passive Perception 11

Languages Arak, Common (can't speak in animal form)

Challenge 1/4 (50 XP)

Shapechanger. The arak can use its action to polymorph into a Tiny insect (usually a butterfly or bumblebee), or back into its true form, which is that of a fey. Its statistics, other than its AC and speed, are the same in each form. Any equipment it is wearing or carrying is transformed too. It reverts to its true form if it dies.

Magic Resistance. The arak has advantage on saving throws against spells and other magical effects. When someone calls out the arak's true name before casting a spell or using a magical effect against it, this trait does not function for that spell or effect.

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

Actions

Shortsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Fey Dance. The arak beings to dance in the air. A creature within 15 feet of the arak that can see it and isn't immune to being charmed must make a DC 12 Wisdom saving throw. On a failed save, the creature is restrained until the end of the arak's next turn and is also deafened for 1 minute. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is additionally blinded for 1 minute. A creature can repeat the saving throws (separate for deafness and blindness) at the end of each of its turns, ending the effect on itself on a success.

Brag

The brag are a race of craftsmen and labourers. They are as stout as dwarves, with black eyes and fingernails, white hair and skin as pale as that of an albino. Brag brew their own ale and many of them are master architects hired for work outside the Shadow Rift. Occasionally, brag abduct a human carpenter or builder with exceptional talent. Brag can turn into little ponies.

Fir

The fir are slender arak with pale skin, long silver hair and elongated fingers. The fir are cunning creatures and fascinated with mechanical devices. Their long fingers excel at manipulating said devices and are strong enough to be used as weapons. Fir can turn into hedgehogs. They love to discuss their latest work and sometimes uses copper automatons to guard the homes.

Brag

Small fey (arak, shapechanger), lawful neutral

Armour Class 12 (natural armour)

Hit Points 16 (3d6+6)

Speed 25 ft. (40 ft. in pony form)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	14 (+2)	14 (+2)	10 (+0)	10 (+0)

Damage Immunities cold; bludgeoning, piercing, and slashing from weapons that aren't leather

Senses darkvision 120 ft., passive Perception 10

Languages Arak, Common (can't speak in animal form)

Challenge 1/2 (100 XP)

Shapechanger. The arak can use its action to polymorph into a Small pony, or back into its true form, which is that of a fey. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying is transformed too. It reverts to its true form if it dies.

Magic Resistance. The arak has advantage on saving throws against spells and other magical effects. When someone calls out the arak's true name before casting a spell or using a magical effect against it, this trait does not function for that spell or effect.

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

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6+1) bludgeoning damage, or 8 (2d6+1) bludgeoning damage in pony form.

Slumber Gaze (Fey Form Only). The brag gazes at one creature it can see within 30 feet of it. The target must make a DC 11 Wisdom saving throw. On a failed save, the target succumbs to a magical slumber, falling unconscious for 10 minutes or until someone uses an action to shake the target awake. A creature that successfully saves against the effect is immune to this brag's gaze for the next 24 hours. Undead and creatures immune to being charmed aren't affected by it.

fir

Tiny fey (arak, shapechanger), neutral good

Armour Class 13

Hit Points 15 (6d4)

Speed 25 ft. (40 ft. in hedgehog form)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	11 (+0)	16 (+3)	15 (+2)	10 (+0)

Damage Immunities cold; bludgeoning, piercing, and slashing from weapons that aren't tin

Senses darkvision 120 ft., passive Perception 12

Languages Arak, Common (can't speak in animal form)

Challenge 1/4 (50 XP)

Shapechanger. The arak can use its action to polymorph into a Tiny hedgehog, or back into its true form, which is that of a fey. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying is transformed too. It reverts to its true form if it dies.

Magic Resistance. The arak has advantage on saving throws against spells and other magical effects. When someone calls out the arak's true name before casting a spell or using a magical effect against it, this trait does not function for that spell or effect.

Spiky Body (Hedgehog Form Only). A creature that touches the fir takes 2 (1d4) piercing damage.

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

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6+3) piercing damage, or 2 (1d4) piercing damage in hedgehog form.

Charm Gaze (Fey Form Only). The fir targets a humanoid it can see within a range of 30 feet. The target must succeed on a DC 12 Wisdom saving throw or become charmed for 1 minute, or until the fir or one of its allies harms the target. The charmed creature regards the fir as a friendly acquaintance. If the target succeed on its saving throw or when the effect ends, the target is immune to the Charm Gaze of this fir for the next 24 hours.

Gwytune

Medium fey (arak), lawful neutral

Armour Class 11 (14 with mage armor)

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	10 (+0)	18 (+4)	17 (+3)	14 (+2)

Skills Arcana +7, History +7

Damage Immunities bludgeoning, piercing, and slashing from weapons that aren't copper

Senses darkvision 120 ft., passive Perception 12

Languages Arak, Common (can't speak in animal form)

Challenge 3 (700 XP)

Magic Resistance. The arak has advantage on saving throws against spells and other magical effects. When someone calls out the arak's true name before casting a spell or using a magical effect against it, this trait does not function for that spell or effect.

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

Spellcasting. The arak is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The arak has the following wizard spells prepared:

Cantrips (at will): *blade ward*, *mage hand*, *shocking grasp*

1st level (4 slots): *burning hands*, *mage armour*, *sleep*

2nd level (3 slots): *alter self*, *misty step*

3rd level (3 slots): *counterspell*, *lightning bolt*

Actions

Gore. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 4 (1d8) bludgeoning damage.

Muryan

Medium fey (arak, shapechanger), chaotic neutral

Armour Class 14

Hit Points 22 (4d8+4)

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

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	12 (+1)	13 (+1)	14 (+2)	12 (+1)

Skills Perception +4, Stealth +6

Damage Immunities lightning; bludgeoning, piercing, and slashing from wooden weapons

Senses darkvision 120 ft., passive Perception 14

Languages Arak, Common (can't speak in animal form)

Challenge 1 (200 XP)

Shapechanger. The arak can use its action to polymorph into a Tiny ferret, or back into its true form, which is that of a fey. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying is transformed too. It reverts to its true form if it dies.

Magic Resistance. The arak has advantage on saving throws against spells and other magical effects. When someone calls out the arak's true name before casting a spell or using a magical effect against it, this trait does not function for that spell or effect.

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

Actions

Multiattack. The arak makes two melee attacks.

Bite (Ferret Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

Scimitar (Fey Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage plus 3 (1d6) cold damage, and the target must succeed on a DC 12 Wisdom saving throw. If the target fails to make the saving throw, roll 1d4. On an odd result, the target is blinded. On an even result, the target is deafened. If a target is already blind or deaf and fails its saving throw, the target's speed is halved and it has disadvantage on Dexterity saving throws. A creature can repeat the saving throw at the end of each of its turns, ending all effects on itself on a success.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8+4) piercing damage plus 3 (1d6) cold damage.

Portune

Tiny fey (arak, shapechanger), lawful good

Armour Class 12, 15 (natural armour) in turtle form

Hit Points 5 (2d4)

Speed 15 ft. (5 ft. in turtle form, 25 ft. in asp form), fly 40 ft. (fey from only)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	17 (+3)	15 (+2)	12 (+1)

Skills Insight +4, Medicine +5

Damage Immunities fire; bludgeoning, piercing, and slashing from wooden weapons

Senses darkvision 30 ft., passive Perception 14

Languages Arak, Common (can't speak in animal form)

Challenge 1/2 (100 XP)

Shapechanger. The arak can use its action to polymorph into a Tiny turtle or asp, or back into its true form, which is that of a fey. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying is transformed too. It reverts to its true form if it dies.

Keen Smell. The arak has advantage on Wisdom (Perception) checks that rely on smell.

Magic Resistance. The arak has advantage on saving throws against spells and other magical effects. When someone calls out the arak's true name before casting a spell or using a magical effect against it, this trait does not function for that spell or effect.

Poison Sense. The arak senses all poisons or venomous creatures within a range of 30 feet.

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

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature.

Hit: 2 (1d4) piercing damage plus 2 (1d4) poison damage. The target must succeed on a DC 12 Constitution saving throw or its hit point maximum is reduced by an amount equal to the poison damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Healing Hands (3/Day). The arak lays hands on a living creature. The creature heals 9 (2d8) hit points. This ability can reverse a reduced hit points maximum caused by the bite of this arak.

Gwytune

The gwytune are among the few arak that practice arcane magic. They are gaunt humanoid figures slightly shorter than a human, with long fingers, golden eyes and the horns of a ram. Unlike almost all other shadow fey, gwytune cannot turn into an animal, unless they use a spell to do so. Gwytune tend to focus on their research and rarely align themselves with any of the Two Courts.

Muryan

The muryan, also known as the Dancing Men, are the warriors among the arak. They resemble elves more than any other arak, but are shorter, thinner, and have the pale skin characteristic for arak. Muryan are both known for their graceful fighting style and for becoming bloodthirsty and aggressive. Muryan are often dressed in grey and like to wear kilts.

Portune

Whereas many other arak are playful (or malicious) pranksters, the portune are sober scholars and healers, cooks and herbalists. Portune are tiny black-skinned fey with moth wings, but spend most of their time in animal form. Male portune can turn into turtles, female portune into asps. Portune have healing hands and the ability to sense poison. They often keep a nest of asps and harvest their venom for medical purposes. Portune can deliver a bite and inject the wound with venom that weakens the victim.

Redcap

Tiny fey (arak, shapechanger), chaotic evil

Armour Class 14

Hit Points 28 (8d4+8)

Speed 25 ft., fly 40 ft. (60 ft. in insect form)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	12 (+1)	14 (+2)	12 (+1)	10 (+0)

Skills Stealth +6

Damage Immunities lightning; bludgeoning, piercing, and slashing from weapons that aren't platinum

Senses darkvision 120 ft., passive Perception 14

Languages Arak, Common (can't speak in animal form)

Challenge 1/2 (100 XP)

Shapechanger. The arak can use its action to polymorph into a Tiny insect (usually a wasp or hornet), or back into its true form, which is that of a fey. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying is transformed too. It reverts to its true form if it dies.

Backstabber. The arak deals an additional 3 (1d6) points of piercing damage against a blinded or deafened creature it hits with a bite or sting attack.

Magic Resistance. The arak has advantage on saving throws against spells and other magical effects. When someone calls out the arak's true name before casting a spell or using a magical effect against it, this trait does not function for that spell or effect.

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

Actions

Bite (Fey Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or become blinded. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Sting (Insect Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 5 (2d4) poison damage.

Shriek (Fey Form Only). The arak targets a creature it can see within a range of 15 feet. The creature must succeed on a DC 13 Constitution saving throw or become deafened. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Redcap

The redcaps, also known as powrie, are the most cruel and evil of all arak. They look like twisted caricatures of fairies, with wiry beards, a mouth filled with needle-sharp teeth and the wings of a wasp. Redcaps are offensive and insulting, even to their allies. They often work as infiltrators and assassins, and especially enjoy slaying helpless victims. Redcaps live in small paper houses not unlike wasp nests.

Shee

Medium fey (arak, shapechanger), neutral

Armour Class 13

Hit Points 39 (6d8+12)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	15 (+2)	13 (+1)	11 (+0)

Skills Arcana +4, History +6

Damage Immunities fire; bludgeoning, piercing, and slashing from wooden weapons

Senses darkvision 120 ft., passive Perception 11

Languages Arak, Common (can't speak in animal form)

Challenge 3 (700 XP)

Shapechanger. The arak can use its action to polymorph into a Tiny bird (nightingale or other songbird), or back into its true form, which is that of a fey. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying is transformed too. It reverts to its true form if it dies.

Aura of Protection. Other creatures have disadvantage on ranged weapon attacks directed against the arak.

Magic Resistance. The arak has advantage on saving throws against spells and other magical effects. When someone calls out the arak's true name before casting a spell or using a magical effect against it, this trait does not function for that spell or effect.

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

Actions

Dagger (Fey Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Charm (Fey Form Only). One humanoid the arak kisses within 5 feet of it must succeed on a DC 14 Wisdom saving throw or be magically charmed for 1 day. The charmed target considers the shee to be a trusted friend to be heeded and protected. If the target suffers any harm or a hostile action from the arak, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this arak's Charm for the next 24 hours. The arak can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Shee

The majority of shadow fey at the Seelie Court are shee, and so is the Faerie Queen herself. The shee are tall but slender, with fair hair, amber eyes and pale, almost milky skin. The shee enjoy art of all kinds, especially music, poetry, and performances of all kinds. They are lorekeepers and storytellers, and often visit places outside the Shadow Rift to find stories and songs to bring back to their people.

Sith

Medium fey (arak, shapechanger), lawful evil

Armour Class 13

Hit Points 45 (7d8+14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	17 (+3)	12 (+1)	10 (+0)

Skills Deception +4, Stealth +5

Damage Immunities fire; bludgeoning, piercing, and slashing from weapons that aren't silver

Senses darkvision 120 ft., passive Perception 11

Languages Arak, Common

Challenge 3 (700 XP)

Shapechanger. The arak can use its action to polymorph into a Medium shadow, or back into its true form, which is that of a fey. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. In shadow form, the arak can move through a space as narrow as 1 inch wide without squeezing, take the Hide action as a bonus action in dim light or darkness, and can't be grappled, paralysed, petrified, poisoned, prone, or restrained.

Magic Resistance. The arak has advantage on saving throws against spells and other magical effects. When someone calls out the arak's true name before casting a spell or using a magical effect against it, this trait does not function for that spell or effect.

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

Actions

Multiattack. The arak makes three melee attacks.

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

Dark Touch (Shadow Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) necrotic damage.

Fear Gaze. The arak gazes at one creature it can see within 30 feet of it. The target must make a DC 13 Wisdom saving throw. On a failed save, the target becomes frightened. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that successfully saves against the effect is immune to this arak's gaze for the next 24 hours.

Sith

The sith are the dominant shadow fey faction at the Unseelie court. Sith are tall and almost unnaturally gaunt. They have long hair, dark eyes and skin so pale that they could be mistaken for undead. Sith are sinister creatures. Many of them practice necromancy, and their homes are often decorated with the remains of their relatives as part of their death cult. Sith can transform into shadow. Some older sith prefer this shape, and never turn back into their original form.

Teg

Small fey (arak, shapechanger), neutral evil

Armour Class 12

Hit Points 27 (5d6+10)

Speed 25 ft. (40 ft. in fox form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	13 (+1)	16 (+3)	10 (+0)

Skills Perception +5, Survival +5

Damage Immunities fire; bludgeoning, piercing, and slashing from weapons that aren't gold

Senses darkvision 120 ft., passive Perception 15

Languages Arak (can't speak in animal form)

Challenge 1 (200 XP)

Shapechanger. The arak can use its action to polymorph into a Small fox, or back into its true form, which is that of a fey. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying is transformed too. It reverts to its true form if it dies.

Animal Tongue. The arak can communicate simple concepts with animals found in grasslands and the forest.

Magic Resistance. The arak has advantage on saving throws against spells and other magical effects. When someone calls out the arak's true name before casting a spell or using a magical effect against it, this trait does not function for that spell or effect.

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

Actions

Multiattack. The arak makes two bite attacks.

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

Confusion Gaze (Recharge 5-6). The arak glares at a creature within a range of 30 feet. The target has to succeed on a DC 13 Wisdom saving throw or will become confused for 1 minute. A confused creature uses all its movement to move in a random direction during its turn. To determine the direction, roll a d8 and assign a direction to each die face. A confused creature doesn't take an action during its turn. The creature can repeat the saving throw at the end of each of its turns, ending the effect early on a success.

Teg

The teg are feral arak. They have foxlike faces, sharp teeth, seldom wear clothes and have wide catlike eyes with spots of gold. Teg live in the wilderness of the Shadow Rift and are often accompanied by foxes and other wild animals. They make their homes in treetops, often with a fox den at the base of the tree. Teg are cruel hunters by nature and leave the Shadow Rift only to stalk prey.

Umbra

Medium undead, chaotic evil

Armour Class 13

Hit Points 22 (4d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	13 (+1)	5 (-3)	10 (+0)	9 (-1)

Skills Stealth +5

Senses darkvision 120 ft., passive Perception 10

Languages Arak, Common

Challenge 2 (450 XP)

Light Sensitivity. When the umbra takes radiant damage, it is blinded until the end of its next turn.

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

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 10 (2d6+3) slashing damage.

Freezing Stare. The arak targets a creature other than an undead or construct it can see within a range of 30 feet. The target must succeed on a DC 11 Constitution saving throw or be paralysed 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.

Invisibility. The arak magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the arak wears or carries is invisible with it.

Umbra

The umbra are undead shadow elves. Most umbra were sith, muryan, or shee in life. Umbra have silver hair and withered purple skin that stretches over their bones. It seems that common necromancy cannot turn an arak into an umbra, and that all umbra are followers of Tristessa, darklord of Keening. The umbra's undying loyalty extended beyond their existence as living beings and after their death, they rose as undead servants to Tristessa. Umbra are only found in Keening. They are feared for their ability to turn invisible and freeze living creatures with their glare.

Waff

Medium fey (arak), chaotic evil

Armour Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	11 (+0)	14 (+2)	15 (+2)	10 (+0)

Damage Vulnerabilities radiant

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

Damage Immunities poison

Conditions Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Arak, Common

Challenge 1 (200 XP)

Aura of Decay. A creature that starts its turn in a space occupied by the arak takes 3 (1d6) cold damage.

Incorporeal Movement. The arak can move through other creatures and objects as if they were difficult terrain. It takes 3 (1d6) force damage if it ends its turn in side an object.

Sunlight Weakness. While in sunlight, the arak has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Necrotic Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6+2) necrotic damage, and 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.

Waff

The vampiric waff is one of the lesser-known shadow fey. Cold, hungry and evil, the waff is a gaseous creature of shadowy fog. It has no real shape and only lives to kill and destroy. Waff are also known as shadow dryads, for they are bound to a tree. If this tree is destroyed, the waff is destroyed too. However, apart from this, the waff shares virtually nothing with the sylvan fey. Waff sometimes work as assassins, but it takes the powerful being to keep them in check.

Widderribhinn

Medium undead, neutral evil

Armour Class 13

Hit Points 58 (13d8)

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

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	15 (+2)	16 (+3)	16 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non magical weapons

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages Arak, Common

Challenge 4 (1,100 XP)

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

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

Unnatural Aura. A beast that starts its turn within a 30-foot-radius around the arak must succeed on a DC 14 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.

Actions

Cold Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 22 (4d8+3) cold damage.

Invisibility. The arak magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the arak wears or carries is invisible with it.

Widderribhinn

Widderribhinn are the undead spirits of arak that died an especially violent death. They first appeared in the domain of Keening after the sandstorm known as the Scourge. Widderribhinn resemble translucent, shadowy version of their former selves. Some of them still use weapons, but their most dangerous attack is their supernaturally cold touch. Widderribhinn are drawn to Mount Lament, where they enter the service of Tristessa, in hopes that one day they will be restored back to life.

Arayashka

The arayashka, also known as the snow wraith, is the undead spirit of a traveller who died due to cold, most commonly in a snowstorm. Not everyone who dies a frosty death becomes an arayashka, though. Those who refuse to leave the world of the living are likely to have enormous strength of will and a purpose left unfulfilled by their death.

Cold Spirit. Arayashka prey on travellers and often surprise those who took shelter in a cave or another place suitable to make a fire. The supernatural cold of an arayashka sucks all warmth out of the body of a living creature, weakening it with every touch. Despite their desire to take all the warmth from living beings, arayashka fear open fire and extinguish it whenever possible. A creature killed by an arayashka will return as one unless it is cremated or buried in a warmer climate.

Arayashka

Medium undead, neutral evil

Armour Class 13

Hit Points 45 (7d8+14)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	14 (+2)	9 (-1)	12 (+1)	14 (+2)

Damage Vulnerabilities fire

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

Damage Immunities cold, necrotic, poison

Conditions Immunities charmed, exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

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

Challenge 2 (450 XP)

Snowsight. The arayashka's vision or movement is not impaired by snow, hail, or similar conditions.

Actions

Cold Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6+3) cold damage plus 7 (2d6) cold damage, and 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. A humanoid slain by this attack rises 24 hours later as an arayashka, unless the humanoid is restored to life, its body cremated and sprinkled with holy water, or buried in a warmer area.

Arcane Head

Arcane heads are disembodied heads of travellers who died in the Nightmare Lands, magically animated by Mullonga. Mullonga, a witch and member of the Nightmare Court that rules the Nightmare Lands, uses the heads as scouts and enforcers. Arcane heads look much as they did in life, but are surrounded by a faint glow. Their neck has been sewn shut and their teeth sharpened. Rumours say that Mullonga always keep a flock of thirteen heads at her disposal. Allegedly these heads can fly in a specific pattern and form a portal that allows Mullonga to reach the place where the arcane heads currently are.

Arcane Head

Tiny undead, chaotic evil

Armour Class 12

Hit Points 15 (6d4)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	10 (+0)	11 (+0)	7 (-2)

Conditions Immunities prone

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6+2) piercing damage.

Bash. The head targets a living creature within a range of 5 feet. The creature must succeed on a DC 12 Constitution saving throw or become paralysed. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. An arcane head that attacks a creature paralysed in this way with a bite attack automatically hits.

Assassin Bug, Giant

The common assassin bug grows to a size no larger than a gold piece, but the giant assassin bug is as large as horse. The most prominent feature of this terrifying insect is its long proboscis, which is used to anaesthetise prey and drain its blood. Its second striking feature is the bug's translucent carapace, which turns red as soon as the assassin bug drinks the blood of its victims. Assassin bugs are used as guardians by those who can stomach their eating behaviour, or as blood reserves by other blood-drinking creatures.

Giant Assassin Bug

Large beast, unaligned

Armour Class 15 (natural armour)

Hit Points 60 (8d10+16)

Speed 40 ft.

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

Skills Perception +2, Stealth +2

Senses blindsight 60 ft., passive Perception 12

Languages —

Challenge 3 (700 XP)

Actions

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.

Hit: 5 (1d6+2) piercing damage plus 7 (2d6) necrotic damage, and the target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest.

Avanc

The avanc is a huge, six-legged crocodilean creature. It is covered in mottled green scales and, unlike an actual crocodile, has gills. The avanc is a powerful predator and second to no other creature in its territory. It has black eyes not unlike those of a viper filled with a malign intelligence. Despite its bestial appearance, the avanc is a cunning creature and as smart as a human.

Cursed Reptile. According to legend, the avanc was a human (or at least a humanoid) cursed by the Prince of the Unseelie, whom he did offend in some way. The truth behind this legend has been lost in time. It is known that one avanc lives in Lake Kronov in the domain of Tepest. It is not clear whether the avanc is a unique creature or whether several exist, though.

Avanc

Huge monstrosity, neutral evil

Armour Class 16 (natural armour)

Hit Points 138 (12d12+60)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	21 (+5)	10 (+0)	14 (+2)	11 (+0)

Saving Throws Dex +3, Con +8, Wis +5

Skills Perception +5, Stealth +6

Damage Resistances fire

Senses darkvision 60 ft., passive Perception

Languages Arak

Challenge 6 (2,300 XP)

Amphibious. The avanc can breathe air and water.

Actions

Multiattack. The avanc makes one attack with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 19 (3d8+6) piercing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.

Hit: 14 (2d8+6) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Whirlpool (1/Day). If in water, the avanc forms a whirlpool that is 5 feet wide at the base, up to 15 feet tall and 15 feet wide. Any creature within a range of 15 feet is drawn 5 feet towards the whirlpool. A creature can swim away from the whirlpool with a successful DC 14 Strength check. A creature that enters the whirlpool must succeed on a DC 14 Strength saving throw or takes 9 (2d8) bludgeoning damage and be caught in the whirlpool. A creature caught in the whirlpool can use its action to swim away from the whirlpool with a successful DC 14 Strength check. An object in the whirlpool takes 9 (2d8) bludgeoning damage at the beginning of each of its turn in the whirlpool. The whirlpools lasts 1 minute or until the avanc's concentration ends (as if concentrating on a spell).

Backward Man

Crawling on its hands and feet, the backward is gruesome to behold. While close in appearance to an ordinary human, the backward man has twisted limbs, a head that looks into the wrong direction, and a body that seems to be a mix of old man and child. Backward men only exist to terrorise others, and they are thought to be the result of a magical transmutation gone awry. Backward men have a mouth filled with tentacles, and even their body seems to be full of them, for cutting a backward man releases even more of these horrid, twitching appendages.

Lurker in the Dark. Backward men have the ability to turn invisible and can walk up walls. They use these abilities to gain access to the homes of innocent people to scare them. The backward men is not a mere bogeyman, though, and kills many of its victims - sometimes to consume them, sometimes just to seem them and their loved ones suffer.

Backward Man

Medium aberration, chaotic evil

Armour Class 13

Hit Points 52 (8d8+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	15 (+2)	10 (+0)	15 (+2)	14 (+2)

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 3 (700 XP)

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

Tentacular Revenge. When the backward man is subject to slashing or piercing damage, a tentacles emerges from the wound. A creature within a range of 5 feet of the backward man must succeed on a DC 12 Dexterity saving throw or take 7 (1d8+3) bludgeoning damage.

Actions

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 12 (2d8+3) bludgeoning damage.

Invisibility. The backward man magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the backward man wears or carries is invisible with it.

Bakhna Rakhna

Bakhna Rakhna

Small humanoid, neutral evil

Armour Class 13

Hit Points 22 (4d6+8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	14 (+2)	8 (-1)	10 (+0)	8 (-1)

Skills Stealth +5

Damage Immunities poison

Conditions Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6+3) piercing damage.

Phase Door (Recharge 5-6). The bakhna rakhna teleports up to 15 feet to an unoccupied space that it can see.

The bakhna rakhna is small humanoid with a flat face, grey skin, a hunchback and a mouth full of sharp teeth. Originally jungle creatures, bakhna rakhna can be found on the countryside where they steal food from farms and settlements. They indulge in gluttony whenever possible, but never seem to gain weight despite the large amounts of food they can consume. Bakhna rakhna can eat almost everything unaffected even by the most poisonous plants and mushrooms.

Hungry Infiltrators. Bakhna rakhna like to steal bread and other foods that require effort and tools to make. They occasional terrorise those they steal from, but for the most part limit themselves to thievery and avoid combat. The bakhna rakhna has the inherent ability to teleport over a short distance, which it uses to invade other people's homes. Most people who hear a bakhna rakhna in their kitchen lock their door and let them steal what they want. There is a tale from a farmer who locked his cupboards and waited for a group of bakhna rakhna, axe ready, only to find the beds of his children empty the next day.

Baobhan Sith

The baobhan sith are evil and bitter creatures that descent from a pixie clan sent to the Land of the Mists a long time ago for unspeakable crimes. Baobhan sith have elven features and long, almost batlike ears as well as cicada wings. Baobhan sith are cruel pranksters and enjoy preying on the weak and the helpless. Druids assume that baobhan sith are desperate creatures, always in fear of losing their sanity when their past crimes catch up with them during a moment of rest. Thus, baobhan sith are driven to ever greater acts of cruelty until they pass away or are destroyed by a stronger creature.

Baobhan Sith

Tiny fey (shapechanger), chaotic evil

Armour Class 13

Hit Points 3 (1d4+1)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	12 (+1)	11 (+0)	12 (+1)	10 (+0)

Senses darkvision 120 ft., passive Perception 11

Languages Common, Sylvan

Challenge 1/4 (50 XP)

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

Actions

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 1 piercing damage plus 3 (1d6) poison damage.

Alter Shape (1/Day). The baobhan sith magically alters its shape and equipment for 10 minutes or until it uses an action to dismiss the effect. The baobhan sith has to retain its body type and general size. The new shape does not bestow it with any new abilities. If the new shape has wings, the baobhan sith can fly in the new form.

Invisibility. The baobhan sith magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the baobhan sith wears or carries is invisible with it.

Bastellus

The bastellus is a sinister creature that feeds on the dreams of other creatures. It is also known as the dream stalker, or simply as the nightmare. Bastelli appear as featureless pitch-black humanoid silhouette. Some of the few people who actually saw a bastellus swear that it has a malicious grin on its face and elongated claws.

Dream Eater. The semi-corporeal bastellus generally avoids combat and prefers to sneak into its victim's house undetected, feasting on its dreams. A victim of the bastellus will wake up exhausted, not remembering any of its dreams - provided it wakes up at all. Those who are completely drained by the bastellus die, seemingly of a heart attack.

Bastellus

Medium undead, chaotic evil

Armour Class 13

Hit Points 49 (9d8+9)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	12 (+1)	10 (+0)	14 (+2)	16 (+3)

Skills Stealth +5

Damage Vulnerabilities radiant

Damage Immunities cold, fire, lightning, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Conditions Immunities exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception

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

Challenge 4 (1,100 XP)

Shadow Stealth. While in dim light or darkness, the bastellus has advantage on Dexterity (Stealth) checks.

Sunlight Weakness. While in sunlight, the bastellus has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Dark Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) necrotic damage, and the target must succeed on a DC 13 Constitution saving throw or fall unconscious until the end of its next turn.

Dream Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one sleeping creature. *Hit:* 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the bastellus 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 rises the following night as a bastellus. If the victim sleeps as part of a long rest, it does not benefit from the long rest. Undead and creatures immune to being charmed aren't affected by it.

Slumber (Recharge 5-6). All creatures within a 30-foot-radius around the bastellus must succeed on a DC 14 Wisdom saving throw or fall asleep. A sleeping creature stay asleep for 1 hour, until the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Undead and creatures immune to being charmed aren't affected by it.

Bat, Ravenloft

Bats of all kinds are very common in the Ravenloft. Two bat species unique to the Dread Domains are the sinister bat and the carrion bat. Apart from these bats, undead skeletal bats are also commonly found in Ravenloft, as are giant bats and monstrous bats.

Carrion Bat

The carrion bat is significantly larger than a common bat. It lives in tombs and caves and, despite its name, does not live on carrion, but on the maggots and scarabs found in rotting carcasses. Though not an evil creature, the carrion bat sometimes deliberately kills other beings to attract the carrion eaters it depends on. Carrion bats can emit a piercing shriek that paralyzes living creatures for a moment, giving the bat time to strike or to escape.

Carrion Bat

Medium beast, unaligned

Armour Class 13

Hit Points 22 (4d8+4)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	13 (+1)	2 (-4)	13 (+1)	6 (-2)

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Echolocation. The bat can't use its blindsight while deafened.

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8+3) piercing damage.

Screech. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) thunder damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be stunned until the end of its next turn.

Sentinel Bat

Tiny monstrosity, lawful evil

Armour Class 12

Hit Points 7 (3d4)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	10 (+0)	10 (+0)	14 (+2)	6 (-2)

Senses darkvision 120 ft., passive Perception 12

Languages —

Challenge 1/4 (50 XP)

Farsight. The bat's master can chose to see through the bat's eyes. When the master does this, the bat's eyes start to glow and the master can't see through its own eyes for the duration of the effect. This effect does not work across the domain borders.

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

Actions

Draining Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) necrotic damage. The target must succeed on a DC 12 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Sentinel Bat

One bat species unique to Ravenloft is the sentinel bat, an intelligent creature drawn to powerful undead. It serves these undead as a familiar, extending their vision and enforcing their will. A sentinel bat gain some of the abilities of its master; a bat serving a ghoulish lord gains a paralyzing bite whereas one serving a wraith has the ability to drain the life force of its victims.

Variant Sentinel Bats

The sentinel bat described above is the servant of a vampire, wight, or wraith. Those serving a ghost or ghoul lord have a paralyzing bite whereas those in the service a shadow drain the physical power of their victims.

Paralyzing Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralysed 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.

Weakening Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) necrotic damage, and 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.

Skeletal Bat

Tiny undead, unaligned

Armour Class 12

Hit Points 7 (3d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	10 (+0)	3 (-4)	13 (+1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Conditions Immunities exhaustion, poisoned

Senses darkvision 120 ft., passive Perception

Languages —

Challenge 1/2 (100 XP)

Actions

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

Aura of Fear (1/Day). Each creature of the bat's choice that is within 30 feet of the bat and aware of it must succeed on a DC 10 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, the creature is forever immune to this bat's Aura of Fear.

Skeletal Bat

The skeletal bat is a undead bat frequently found in the service of wizards and other users of magic. Creating a common skeletal bat is trivial, but those with knowledge of a certain dark ritual can infuse their bat servants with an aura that causes those who see it to flee in terror.

Blaspheme

The blaspheme is huge humanoid undead that has been surgically modified. Terrifying to behold, it bears some similarities to a flesh golem, but remains an undead. Blasphemes are often skeletally thin, have elongated arms, and distorted faces with a grinning mouth that almost splits their face. Creating a blaspheme requires magical skills as well as technical expertise, but those who have both are rewarded with an undead servant with power far beyond that of a common zombie.

Blaspheme

Large undead, neutral evil

Armour Class 13

Hit Points 152 (14d10+64)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	18 (+4)	5 (-3)	14 (+2)	10 (+0)

Saving Throws Str +8, Dex +6, Wis +5

Damage Resistances necrotic

Damage Immunities poison

Conditions Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 12

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

Challenge 7 (2,900 XP)

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

Actions

Multiattack. The blaspheme makes one bite attack and one slam attack.

Blasphemous Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 23 (4d8+5) bludgeoning damage.

Blood Eel

Despite its name, the blood eel is closer related to leeches than to eels. Huge, white, and eyeless, the blood eel lurks in underground lakes and ancient subterranean waterways. It can sense any disturbance of the water around it, and as soon as a creature gets too close to the eel's body of water, it lashes out and attacks. Blood eels can swallow creatures, but prefer to drink their blood - something they do with uncanny speed and fast enough to drain smaller creatures in seconds.

Blood Eel

Large beast, unaligned

Armour Class 12 (natural armour)

Hit Points 76 (8d10+32)

Speed 5 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	2 (-4)	8 (-1)	5 (-)

Conditions Immunities blinded

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages —

Challenge 4 (1,100 XP)

Actions

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 19 (4d6+5) piercing damage.

Blood Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (3d6+3) necrotic damage, and the target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a short or long rest. The target dies if this effect reduces its hit point maximum to 0.

Blood Stag

These emaciated stags are thin to the point of being almost skeletal. Blood stags feed on the eponymous liquid and hunt other creatures in packs to acquire it. They can only be found in G'Henna and reflect the domain's character more than any other creature.

Blood Stag

Medium undead, neutral evil

Armour Class 11

Hit Points 16 (3d8+3)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	5 (-3)	11 (+0)	6 (-2)

Damage Immunities poison

Conditions Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Charge. If the stag moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Undead Fortitude. If damage reduces the stag 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 stag drops to 1 hit point instead.

Actions

Gore. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (2d4+2) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +4 to hit, reach 5 ft. one prone creature.

Hit: 6 (1d8+2) bludgeoning damage.

Bloodmote Cloud

Bloodmotes are insects that appears in buzzing swarms, droning in a strangely deep pitch. A bloomote swarm emits the acrid smell of blood, and those with knowledge of necromancy might sense that the swarm consists of undead creatures. Whether or not bloodmotes are a natural occurrence, an escaped experiment, or something else is unclear.

Bloodroot

The bloodroot is a subterranean plant that covers the wall, floors and ceilings of underground passages and caves. At a glance, bloodroot resembles the root structure of normal trees. On the red-tinted tips of the bloodroot's tendrils give away its true nature, combined with the scattered remains of its previous victims. Bloodroot secretes a narcotic that douses its prey. This narcotic is sometimes sold as a mildly addictive drug on the black market.

Bloodrose

The bloodrose looks like a beautiful bush of snow-white roses and emits a lovely odour, but is actually a sinister plant that feeds on the blood of its victims. When the bloodrose strangles its prey

and drinks its bloods, traces of red appear on the rose's leaves as they gradually turn from white to pink to crimson.

Bloodmote Cloud

Medium swarm of Tiny undead, unaligned

Armour Class 13

Hit Points 63 (14d8)

Speed 20 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	1 (-5)	10 (+0)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison

Conditions Immunities charmed, frightened, paralysed, petrified, poisoned, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

Actions

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 9 (2d8) piercing damage plus 9 (2d8) necrotic damage, or 4 (1d8) piercing damage plus 9 (2d8) necrotic damage if the swarm has half of its hit points or fewer. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Bloodroot

Medium plant, unaligned

Armour Class 10

Hit Points 28 (5d8+5)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	13 (+1)	1 (-5)	10 (+0)	1 (-5)

Damage Vulnerabilities fire

Conditions Immunities blinded, deafened, frightened, prone

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature.

Hit: 8 (2d6+1) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or be poisoned for 1 hour. While poisoned this way, a creature can't take reactions, its speed is halved, and it has disadvantage on attack rolls.

Bloodrose

Small plant, unaligned

Armour Class 12 (natural armour)

Hit Points 13 (3d6+3)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	12 (+1)	1 (-5)	11 (+0)	1 (-5)

Damage Vulnerabilities fire

Conditions Immunities blinded, deafened, frightened, prone

Senses passive Perception

Languages —

Challenge 1/4 (50 XP)

False Appearance. While the bloodrose remains motionless, it is indistinguishable from a common rosebush.

Actions

Entangle. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature.

Hit: 3 (1d6) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, takes 3 (1d6) piercing damage at the end of its turn, and the bloodrose can't constrict another target.

Boneless

Boneless

Medium undead, neutral evil

Armour Class 10

Hit Points 26 (4d8+8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	3 (-4)	10 (+0)	6 (-2)

Damage Resistances bludgeoning

Damage Immunities poison

Conditions Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

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

Challenge 1/2 (100 XP)

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 6 (1d8+2) bludgeoning damage.

Embrace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 9 (2d6+2) bludgeoning damage, and target is grappled (escape DC 13). Until this grapple ends, the creature is restrained, and the boneless can't embrace another target.

The boneless are among the most twisted creatures necromancy has ever created. Bags of skin stripped off their bones, boneless serve only to execute the will of their master. The horrible procedure through which boneless are created allows a necromancer to animate their bones separately, creating both a skeleton and a boneless from a single corpse. Boneless can wield weapons, but fight weaponless most of the time. Gruesome to behold, they collapse from time to time and drop on all four to stabilise themselves or to gain additional speed.

Faylorn's Creations. The boneless were originally created by the wizard Faylorn during a visit to the lich Azalin, lord of Darkon. Faylorn discovered how bones can be animated inde-

pendently from the rest of the body, allowing to turn a corpse into two undead servants. This method has since spread to other domains and is used by a number of necromancers.

Bony Hands

Bony hands are skeletised undead risen from the bodies of those who died of famine and starvation. They are difficult to see, for bony hands can only be spotted in the corner of one's eyes. Those who look at them directly do not see them at all. Bony hands leave tracks. These tracks always appear to thin hand prints. Some say that bony hands walk on their hands, others claim that they have hands instead of feet. Due to the difficulty in observing bony hands, reports about their appearance vary a lot, but most people agree that they have dead wide eyes and bodies so haggard that all of their bones can be seen.

Bony Hands

Small undead, chaotic evil

Armour Class 12

Hit Points 22 (4d6+8)

Speed 30 ft.

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

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 1 (200 XP)

Partial Invisibility. The bony hands can't be seen by those who look at it. It is only visible out of the corner of the eye of the beholder.

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 12 (3d6+2) slashing damage.

Boowray

The boowray is an evil spirit that takes delight in corrupting the innocent and kind-hearted. The boowray is an incorporeal spirit that can turn invisible whenever it wants, but appears as a tiny human female with green skin, bright yellow eyes, and mint leaves instead of hair. Once it has attached itself to a victim, it starts to give advice and encourages its target. Once the target, often a human, has formed a bond with the evil fey, it uses its supernatural abilities to convince its victim to commit acts of evil. Many boowray start giving genuinely helpful advice, but their ultimate goal is always to destroy their victim. Some victims go insane, others turn into servants of evil, and some even commit suicide after they realised what they have done.

Boowray

Tiny fey, lawful evil

Armour Class 13

Hit Points 4 (1d4+2)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	14 (+2)	16 (+3)	12 (+1)	18 (+4)

Skills Deception +6, Insight +5, Persuasion +6

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Conditions Immunities charmed

Senses darkvision 60 ft., passive Perception

Languages Common, telepathy 60 ft.

Challenge 1/4 (50 XP)

Innate Spellcasting. The boowray's innate spellcasting ability is Charisma (spell save DC 14). The boowray can innately cast *suggestion* once per day, requiring no material components.

Actions

Superior Invisibility. The boowray magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the boowray wears or carries is invisible with it.

Bowlyn

Bowlyn

Medium undead, chaotic evil

Armour Class 12

Hit Points 33 (6d8+6)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	9 (-1)	10 (+0)	14 (+2)

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

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

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

Challenge 1 (200 XP)

Incorporeal Movement. The bowlyn can move through other creatures and objects as if they were difficult terrain. It takes 7 (1d6) force damage if it ends its turn inside an object.

Seabound. Running a ship haunted by a bowlyn aground while the bowlyn is on it destroys the bowlyn.

Actions

Ghost Touch. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 14 (4d6) necrotic damage. The target must succeed on a DC 12 Constitution saving throw or be poisoned. The creature is poisoned until healed with a lesser restoration, a more powerful spell, or with magic that restores lost hit points.

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

The bowlyn, often called the sailor's demise, is the restless spirit of a sailor who died at sea and now haunts a ships. The bowlyn

is usually invisible. When it decides to materialise, it appears as a gaunt skeletal seaman with torn clothes and a twisted face. Those who knew the sailor in life will intuitively recognise it. Bowlyns raise from their watery grave years after their death and seek out a ship. Their minds confused, bowlyns will first play cruel tricks on the sailors, then try to outright kill the crew and finally destroy the ship.

Brain in a Jar

The brain in a jar is an alchemical curiosity: A disembodied brain kept alive by a mixture of mysterious solutions. Superficially helpless, the living brain is a dangerous creature and likely to possess psionic powers that more than compensate for the loss of its body. Some living brains lay dormant in a simple crystal jars, indistinguishable from organs preserved in alcohol at first glance. Other live in the centre of elaborate machines that supply them with nutrients or even materials to experiment with.

Dark Thoughts. Some living brains have brought their disembodied existence to its conclusion and sought a life in undeath. These brain still rest in their alchemical mixture, but no longer require any nutrients. Many of them wield powerful magic and an entourage of undead followers or assistants. Rumour says that one of these brains built a golem body for itself and now roams the Lands of Mists in its gruesome machine body.

Dark Contemplator

Tiny undead, chaotic evil

Armour Class 15 (glass jar)

Hit Points 54 (12d4+24)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	14 (+2)	21 (+5)	17 (+3)	18 (+4)

Saving Throws Con +5, Int +8, Wis +6, Cha +7

Skills Arcana +8, Deception +7, Insight +6, Perception +6

Damage Immunities necrotic, poison

Conditions Immunities charmed, exhaustion, poisoned, prone

Senses truesight 30 ft., passive Perception 16

Languages *tongues*, telepathy 120 ft.

Challenge 7 (2,900 XP)

Jarbound. Outside its alchemical solution, the brain can't regain hit points.

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

Spellcasting. The brain is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The brain has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *dancing lights*, *mage hand*,
1st level (4 slots): *detect magic*, *fog cloud*, *ray of sickness*, *thunderwave*
2nd level (3 slots): *hold person*, *ray of enfeeblement*, *web*
3rd level (3 slots): *animated dead*, *counterspell*, *dispel magic*
4th level (3 slots): *blight*, *ice storm*, *wall of fire*
5th level (2 slot): *cone of cold*, *dominate person*

Turn Immunity. The brain is immune to effects that turn undead.

Living Brain

Tiny aberration, neutral evil

Armour Class 15 (glass jar)

Hit Points 42 (12d4+12)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	12 (+1)	18 (+4)	16 (+3)	17 (+3)

Saving Throws Int +7, Wis +6, Cha +6

Skills History +7, Insight +6, Perception +6, Persuasion +6,

Conditions Immunities charmed, exhaustion, poisoned, prone

Senses darkvision 60 ft., passive Perception 16

Languages Common plus up to three other languages, telepathy 60 ft.

Challenge 6 (2,300 XP)

Innate Spellcasting (Psionics). The brain's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *detect thoughts, mage hand (the hand is invisible)*

3/day each: *charm person, nondetection (self only), see invisibility*

2/day each: *silence, telekinesis*

1/day each: *dominate monster*

Actions

Multiattack. The brain uses its Psionic Blast twice.

Psionic Blast. *Ranged Spell Attack:* +7 to hit, range 30 ft., one target.

Hit: 21 (6d6) psychic damage.

Bruja

The bruja resemble pitiful hags in appearance, with pale white to ash grey skin, warts, and sores. Their eyes are milky and seem to be blind, their teeth are black and rotten. Despite their fearsome appearance, these crones are sad and melancholic beings, for they are aware of the time and manner of their own death. Some bruja try to avoid their fate, but most of them try to help others and fight the evil that inhabits the Dread Realms. Bruja are expert herbalists and trackers. Apart from that, little is known about them. Legends say there are only three bruja, and a new one is born to a human mother every time one passes away.

Lone Hermits. Bruja tend to live in small cottages at the fringes of civilisation. Many people do not know that the bruja are a distinct species and mistake them for witches. Like hags, bruja have remarkable physical strength and innate magical abilities. Their magic is generally begin, though. Another trait that bruja share with hags is their ravenous appetite and taste for raw flesh. Some bruja even devour human beings, but only those who did them wrong. Other bruja eat animals, some only roots and berries. Bruja often use animals as spies and to warn them about intruders in their territory.

Bruja

Medium fey, neutral (50%) or neutral good (50%)

Armour Class 16 (natural armour)

Hit Points 97 (13d8+39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+3)	12 (+1)	15 (+2)	14 (+2)

Skills Medicine +4, Nature +3, Perception +4, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 4 (1,100 XP)

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

At will: *alter self, animal friendship bless, detect evil and good*

1/day: *heal, protection from evil and good, remove curse, speak with animals*

Actions

Multiattack. The bruja makes two attacks with her claws.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 17 (3d8+4) slashing damage.

Broken One

Broken ones are humans twisted by terrible scientific and magical experiments. Once human, broken ones are now hybrids between humans and animals. Not only do their bodies display clear signs of this unholy union, their minds have been shattered in the process and turned them into reclusive beings, often frightened of magic. Some broken ones only have traits of one animals, others are an amalgam of several beings. All their deformities aside, broken ones are usually blessed with great fortitude and their wounds heal unnaturally fast.

Broken Outcasts. Broken ones often gather in bands of up to fifty individuals. They are almost never accepted into human society and sometimes mistaken for dangerous monsters and attacked on sight. Some broken ones are unable to communicate in the common tongue due to their deformities. Broken ones manufacture what they need and rarely trade with other communities. Occasionally, an evil sage or wizard captures broken ones to study them or use them as servants.

Shattered Brother

The broken ones of Bluetspur are a known as the shattered brethren. Unlike common broken ones, these tragic creatures are not failed experiments. The mind flayers of Bluetspur created the shattered brethren on purpose. Many of these broken ones were killed after they severed their scientific purpose, but some escaped and survived.

Vengeful Survivalists. These broken ones have developed a high resistance against the powers of the mind flayers, and kill a minder flayer whenever they can get away with it. Some of them have even developed psionic powers. Shattered brethren tend to forget the details of their former life and adapt to their animal aspect stronger than most common broken ones.

Broken One

Medium humanoid, neutral

Armour Class 13 (natural armour)

Hit Points 31 (4d8+12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	6 (-2)	14 (+2)	10 (+0)

Senses passive Perception 12

Languages Common

Challenge 1 (200 XP)

Regeneration. The broken one regains 5 hit points at the start of its turn.

Actions

Multiattack. The broken one makes two slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 9 (2d6+2) bludgeoning damage.

Shattered Brother

Medium humanoid, neutral evil

Armour Class 14 (natural armour)

Hit Points 45 (6d8+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	7 (-2)	14 (+2)	10 (+0)

Damage Immunities psychic

Conditions Immunities charmed

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 2 (450 XP)

Innate Spellcasting (Psionics). The shattered brother's innate spellcasting ability is Intelligence. It can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible)

1/day each: *detect thoughts*, *misty step*, *nondetection* (self only)

Regeneration. The shattered brother regains 8 hit points at the start of its turn.

Actions

Multiattack. The shattered brother makes two slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 12 (2d8+3) bludgeoning damage.

Caliban

The calibans are tall, brutish humanoids. Originally of human stock, calibans were exposed to corrupting magic while still in their mother's womb. The birth of a caliban is often considered to be a bad omen or thought to be the result of a curse. Many calibans are killed shortly after their birth, though some reach maturity. Despite their misshapen faces and twisted bodies - not unlike those of half-ogres - calibans are physically powerful.

Tragic Outcasts. Many people believe calibans to be simple-minded and evil creatures. In reality, a caliban is just as bright as a human and can be just as noble. However, due to their upbringing, many calibans do indeed become the creatures

people believe them to be. Locked away in cellars and attics, or raised in the wilderness by animals, calibans have a hard time finding their place among humans.

Caliban

Medium humanoid, neutral

Armour Class 10

Hit Points 26 (4d8+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Senses darkvision 60 ft., passive Perception

Languages Common

Challenge 1/4 (50 XP)

Actions

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 6 (1d8+2) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 4 (1d8) piercing damage.

Variant Broken Ones

Broken ones are derived from countless different animals and have the special characteristics described below.

Badger Ancestry. This broken one gains a burrowing speed of 5 feet. It has advantage on Wisdom (Perception) checks that rely on smell.

Crab Ancestry. This broken one has claws that deal piercing damage instead of a slam. It can breathe both air and water and has a swim speed of 30 feet.

Panther Ancestry. This broken one has claws that deal slashing damage instead of a slam. It has the following additional trait.

Pounce. If the broken one moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the broken one can make one claw attack against it as a bonus action.

Spider Ancestry. This broken one has a bite that deals piercing damage instead of a slam. It has the following additional traits.

Spider Climb. The broken one 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 broken one knows the exact location of any other creature in contact with the same web.

Web Walker. The broken one ignores movement restrictions caused by webbing.

Caller in Darkness

Caller in Darkness

Large undead, chaotic evil

Armour Class 14

Hit Points 88 (16d10)

Speed 0 ft., fly 40 ft.

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

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non magical weapons

Damage Immunities cold, necrotic, poison

Conditions Immunities charmed, exhaustion, frightened, grappled, paralysed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception

Languages Common

Challenge 9 (5,000 XP)

Absorb Soul. As a bonus action, the caller can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 12 Constitution saving throw against this magic or die. If the target dies, it becomes part of the caller and can't be brought back to life until the caller is destroyed.

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

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

Innate Spellcasting (Psionics). The caller's innate spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *mage hand* (the hand is invisible)

1/day each: *dominate monster*, *see invisibility*, *telekinesis*

Actions

Incorporeal Touch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 25 (6d6+4) necrotic damage.

Concussion Blast (Recharge 5-6). The caller projects energy in a 30-foot cone. Each creature in that cone must make a DC 14 Wisdom saving throw, taking 35 (10d6) force damage on a failed save, or half as much damage on a successful one.

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

The caller in darkness is an incorporeal undead composed of the minds and souls of dozens of victims who died a violent death together. United in their anger and frustration, these restless spirits now form a single creature. Anyone killed by a caller in darkness will join it, and finds no rest until the caller is destroyed. The combined power of its minds grants the caller in darkness psionic powers.

Carcass Eater

Carcass eaters are hideous animals that resemble a mix between an oversized rat and a wolf. They appear in the wake of pestilence and destruction to feast on the corpses of the dead. Carcass eaters are very rarely seen outside such occasions, which has led to the assumption that they are sent by higher powers. These beasts can be dangerous, but some consider them a blessing and necessary to dispose of the remains of plague victims.

Carcass Eater

Small beast, unaligned

Armour Class 12

Hit Points 13 (2d6+6)

Speed 30 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	2 (-4)	12 (+1)	6 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/4 (100 XP)

Blood Frenzy. When the carcass eater reduces a creature to 0 hit points with a melee attack on its turn, the carcass eater can take a bonus action to move up to half its speed and make a bite attack.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 6 (1d8+2) piercing damage.

Carrion Stalker

Carrion Stalker

Tiny monstrosity, unaligned

Armour Class 14 (natural armour)

Hit Points 31 (7d4+14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	14 (+2)	1 (-5)	10 (+0)	2 (-4)

Skills Stealth +5

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

Languages —

Challenge 1 (200 XP)

Heat Sense. The carrion stalker is aware of the position of all warm-blooded creatures within a 60-foot-radius.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.

Hit: 7 (1d8+3) piercing damage.

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.

Hit: 10 (2d6+3) bludgeoning damage, and the target is grappled (escape DC 12). If the target is Small or smaller, it is also restrained until this grapple ends. While grappling the target, the carrion stalker has advantage on attack rolls against it and can't use this attack against other targets. When the carrion stalker moves, any Tiny target it is grappling moves with it.

The carrion stalker is one of the most horrifying creatures that crawls through the catacombs and cemeteries of the Dread

Realm. This ghastly creature resembles a horseshoe crab with the tentacles of a jellyfish. Silent and stealthy, it preys on warm-blooded creatures. Despite its small size, the carrion stalker has a dozen long and sticky tentacles that can practically tie up another creature. Carrion stalkers live in the bodies of creatures they killed, and also use them to incubate their eggs. Despite their horrific appearance, they possess little intelligence, are driven by instinct and are not evil beings.

Carrionette

Carrionette

Tiny construct, chaotic evil

Armour Class 13 (natural armour)

Hit Points 21 (6d4+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (+0)	12 (+1)	9 (-1)	10 (+0)	8 (-1)

Damage Immunities poison, psychic

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

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

Actions

Razor. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.
Hit: 1 slashing damage.

Silver Needle. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature.
Hit: 1 piercing damage, and the creature must make a DC 12 Constitution saving throw. On a failed save, the creature is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is paralysed 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 the creature is already restrained, it becomes paralysed right away.

If the creature is already paralysed, it is not permitted a saving throw. Instead, if the creature is a humanoid, its life essence is transferred into the carrionette and vice versa. Both creatures gain control over the respective other body. They retain their Intelligence, Wisdom, and Charisma scores. A carrionette that takes over a body does not gain the ability to cast spells or any other magical abilities.

The carrionette gains control over its new body at then beginning of its next turn. The humanoid gains control after 1 minute. Until then, both beings are paralysed. A creature can reverse the body swap by piercing its former body with a silver needle. Destroying the carrionette after a body swap destroys both bodies. Destroying only the humanoid's body leaves the carrionette's body intact.

The carrionette appears to be a brightly painted wooden doll with jointed limbs and hole for strings a puppeteer would use to control it. Carrionettes lack strings - which is no hindrance of them, for they are capable of moving on their own. The original carrionette is a doll named Maligno, now the darklord of the domain of Odiare. Maligno was created by a toymaker named Guiseppe to be the child he never had. No doubt Guiseppe's most wondrous and most terrifying creation, the toymaker paid a high price of his wish.

Silver Needles. All carrionettes have the inherent desire to take over the body of a real, living creature. They are often armed with tools such as kitchen knives or razor, which are mostly harmless due to their small size. A carrionette's true weapon is a quiver full of silver needles. These needles are not only capable of paralysing a creature, but can transfer the puppet's essence, allowing t to take over the creature's body.

Cat, Ravenloft

The Lands of Mist are home to a large number of felines, some of which can only be found there. These cats range from being considered signs of good luck to being feared by the common people.

Crypt Cat

Tiny undead, unaligned

Armour Class 13 (natural armour)

Hit Points 14 (4d4+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-2)	14 (+2)	13 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Stealth +4

Damage Immunities poison

Conditions Immunities poisoned

Senses darkvision 60 ft., passive Perception

Languages —

Challenge 1/4 (50 XP)

Actions

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.
Hit: 4 (1d4+2) slashing damage. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means.

Great Crypt Cat

Medium undead, unaligned

Armour Class 14 (natural armour)

Hit Points 30 (4d10+8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	3 (-4)	13 (+1)	8 (-1)

Skills Stealth +4

Damage Immunities poison

Conditions Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1 (200 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 9 (1d12+3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 8 (1d10+3) slashing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means.

Crypt cats are domestic or great cats whose bodies were mummified using clay. After being coated with a thin layer of clay,

the cats are painted with brilliant colour following the pattern of their fur. Afterwards, they are embedded in sarcophagi or small wooden coffins. Once animated, crypt cats shed their clay and appear dried-out and gaunt.

Midnight Cat

Tiny monstrosity, neutral evil

Armour Class 14

Hit Points 15 (6d4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-4)	18 (+4)	11 (+0)	10 (+0)	12 (+1)	14 (+2)

Skills Perception +3, Stealth +6

Senses truesight 60 ft., passive Perception 13

Languages Common

Challenge 1/2 (100 XP)

Feline Call. The cat can detect any find familiar spell that is cast within a range of 120 feet, and can decide to answer the call. If it does so, no familiar will appear and the cat can offer itself as the familiar instead. It acts like a familiar, but does not have to obey any commands, is destroyed when it is reduced to 0 hit points and can't be dismissed.

Innate Spellcasting. The cat can innately cast *bestow curse* and *remove curse*, requiring no material components. Its innate spellcasting ability is Charisma. A curse bestowed upon a creature by the cat has an unlimited duration and does not require the cat to concentrate.

Keen Smell. The cat has advantage on Wisdom (Perception) checks that rely on smell.

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

Actions

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 2 (1d4) slashing damage.

Steal Breath. The cat steals the breath of an unconscious or sleeping living creature. The target must succeed on a DC 12 Charisma saving throw or become drained. A drained creature can't regain hit points, cast spells or use other magical abilities. Killing the cat causes the victim to no longer be drained.

The midnight cat is a malicious feline feared for its ability to bestow curses and consume the spirit of sleeping creatures, a process often described as stealing their breath. Midnight cats always have pitch-black fur and pupilless eyes that glow in the dark. Despite their dark powers, they are sometimes sought out by desperate people due to their ability to remove curses. A midnight cat will never do this for free and often demand that the victim commits an evil act before the curse is lifted. Midnight cats sometimes seek out the company of wizards or warlocks. They are not true familiars, though, and only follow commands if they want to.

Plains Cat

Large beast, unaligned

Armour Class 12

Hit Points 30 (4d10+8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	3 (-4)	13 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses darkvision 120 ft., passive Perception

Languages —

Challenge 1 (200 XP)

Keen Smell. The cat has advantage on Wisdom (Perception) checks that rely on smell.

Mimicry. The cat can mimic human screams. A creature that hears the scream can tell they are imitations with a successful DC 12 Wisdom (Insight) check.

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 8 (1d10+3) piercing damage.

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

The plains cat is a black-furred cat native to the grasslands of Nova Vaasa and its neighbouring domain, Hazlan. Plains cat are stealthy predators and prefer to hunt at night, when their black fur provides them with natural camouflage. Plains cats have the ability to mimic human screams, which they sometimes use to attract travellers or distract more powerful predators. The beautiful fur of a plains cat is quite valuable and considered to be a token of good luck. Many thieves wear rings or pendants of plains cat hair as a charm.

Skeletal Cat

Tiny undead, unaligned

Armour Class 13

Hit Points 10 (4d4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	11 (+0)	2 (-4)	12 (+1)	8 (-1)

Skills Perception +3

Damage Immunities poison

Conditions Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/8 (25 XP)

Actions

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 5 (1d4+3) slashing damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned. A creature can repeat the saving throw every hour, ending the effect on itself on a success.

Two kinds of skeletal cat are known in Ravenloft: Cats animated by necromancers, and those who rose from their grave driven by

hatred, or by otherworldly powers. The latter often have patches of fur and dried flesh as well as broken, milky eyeballs. Sometimes a cat returns as a skeletal cat because it was killed by its owner in order to avenge its own death and the life of its owner. Skeletal cats often display patterns of behaviour similar to those of living cats, like trying to drink milk or playing with a ball of yarn.

Catwere

Catwere

Medium humanoid (shapechanger), chaotic neutral

Armour Class 13

Hit Points 13 (3d8)

Speed 30 ft. (40 ft. in cat form), climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	10 (+0)	12 (+1)	13 (+1)	14 (+2)

Skills Deception +4, Perception +3, Stealth +4

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

Conditions Immunities

Senses passive Perception 13

Languages Common (can't speak in cat form)

Challenge 1/4 (50 XP)

Shapechanger. The catwere can use its action to polymorph into a specific Medium human or a cat-humanoid hybrid, or back into its true form (that of a Tiny cat). Other than its size, its statistics are the same in each form. In cat form, the catwere has disadvantage on Strength checks and Strength saving throws. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Smell. The catwere has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6+3) slashing damage, or 2 (1d4) slashing damage in cat form.

Catweres are cursed cat or cat touched by dark powers which granted them the ability to transform themselves into humans and hybrids of cats and humans. Their cat form is noticeably smaller than their humanoid forms are, allowing catweres to slip through small openings and walk among other unnoticed.

Cat Burglars. Unlike many other werebeasts, catweres are selfish but not evil. Many of them use their abilities to steal from others. A catwere's transformation into a human is imperfect; catweres usually retain slightly reflective eyes and long, clawlike fingernails.

Meeka of Tepest

Meeka was once a common cat, and is unusual in the sense that she was not cursed or otherwise magically transformed. Instead, Meeka was bitten by a werebeast in beast form, and thus gain a human aspect. In cat form, Meeka is harmless and enjoys doing what all cats do, but as a humanoid, she is a vicious and confused being, and armed with a set of deadly claws.

Cemetery Spirit

Cemetery spirits are the ghosts of those buried in a graveyard that has been defiled in one way or another. Now angry and once more tied to the world of the living, cemetery spirits tend to attack all living creatures they come across, be they the ones that actually disturbed the sleep of the dead or not.

Changeling fog

The Dread Realms know many legends about the Mists and how dangerous it is to come close to them, especially for those how travel alone. One tale tells the story of the changeling fog, an evil creature that senses a person's deepest desires. Once close to the fog, the fog displays a long lost love, an old enemy, or someone else important to the traveller. Too late, the traveller realises that none of this is real, and that its flesh already started to burn while the fog eats away its skin. Those who resist the changeling fog's siren call tell an ever stranger tale: After they passed the fog's test, it started to follow them and protected them for the rest of their journey.

Changeling fog

Huge elemental, neutral evil

Armour Class 13

Hit Points 64 (8d12+8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	12 (+1)	12 (+1)	15 (+2)	8 (-1)

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

Damage Immunities acid, poison

Conditions Immunities exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

Senses blindsight 60 ft., passive Perception 2

Languages —

Challenge 4 (1,100 XP)

Corrosive Fog. The changeling 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. A creature that ends its turn in a square occupied by the fog takes 7 (2d6) acid damage.

Mist Creature. The changeling fog has advantage on Dexterity (Stealth) checks while surrounded by mist. It is immune to any spell or effect that would alter its form.

Actions

Acidic Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target in the fog's space. *Hit:* 17 (4d6+3) acid damage.

Haunting Call. The fog imitates the cries and call of people the creatures. Every humanoid within 150 feet of the fog that can hear the call must succeed on a DC 14 Wisdom saving throw or be charmed until the call ends. The fog must take a bonus action on its subsequent turns to continue calling. It can stop calling at any time. The call ends if the fog is incapacitated.

While charmed by the fog, a target is incapacitated. If the charmed target is more than 5 feet away from the fog, the target can take the Dash action on its turn to move toward the fog by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the fog, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it.

A target that successfully saves is forever immune to this fog's call.

Cloaker, Ravenloft

The Dread Realms are home to the common cloaker and a number of other cloaker subtypes, among them the resplendent cloaker, the shadow cloaker, and the dread cloaker.

Resplendent Cloaker

Large aberration, chaotic neutral

Armour Class 14 (natural armour)

Hit Points 60 (8d10+16)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	13 (+1)	12 (+1)	15 (+2)

Senses darkvision 60 ft., passive Perception

Languages —

Challenge 5 (1,800 XP)

Damage Transfer. While attached to a creature, the cloaker takes only half the damage dealt to it (rounded down), and that creature takes the other half.

False Appearance. While the cloaker remains motionless without its underside exposed, it is indistinguishable from a dark leather cloak.

Resplendent Aura. While attached to a creature, the cloaker sheds bright light in a 15-foot-radius and dim light for an additional 15 feet.

Actions

Colour Flash. The cloaker targets a Large or smaller creature within a range of 15 feet. The creature must succeed on a DC 14 Constitution saving throw or become blinded. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Engulf. The cloaker targets a creature within a range of 5 feet. The creature must succeed on a DC 16 Dexterity check or the cloaker attaches itself to the creature. A creature with a resplendent cloaker attached to it that isn't a construct or undead regenerates 10 hit points at the beginning of its turn. Casting a healing spell on an attached cloaker or its host does not allow any of the two to regain hit points and deals necrotic damage equal to the amount of hit points that would have been healed to both of them. It also causes the cloaker to detach itself.

The cloaker can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the cloaker by succeeding on a DC 16 Strength check.

Cemetery Spirit

Medium undead, neutral evil

Armour Class 11

Hit Points 27 (6d8)

Speed 0 ft., fly 40 ft.

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

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non magical weapons

Damage Immunities cold, necrotic, poison

Conditions Immunities charmed, exhaustion, frightened, grappled, paralysed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages any languages it knew in life

Challenge 1 (200 XP)

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

Unnatural Aura. A beast that enters an area with a 30-foot-radius around the spirit must make a DC 13 Wisdom saving throw or become frightened for 1 minute. Provided it is not in the aura, a beast can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Actions

Incorporeal Touch. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (2d6+1) necrotic damage.

Resplendent Cloaker

The resplendent cloaker is a begin variant of the cloaker. When motionless, resembles a pristine coat. Like the common cloaker, it can attach itself to other creatures, but instead of suffocating them, the resplendent cloaker heals their wounds. Nobody knows why the resplendent cloaker does this, but it apparently needs to heal other creatures to survive. However, this comes at a price: While attached to another creature, the cloaker radiates brilliant light which is likely to attract other, more sinister beings. The sight of a resplendent cloaker is often considered to be a bad omen because. These creatures seek out places where disasters happened to heal the victims, and sometimes even seem to be able to predict these disasters - or cause them, as some say.

Shadow Cloaker

Large aberration, chaotic evil

Armour Class 14

Hit Points 78 (12d10+12)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	13 (+1)	13 (+1)	14 (+2)	11 (+0)

Skills Perception +5, Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 15

Languages Deep Speech, Undercommon

Challenge 8 (3,900 XP)

Damage Transfer. While attached to a creature, the cloaker takes only half the damage dealt to it (rounded down), and that creature takes the other half.

Shadow Stealth. While in dim light or darkness, the shadow cloaker is invisible.

Light Sensitivity. While in bright light, the cloaker has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. *The cloaker makes two tail attacks.*

Engulf. The cloaker targets a Large or smaller creature within a range of 5 feet. If the cloaker succeeds on a DC 12 Dexterity check, it attaches itself to the creature's shadow. The cloaker can't attach itself to a creature that is aware of the cloaker's presence. Once attached, the cloaker can only be identified with a DC 16 Intelligence (Investigation) check.

For every 24 hours the cloaker is attached to its host, the host's hit point maximum is reduced by (9) 2d8 points if the host is a creature other than a construct or an undead. The cloaker regains an equivalent amount of hit points. The target dies if this effect reduces its hit point maximum to 0. If a humanoid dies from this effect, a new shadow rises from the corpse 1d4 hours later.

The cloaker can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the cloaker by succeeding on a DC 16 Strength check. If the cloaker or the host takes radiant damage, the cloaker detaches itself.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6+4) slashing damage.

Shadow Cloaker

The shadow cloaker is a more sinister variant of the common cloaker. Completely black and virtually invisible under dim

light conditions, the shadow cloaker preys on living creatures and attaches itself to their shadow without being noticed. Once attached, it begins to drain its host's life force, eventually killing it and turning it into a shadow. Shadow cloaker were first seen in the Shadow Rift and possibly stem from Arak, but have spread to other domains since.

Dread Cloaker

Large undead, chaotic evil

Armour Class 14 (natural armour)

Hit Points 90 (12d10+24)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	12 (+1)	12 (+1)	10 (+0)

Skills Stealth +3

Damage Resistances necrotic

Damage Immunities poisoned

Conditions Immunities exhaustion, poison

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 8 (3,900 XP)

Damage Transfer. While attached to a creature, the cloaker takes only half the damage dealt to it (rounded down), and that creature takes the other half.

False Appearance. While the cloaker remains motionless without its underside exposed, it is indistinguishable from a rotten cloak.

Light Sensitivity. While in bright light, the cloaker has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The cloaker makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature.

Hit: 11 (2d6+4) piercing damage, and if the target is Large or smaller, the cloaker attaches to it, and the creature is charmed. While attached, the cloaker can make this attack only against the target and has advantage on the attack roll. The cloaker can detach itself by spending 5 feet of its movement. A creature can take its action to detach the cloaker by succeeding on a DC 16 Strength check.

While charmed by the cloaker, the host can't cast spells or use other magical abilities. The host's Intelligence score is reduced to 1 as long as it is charmed. When the host makes a successful unarmed attack against a creature, the attack deals an additional 9 (2d8) points of necrotic damage. The target's hit points maximum is reduced by an amount equal to the necrotic damage taken. The cloaker regains an equivalent amount of hit points. The target dies if this effect reduces its hit point maximum to 0, and rises as a zombie 1d6 hours later.

Life Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature the cloaker is attached to. *Hit:* 9 (2d8) necrotic damage. The target's hit points maximum is reduced by an amount equal to the necrotic damage taken. The cloaker regains an equivalent amount of hit points. The target dies if this effect reduces its hit point maximum to 0, and rises as a zombie 1d6 hours later.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 8 (1d8+4) piercing damage.

Dread Cloaker

The dread cloaker is an undead cloaker. At first glance, it resembles an old cloak, but closer inspection reveals this to be rotten flesh. Dread cloakers can attach themselves to other creatures, but instead of letting them asphyxiate, they turn them into mindless servants and use them to drain the life force of living beings. Should no living beings be nearby, the dread cloaker will start to drain its host, eventually killing it and turning it into a zombie.

Copper Automaton

Copper automatons are mechanical beings built by the fir, a shadow fey race versed in mechanics. They serve as beasts of burden and guardians. Copper automatons cannot communicate, but can be designed to take specific actions in specific cases. Copper automatons have to be wound up every now and then.

Copper Automaton

Medium construct, unaligned

Armour Class 16 (natural armour)

Hit Points 26 (4d8+8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	1 (-5)	10 (+0)	1 (-5)

Damage Immunities poison, psychic

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses blindsight 30 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Wind-Up Automaton. The copper automaton has to be wound up for 10 minutes every 24 hours or it ceases to function and becomes incapacitated.

Actions

Multiattack. The automaton makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 8 (1d10+3) bludgeoning damage.

Corpse Candle

The corpse candle is the spirit of a murder victim. Invisible and with little power over the material world, the corpse candle turns to the living to seek out and slay its killer. The corpse candle is named after the flickering in the eyes of a murder victim or other creature that died a violent death. Those who look into these eyes for too long will be elected to be the corpse candle's champion and avenge its death.

Vengeful Spirit. The corpse candle is invisible and appears as a cloud of white smoke to those who can see invisible creature. Once it has chosen a champion, it appears as a white figure on the champion's shoulder. When the champion does not try to find and destroy the killer, the corpse candle becomes impatient and starts to display the killer's face in open fires, or even punishes the champion with engulfing it in flames.

Corpse Candle

Medium undead, chaotic neutral

Armour Class 12

Hit Points 33 (6d8+6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	13 (+1)	8 (-1)	10 (+0)	10 (+0)

Damage Resistances acid, fire, lightning, thunder

Damage Immunities cold, necrotic, poison; bludgeoning, piercing, and slashing from non magical weapons

Conditions Immunities charmed, exhaustion, frightened, grappled, paralysed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception

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

Challenge 3 (700 XP)

Death Vision. When the corpse candle is bound to its corpse, a creature with an Intelligence score of 5 or higher that looks into the corpse's eyes must make a DC 16 Charisma saving throw. On a success, the creature sees a flame dimming away in the corpse's eyes. On a failure, the corpse candle proclaims the creature to be its champion and begins to follow it, and the creature lives through the last moments of the corpse candle's life. While doing so, the creature is restrained for 1 minute. The corpse candle can be driven back to its corpse with banishment or dispel evil and good.

Incorporeal Movement. The corpse candle 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 corpse candle is invisible.

Actions

Control Flame. The corpse candle targets a source of fire within a range of 10 feet, and a creature within a range of 10 feet of the fire. The creature must make a DC 15 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much on a successful one.

Flame Vision (1/Day). The corpse candle makes the face of its killer visible in all fire within a 30-foot-radius, visible to only to its champion.

Crawling Ivy

The crawling ivy is a semi-sentient plant developed through magical experiments. It resembles dark green ivy and has veined, triangular leaves. Crawling ivy is found covering the walls of old houses and castles, encircling large trees or covering the ground. The only superficial distinguishing feature of crawling ivy is its veining, which is purple instead of green. Crawling ivy attacks by grabbing its prey. Once retained, it sucks out the creature's blood and other body fluids.

Crawling Ivy

Huge plant, neutral

Armour Class 10

Hit Points 57 (6d12+18)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	17 (+3)	4 (-3)	10 (+0)	3 (-4)

Damage Vulnerabilities fire

Conditions Immunities blinded, deafened, frightened, prone

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

Languages —

Challenge 2 (450 XP)

Actions

Blood Drain. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Entangle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 13 (2d8+4) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the creature is restrained, and the ivy can't constrict another target.

Crimson Bones

Crimson Bones

Medium undead, chaotic evil

Armour Class 12

Hit Points 26 (4d8+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	16 (+3)	4 (-3)	9 (-1)	6 (-2)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Conditions Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge 1 (200 XP)

Burning Blood. When the crimson bones is hit with a melee weapon attack by an attacker within a range of 5 feet, the attacker must make a DC 12 Constitution saving throw or become poisoned. While poisoned this way, a creature can't regain hit points by magical means.

Actions

Multiattack. The crimson bones makes two claw attacks.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6+2) slashing damage.

Crimson bones are gruesome undead monsters created from the corpses of humanoids killed by a shadow fey, usually a powrie or teg. They resemble skeletons, but constantly drip crimson blood. They also lack the hollow eye sockets of common skeletons and have eyeballs instead. Crimson bones sometimes carry weapons, but mostly just use their claws to attack. The blood of crimson bones is highly contagious, and those exposed to it are likely to get poisoned.

Crimson Wrath. Crimson bones cannot be created deliberately, but instead spontaneously rise from the corpses of those killed by an arak. The only memories a crimson bones retains are those of their own death and the arak that causes it. Filled with anger and lust for revenge, crimson bones kill all living beings they come across. They sometimes occur in packs, hunting the living and searching for those who killed them.

Crocodile, Albino

Albino crocodiles used to be the pets of a master wizards and head of a magic school. After the wizard passed away, the crocodiles quickly escaped into the sewers where they have thrived over the years. The time these white crocodiles spent in the magic school altered them and bestowed them with unique traits. Albino crocodiles are highly resistant to magic, and magical force seems to have no effect on them whatsoever.

Albino Crocodile

Large monstrosity, neutral

Armour Class 13 (natural armour)

Hit Points 29 (4d10+8)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	4 (-3)	11 (+0)	6 (-2)

Skills Stealth +2

Damage Immunities force

Senses passive Perception 10

Languages —

Challenge 1 (200 XP)

Hold Breath. The crocodile can hold its breath for 30 minutes.

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

Actions

Multiattack. The crocodile makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.

Hit: 8 (1d10+3) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target not grappled by the crocodile. *Hit:* 7 (1d8+3) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Deathlock

Deathlock

Medium undead, neutral evil

Armour Class 11

Hit Points 45 (6d8+18)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	15 (+2)	16 (+3)	14 (+2)	12 (+1)

Damage Immunities poison

Conditions Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages any languages it knew in life

Challenge 2 (450 XP)

Spellcasting. The deathlock is a 4th-level spellcaster. Its spell casting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The deathlock has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *mage hand*, *ray of frost*

1st level (4 slots): *mage armour*, *magic missile*, *sleep*

2nd level (3 slots): *hold person*, *misty step*

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 4 (1d8) piercing damage.

Those who rise as undead superficially resemble the people they were in life, but generally lose whatever personality they had, unless they return as powerful undead such as vampires or liches. The deathlock, a spellcaster in life, resembles a zombie, but retains its intelligence and ability to wield magic.

Unsteady Servants. The ritual needed to creature such an undead from the corpse of a wizard is known only to a few necromancers. Even those who know the secret of deathlock creation are often reluctant to use it, as deathlocks are likely to shake off their shackles and flee, or worse, turn against their creator.

Death's Head Tree

The death's head tree looks like a tall weeping willow with thick branches. This tree needs blood to thrive and germinate, so it is most commonly found on old battlefields, places of sacrifice or near evil temples. The death's head tree's fruit are terrible to behold: They resemble the decapitated heads of humans and other humanoids.

Sinister Fruit. The death's head tree's fruit grow from the tree's branches and are used in its defence. Once fully mature, they float away, propelled with gases, and seek out warm-blooded creatures. The heads can moan like true living being, but these lamentations are only imitations of speech; the head can't truly communicate.

Seeds of Evil. Death's head trees spread by seeding warm-blooded creatures. These creatures will eventually be killed by the growing seed and a new tree will grow wherever the creature perished. The death's head tree is believed to be of magical origin, and its wood is sometimes used by wizards and alchemists due to its antimagical properties.

Death's Head Tree

Huge plant, neutral evil

Armour Class 15 (natural armour)

Hit Points 136 (13d12+52)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	5 (-3)	13 (+1)	6 (-2)

Saving Throws Dex +3, Wis +4

Damage Resistances fire; bludgeoning, piercing

Conditions Immunities blinded, deafened

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 11

Languages —

Challenge 6 (2,300 XP)

Blood Sense. The head is aware of the position of all warm-blooded creatures within a 120-foot-radius.

Death's Heads. The death's head tree has six heads. Whenever the tree takes 20 or more damage in a single turn, one of its heads dies.

Magic Resistance. The death's head tree has advantage on saving throws against spells and other magical effects.

Moaning Heads. The death's head tree's heads can mimic the sound of a moaning humanoid. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

Mutiattack. The death's head tree makes one bite attack for each of its heads.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.

Hit: 11 (2d6+4) piercing damage.

Head fruit

Tiny plant, unaligned

Armour Class 12

Hit Points 12 (5d4)

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

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

Conditions Immunities blinded, charmed, deafened, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages —

Challenge 1/8 (XP)

Blood Sense. The head is aware of the position of all warm-blooded creatures within a 120-foot-radius.

Moaning Heads. The death's head tree's heads can mimic the sound of a moaning humanoid. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target.

Hit: 9 (2d6+2) piercing damage.

Demon

Demons are fiends native to the Abyss. They are malicious creatures and have no true ruler, though some demon lords and other powerful beings have brought sizable armies of demons under their control. Demons have a long-standing feud with the devils, the inhabitants of the Nine Hells.

In Ravenloft, demons are less common than other evil creatures such as undead, but can be encountered occasionally. In Ravenloft, summoning a demon to the Dread Domains is considered even riskier than elsewhere, as a fiend that knows it will probably never escape the plane is likely to turn on its summoner.

Babau

Babau are demons that roam the layers of the Abyss and recruit lesser demons for their cause. They resemble tall, haggard skeletons with black skin stretched over their bones. This skin secretes a thick red substance that has protective as well as corrosive qualities. Babaus sometimes use weapons such as spear, but primarily fight with their long, wicked claws. Babaus can be summoned to the Material Plane, but will only serve powerful creatures.

Babau

Medium fiend (demon), chaotic evil

Armour Class 15 (natural armour)

Hit Points 142 (19d8+57)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	14 (+2)	13 (+1)	16 (+3)

Saving Throws Dex +5, Con +6

Skills Perception +5, Stealth +5

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from non magical weapons

Conditions Immunities poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Abyssal, telepathy 120 ft.

Challenge 9 (5,000 XP)

Corrosive Ooze. Any nonmagical weapon made of metal that hits the babau corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the babau is destroyed after dealing damage.

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

Actions

Multiattack. The babau makes two claws attacks, one of which can be replaced with a spear attack.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 18 (3d8+4) slashing damage plus 9 (2d8) poison damage.

Spear. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6+4) piercing damage, or 8 (1d8+4) piercing damage if used with two hands to make a melee attack.

Devil

Devils are fiends from the Nine Hells. Like demons, they are not native to the material world, but can be encountered there if summoned by a caster or while attending their own business. A devil can be called to Ravenloft, but just as fiends is unlikely to appreciate it.

Amnizu

The amnizu are short, stocky, winged devils that guard the gates to the Nine Hells. They usually command squads of lesser devils. Amnizu have oversized, elongated heads, small eyes, pug noses, and a large mouth filled with rows of sharp fangs. When found in the Dread Domains, they are often in the service of a powerful evil creature.

Amnizu

Medium fiend (devil), lawful evil

Armour Class 16 (natural armour)

Hit Points 105 (14d8+42)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	16 (+3)	12 (+1)	15 (+2)	16 (+3)

Saving Throws Con +6, Wis +5, Cha +4

Skills Perception +5

Damage Resistances cold; bludgeoning, piercing, and slashing from non magical weapons that aren't silvered

Damage Immunities fire, poison

Conditions Immunities poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Common, Infernal, telepathy 120 ft.

Challenge 7 (2,900 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Regeneration. The devil regains 25 hit points at the start of its turn.

Actions

Multiattack. The devil makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 16 (3d8+3) slashing damage.

Mind Drain. *Melee Spell Attack:* +6 to hit, reach 5 ft., one creature.

Hit: 7 (1d8+3) psychic damage, and the target must make a DC 15 Constitution saving throw. On a failed save, the creature's Intelligence and Charisma scores become 1. The creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Assassin Imp

The assassin imp is a malicious little devil. Cunning and evil, it serves the forces of darkness, just like the common imp. Assassin imps have black to grey skin, but in rare cases are red. They can be summoned by powerful wizards. In the Lands of Dread, it is more likely than anywhere else that an assassin imp answers a wizard's call. Assassin imps sometimes become a familiar. In this case, they will try to corrupt their master, driving him to act of evil and hoping that may even turn into a darklord.

Sadistic Killers. As their name implies, the assassin imp takes delight in murdering people. Its natural stealth, magical abilities and tiny size make it a perfect assassin. If possible, an assassin imp tries to kill a target in a way related to its occupation: A baker may burn in his oven, a noblewoman die of poison in her expensive wine, or a bladesmith be stabbed with his masterwork weapons. Assassin imps produce a poison that causes their victims to fall into a deathlike coma. Seemingly dead, the victim is likely to be buried alive, much to the imp's enjoyment.

Assassin Imp

Tiny fiend (devil), lawful evil

Armour Class 14

Hit Points 27 (6d4+12)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	14 (+2)	14 (+2)	12 (+1)	11 (+0)

Skills Perception +3, Persuasion +2, Stealth +8

Damage Resistances cold; bludgeoning, piercing, and slashing from non-magical weapons that aren't silvered

Damage Immunities fire, poison

Conditions Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Infernal

Challenge 2 (450 XP)

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

At will: *detect magic*, *find traps*

3/day: *inflict wounds*, *knock*

1/day: *command*

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

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

Regeneration. The imp regenerates 8 hit points at the beginning of its turn.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 6 (1d6+6) piercing damage plus 3 (1d6) poison damage. If a creature is reduced to 0 hit points by this attack, it is stable but appears dead to all form of examination other than magic.

Invisibility. The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

Wishing Imp

The wishing imp is an imp that can assume the form of a small statue. It has batlike wings, skin the colour of granite, a barbed tail and the handsome face as innocent as that of a child. Wishing imps will fulfil magical wishes for their owner, but these wishes will always be corrupted and destructive. A wishing imp will always try to fulfil a wish in a way that requires its owner to request more wishes, further corrupting him. The imp's ultimate goal is to drive its owner insane or turn in into a creature of evil. A wishing imp can be given a way or sold, but it will always reappear in its master house unless the new owner was not deceived about the powers of the creature.

Wishing Imp

Tiny fiend (devil), chaotic evil

Armour Class 16 (natural armour)

Hit Points 22 (4d4+12)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	16 (+3)	12 (+1)	10 (+0)	18 (+4)

Skills Deception +6, Persuasion +6

Damage Resistances cold; bludgeoning, piercing, and slashing from non-magical weapons that aren't stone

Damage Immunities fire, poison

Conditions Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Common, Infernal, telepathy 60 ft.

Challenge 1 (200 XP)

Curse of the Imp. When the imp is destroyed, it reform after 24 hours and appears in the home of its owner. Only destroying the imp with a stone weapon blessed by a cleric specifically for this purpose will destroy it permanently. The wishing imp can be sold or given away, but will return to its owner unless the new owner is informed of the imp's nature.

Dark Wish. Once per day, the imp can fulfil a wish for its owner. The wish will always be perverted in some way.

False Appearance. When the imp stands still, it is indistinguishable from a mundane statue.

Magic Resistance. The imp automatically succeeds saving throws against spells and other magical effects.

Actions

Stinger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 3 (1d4+1) piercing damage plus 5 (2d4) poison damage.

Dhampir

Dhampir

Medium humanoid, neutral

Armour Class 12 (padded armour)

Hit Points 24 (4d8+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	11 (+0)	12 (+1)

Skills Perception +2, Stealth +3

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 3 (700 XP)

Charm Resistance. The dhampir has advantage on saving throws made to resist the charming gaze of a vampire.

Regeneration. The dhampir regains 5 hit points at the start of its turn if it has at least 1 hit point and isn't in sun light. If the dhampir takes radiant damage, this trait doesn't function at the start of the dhampir's next turn.

Sunlight Sensitivity. The dhampir's charm resistance, regeneration, and vampiric sense do not work while the dhampir is exposed to sunlight.

Vampiric Sense. The dhampir is aware when a vampires or vampire spawns is within a range of 30 feet.

Actions

Multiattack. The dhampir makes two attack, only one of which can be a bite attack.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.

Hit: 6 (1d6+3) bludgeoning damage. Instead of dealing damage, the dhampir can grapple the target (escape DC 14).

Rapier. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 5 (1d8+1) piercing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the dhampir, incapacitated, or restrained.

Hit: 5 (1d4+3) piercing damage plus 3 (1d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the dhampir 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.

Children of the Twilight (1/Day). The dhampir magically calls 1d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the dhampir can call 2d4 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the dhampir and obeying its spoken commands. The beasts remain for 1 hour, until the dhampir dies, or until the dhampir dismisses them as a bonus action.

The dhampir is the offspring of a male vampire and a female human. Dhampir spend a life caught between their dark heritage and predatory urges, and their human self-loathing. They inherit some of the supernatural abilities of their fathers, but do not share their vampiric weaknesses, protected by their mother's humanity. Sunlight does not harm a dhampir, though it does neutralise most of its powers.

Lone Predators. Dhampir have pale skin, elongated incisors, and eyes that glow red in the dark. Most of them grow up in solitude, ignorant of their heritage because their mothers rarely survive childbirth. Their vampiric fathers rarely bother to keep track of their human mistresses and are often surprised if confronted with their offspring later.

Vampire Killers. Many dhampir initially fail to resist their urge to drink the blood of the living. Those who do not become savage beasts tend to become vampire hunters, destroying their undead relatives and sometimes even their own fathers.

Doom Guard

The doom guard is an automaton not unlike a golem, even though it appears to be a simple suit of animated armour at first glance. Doom guards are often found in castles where they keep guard, mimicking suits of armour. These constructs are almost mindless, doing only what they have been instructed to do.

Doom Guard

Medium construct, unaligned

Armour Class 18 (natural armour)

Hit Points 52 (8d8+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	1 (-5)	10 (+0)	1 (-5)

Damage Immunities poison, psychic

Conditions Immunities blinded, charmed, deafened, exhaustion, frightened, paralysed, petrified, poisoned

Senses passive Perception 10

Languages —

Challenge 3 (700 XP)

Elemental Resistance. If the doom guard is subjected to an effect that allows it to make a saving throw to take only half cold or fire damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

False Appearance. While the doom guard remains motionless, it is indistinguishable from a normal suit of armour.

Actions

Multiattack. The doom guard makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6+3) slashing damage.

Doppelgänger Plant

The doppelgänger plant is an evil and possibly alien plant. Its appearance seems to be connected to the sighting of certain comet, but nobody knows what precisely the relation between the two is. Doppelgänger plants look like a large assembly of vines and has no central body, but nevertheless possesses an alien intelligence.

Dreadful Pods. The doppelgänger plant's distinguishing feature are its fruit-like pods. These pods digest organic tissue and create a copy of whatever creature they contain. This so-called podding does not only look like the original, but possesses its memories and powers. The plant drains the life force of these beings, and once they die, they rot like a fruit. Sometimes a podding is struck by a sharp weapon during combat and its hollow rotting core becomes visible in all its gruesomeness.

Doppelgänger Plant

Huge Plant, chaotic evil

Armour Class 10

Hit Points 112 (15d12+15)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	14 (+1)	19 (+4)	18 (+4)	16 (+3)

Saving Throws Dex +3, Con +4, Wis +7

Skills Perception +7

Conditions Immunities blinded, charmed, deafened, prone

Senses blindsight 120 ft., passive Perception

Languages all languages spoken by its podlings

Challenge 6 (2,300 XP)

Alien Mind. The doppelgänger plant's thoughts can't be read. A creature that attempts to read the plant's thoughts or contact it telepathically or by magical means must succeed on a DC 15 Wisdom saving throw or fall unconscious 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.

Actions

Doppelgänger Charm. The plant targets a creature within a range of 60 feet that isn't a construct or undead. The target must succeed on a DC 15 Wisdom saving throw or be charmed by the plant. While charmed, the target and the plant have a telepathic connection as long as they are on the same plane. The plant will lure the creature into one of its pods if it is Large or smaller. The plant can't charm more creatures than it has pods, and typically has 2d4 pods.

Once in a pod, the creature is blinded and restrained and has full cover until the pod (AC 10, 20 hit points) is destroyed. The hit point maximum of a creature in a pod is reduced by 5 (1d10) hit points per 1 minute. The creature dies if this reduces its hit point maximum to 0. The plant then releases a podling doppelgänger of the creature. The podling has the statistics of the original, but lacks powers granted by a higher entity such as divine magic and can't regain hit points by nonmagical means. A podling loses 5 (1d10) hit points per day as the plant feeds on it and it rots from the inside.

Ravenloft Doppelgänger

Medium monstrosity (shapechanger), neutral evil

Armour Class 15 (natural armour)

Hit Points 67 (9d8+27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	16 (+3)	14 (+2)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3

Conditions Immunities charmed

Senses darkvision 60 ft., passive Perception

Languages Common

Challenge 4 (1,100 XP)

Shapechanger. The doppelgänger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, 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.

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

Glamer. The doppelgänger can magically alter the appearance of objects on its person as a bonus action. The object's basic material can't be changed, though the quality can change. The items revert back to their true form if separated from the doppelgänger by at least 5 feet.

Surprise Attack. If the doppelgänger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

Actions

Multiattack. The doppelgänger makes two melee attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 11 (2d6+4) bludgeoning damage.

Read Thoughts. The doppelgänger magically reads the surface thoughts of one creature within 60 feet of it. While the target is in range, the doppelgänger can continue reading its thoughts, as long as the doppelgänger concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelgänger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

Doppelgänger, Ravenloft

The doppelgänger of Ravenloft are malicious schemers and more sinister than their relatives on other planes of existence. In their natural form, they are sexless humanoids with twisted features, an oversized snout, oily grey skin and gangly arm. Doppelgänger are rarely seen in their true form, though, and usually assume the shape of a humanoid they imitate. They tend to work as a group and plan their schemes weeks, if not month ahead of time. Like common doppelgänger, Ravenloft doppelgänger can't breed true and must mate with a human to reproduce, welcoming the child in their community once it starts to display its ability shape-change.

Dragon, Stone

Stone dragons appear to be statues that resemble the fearsome reptiles they are often confused with, but in reality are elemental creatures. Though they resemble to dragons is striking, there is no known species of dragon that looks quite like stone dragon. Stone dragons are very slender and have elongated necks, giving them more of a serpentine appearance. On the Material Plane, stone dragons are sometimes employed as guardians by evil mages.

Stone Dragon

Medium elemental, chaotic evil

Armour Class 16 (natural armour)

Hit Points 68 (8d8+32)

Speed 25 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	18 (+4)	4 (-3)	11 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from non magical weapons that aren't adamantite

Damage Immunities poison

Conditions Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Terran

Challenge 5 (1,800 XP)

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

Actions

Multiattack. The dragon makes two bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 7 (1d8+3) piercing damage.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 15-foot-cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

Dream Spawn

Dream spawn are creatures from beyond the Veil of Sleep, and native to the Nightmare Lands. They have both aspects of the material world and of the malleable etherealness of the Dream Plane. All dream spawn are initially templates to be filled with the imagination of a dreamer, able to change their shape in an instant to a form taken from the subconsciousness of someone. Dream spawn are divided into lesser and greater spawn, with a number of types being in both of these categories. The most common dream spawn are the grey morph, the shadow morph, and the ennu. The language of dreams is Oneiros, and dream spawn can use it to make other creatures sleepy, and easy prey.

Grey Morph

Small monstrosity (shapechanger), lawful neutral

Armour Class 13 (natural armour)

Hit Points 22 (4d8+4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	7 (-2)	12 (+1)	9 (-1)

Skills Insight +3, Perception +3

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Conditions Immunities charmed, frightened

Senses passive Perception 13

Languages Oneiros

Challenge 2 (450 XP)

Alternative Form. The dream spawn can use its action to polymorph into a Tiny to Medium creature, or back into its true form. Its statistics, other than its size and speed, are the same in each form. Any equipment the dream spawn is wearing or carrying isn't transformed. It reverts to its true form if it dies. Dream spawn speak all languages of specific creatures they imitate.

Actions

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature.

Hit: 5 (1d8+1) slashing damage.

Memory Drain. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature.

Hit: 3 (1d4+1) psychic damage, and the target's Intelligence score is reduced by 1d4. The target dies if this reduces its Intelligence to 0. Otherwise, the reduction lasts until the target finishes a long rest. As long as a creature is drained, the dream spawn is aware of all people the creature knows and can assume their form.

Lullaby. The dream spawn murmurs softly in the Oneiros tongue. All creatures within a 30-foot-radius that can hear the dream spawn must succeed on a DC 12 Wisdom saving throw or become drowsy for 1 minutes. Creatures that are drowsy have disadvantage on attack rolls and ability checks. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this dream spawn's voice for the next 24 hours. Creatures that don't require sleep are immune to this effect.

Read Thoughts. The dream spawn reads the surface thoughts of one creature within 60 feet of it. While the target is in range, the dream spawn can continue reading its thoughts, as long as the dream spawn concentration isn't broken (as if concentrating on a spell).

Grey Morph

Grey morphs are among the most common dream spawn and are employed in large numbers by the Nightmare Court, the ruling council of the Nightmare Lands. They populate the dreamspaces and serve as supporting characters in dreams and nightmares. Grey morphs can drain the memories of living beings and extract information about people they know from these memories.

Shadow Morph

Shadow morphs play major roles in nightmares, assuming the shape of whatever horrors are plaguing a dreamer. Even their true form, grey fog in vaguely humanoid shape, is frightening. Shadow morphs have the ability to put fear into the heart of other creatures using their voice, and use this ability to scare away wanderers on the dreamspaces.

Shadow Morph

Medium monstrosity (shapechanger), lawful evil

Armour Class 15 (natural armour)

Hit Points 39 (6d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	11 (+0)	14 (+2)	12 (+1)

Skills Deception +3, Perception +4

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Conditions Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 14

Languages Oneiros

Challenge 3 (700 XP)

Alternative Form. The dream spawn can use its action to polymorph into a Tiny to Large creature, or back into its true form. Its statistics, other than its size and speed, are the same in each form. Any equipment the dream spawn is wearing or carrying isn't transformed. It reverts to its true form if it dies. Dream spawn speak all languages of specific creatures they imitate.

Actions

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6+2) slashing damage.

Memory Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8+2) psychic damage, and the target's Intelligence score is reduced by 1d4. The target dies if this reduces its Intelligence to 0. Otherwise, the reduction lasts until the target finishes a long rest. As long as a creature is drained, the dream spawn is aware of all people the creature knows and can assume their form.

Nightmare Howl. The dream spawn murmurs softly in the Oneiros tongue. All creatures within a 30-foot-radius that can hear the dream spawn must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minutes. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this dream spawn's voice for the next 24 hours.

Read Thoughts. The dream spawn reads the surface thoughts of one creature within 60 feet of it. While the target is in range, the dream spawn can continue reading its thoughts, as long as the dream spawn concentration isn't broken (as if concentrating on a spell).

Ennuí

The ennui are greater dream spawn that serve the Nightmare Court. They are as gaunt and as black as coal, with large leathery wings and long claws.

Ennuí

Medium monstrosity (shapechanger), lawful evil

Armour Class 16 (natural armour)

Hit Points 65 (10d8+20)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	14 (+2)	17 (+3)	16 (+3)

Skills Deception +6, Insight +6, Intimidation +6, Perception +6

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Conditions Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 16

Languages Oneiros

Challenge 5 (1,800 XP)

Alternative Form. The dream spawn can use its action to polymorph into a Small to Large creature, or back into its true form. Its statistics, other than its size and speed, are the same in each form. Any equipment the dream spawn is wearing or carrying isn't transformed. It reverts to its true form if it dies. Dream spawn speak all languages of specific creatures they imitate.

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

Actions

Multiattack. The dream spawn makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 14 (2d10+3) piercing damage.

Invisibility. The dream spawn turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the sprite wears or carries is invisible with it.

Memory Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8+3) psychic damage, and the target's Intelligence score is reduced by 1d4. The target dies if this reduces its Intelligence to 0. Otherwise, the reduction lasts until the target finishes a long rest. As long as a creature is drained, the dream spawn is aware of all people the creature knows and can assume their form.

Lullaby. The dream spawn murmurs softly in the Oneiros tongue. All creatures within a 30-foot-radius that can hear the dream spawn must succeed on a DC 15 Wisdom saving throw or fall asleep until they take damage or someone uses an action to shake them awake. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this dream spawn's voice for the next 24 hours. Creatures that don't require sleep are immune to this effect.

Read Thoughts. The dream spawn reads the surface thoughts of one creature within 60 feet of it. While the target is in range, the dream spawn can continue reading its thoughts, as long as the dream spawn concentration isn't broken (as if concentrating on a spell).

Variant: Dreamslayer Swords

Some ennui are equipped with dreamslayer swords. These sword function as common magical weapons with enchantment bonuses in the waking world. In a dream, they enchantment bonus increases by +2 up to a maximum of +4.

Dream Stalker

The dream stalker resembles a small floating ball made of white light. It is often mistaken for a will-o'-wisp. While just as sinister, the two are not related. The dream stalker is known for its ability to let other creatures fall into a deep coma while absorbing the essence of their dreams. It is possible to wake people up from this coma, but it is risky. During the coma, the person dream terrible nightmares, and waking up from these can cause a shock.

Shapeshifter. Dream stalkers also have the curious ability to assume the form of various animals, which allows them to walk among humans noticed and to defend themselves without revealing their true nature. When attacked in beast form, the dream stalker can't be destroyed. If killed in its true form, the dream stalker stops to glow and all that remains is a milky sphere of a glass-like, valued by mages as a spell component.

Dream Stalker

Tiny aberration (shapechanger), neutral evil

Armour Class 15

Hit Points 27 (8d4+8)

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

STR	DEX	CON	INT	WIS	CHA
3 (-4)	21 (+5)	13 (+1)	10 (+0)	15 (+2)	10 (+0)

Damage Resistances acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Conditions Immunities exhaustion, grappled, paralysed, poisoned, prone, restrained, unconscious

Senses passive Perception 12

Languages —

Challenge 2 (450 XP)

Animal Shape. The dream stalker can use its action to shapechange into a beast of challenge rating 1 or lower. While in beast form, dream stalker's statistics are those of the beast with the exception of its Intelligence, Wisdom, and Charisma scores. When the dream stalker takes damage in beast form, it reverts back to its true form with the same amount of hit points it had before shapechanging into a beast. After begin forcibly turn back, the dream stalker needs to finish a long rest before it can shapechange again.

Bound to the Mist. If the dream stalker leaves the mists of Ravenloft for more than 12 hours, it is destroyed.

Actions

Absorb Essence. The dream stalker targets a sleeping creatures within a range of 5 feet. After concentrating (as if concentrating on a spell) for 1 minute, the dreamer must succeed on a DC 14 Charisma saving throw. On a successful save, the dreamer is immune to his ability for the next 24 hours. On a failed save, the dream stalker regains all its hit points and the creature falls into a coma that lasts for 4d4 days. During this time, the creature's hit point maximum is reduced by 1d6 points each 24 hours. The creature dies if this reduces its hit point maximum to 0. A comatose creature can only be woken up prematurely with dispel magic or greater restoration. Upon begin woken up prematurely, the dreamer must succeed on a DC Constitution saving throw. On a failure, the dreamer's Intelligence, Wisdom, and Charisma scores are reduced to 1.

Dreamweaver

Like the dream spawn, dreamweavers are creatures only found in the realm of slumber. Dreamweavers resemble small spiders with striped legs. There are two types of dreamweavers: Dream spinners spin beautiful silken webs, the substance of positive dreams. Dark weavers, on the other hand, spin nightmares. Both creatures are extraplanar beings and no true arachnids. Dreamweavers are creatures of night and shadow and destroyed by direct sunlight.

Weavers of Dreams. Neither species seems to be able to communicate with anybody but their own kind, but the Nightmare Man, a member of the Nightmare Court, can communicate with them. Dreamweavers are peaceful creatures. They are only interested in spinning dreams and avoid combat if possible. When forced to fight, they use a venomous bite.

Dreamweaver

Tiny monstrosity, lawful neutral

Armour Class 13

Hit Points 10 (4d4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+0)	7 (-2)	10 (+0)	4 (-4)

Damage Vulnerabilities radiant

Conditions Immunities charmed

Senses passive Perception 10

Languages —

Challenge 1/2 (100 XP)

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

Sunlight Hypersensitivity. If the dreamweaver is exposed to natural sunlight, it is destroyed.

Actions

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.

Hit: 6 (1d6+3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or fall unconscious 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.

Drownling

Drownlings are evil aquatic fey that live in stagnant pools of water or swamps. They resemble female children, and are always encountered in a covey of three. Drownlings are excellent swimmers than can breathe both air and water. They hunt by begging travellers for help while one of their group pretends to be a drowning child. As soon as the helper has been lured into the water, the drownlings attack, kill, and eat their victim.

Drownling

Small fey, chaotic evil

Armour Class 14

Hit Points 9 (2d6+2)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	13 (+1)	10 (+0)	11 (+0)	15 (+2)

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Common, Goblin

Challenge 1/2 (100 XP)

Amphibious. The drownling can breathe air and water.

Unified Spirit. When the drownling is subject to damage, the other two drownlings of its covey take damage equal to half the damage taken.

Water Dependency. For every hour after the first the drownling remains on dry land, its hit point maximum is reduced by 2 (1d4). This reduction lasts until the target finishes a long rest.

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

At will: *dancing lights, detect magic*

1/day each: *charm person, confusion, entangle*

Actions

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature.

Hit: 5 (1d4+3) slashing damage.

Elemental, Ravenloft

Ravenloft elementals are created when the Elemental Planes interact with the Realm of Dread. When a caster attempts to call an elemental to the Land of Mists, there is a certain chance that one of these dread elementals is summoned instead. Ravenloft elemental can also be summoned directly, but if summoned accidentally, the will always be out of control. Ravenloft elementals have been torn from the planar fabric of the Realm of Dread itself, and can thus be dismissed - unlike almost all other creatures summoned to this plane. Their natural state having been disrupted, Ravenloft elementals are aggressive and hateful, and fulfil every order they receive in a manner as destructive and violent as possible.

Blood Elemental

The blood elemental rises from pools blood or water from the lungs of drowned creatures. Due to the rarity of these materials, blood elementals are the least common of the Ravenloft elementals. They appear as crimson blood with tentacles, constantly lashing out into every direction. Despite its relation to the water elemental, the blood elemental cannot cross larger bodies of water.

Blood Elemental

Large elemental, neutral evil

Armour Class 14 (natural armour)

Hit Points 102 (12d10+36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	5 (-3)	11 (+0)	10 (+0)

Damage Resistances acid; bludgeoning, piercing, and slashing from non-magical weapons

Damage Immunities poison

Conditions Immunities exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception

Languages Aquan

Challenge 5 (1,800 XP)

Blood Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Water Susceptibility. For every 10 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 13 (2d8+4) bludgeoning damage.

Life Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature.

Hit: 14 (3d6+4) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Grave Elemental

The grave elemental is an earth elemental drawn from the soil of an cemetery. It resembles a huge humanoid figure made of soil, with wooden bits of coffins and pieces of headstones poking from its earthen body. Grave elementals are hateful and angry, and often keep beating on an opponent after it has been dead for minutes.

Grave Elemental

Large elemental, neutral evil

Armour Class 16 (natural armour)

Hit Points 114 (12d10+48)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	11 (+0)	11 (+0)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Conditions Immunities exhaustion, paralysed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Terran

Challenge 5 (1,800 XP)

Earth Mastery. While it stands on the ground, the elemental has advantage on attack rolls against opponents that likewise stand on the ground.

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

Actions

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 14 (2d8+5) bludgeoning damage.

Sink (Recharge 5-6). The elemental targets a creature it can see that stands on the ground within a range of 30 feet. The creature must succeed on a DC 16 Dexterity saving throw or be grabbed by skeletal hands and be grappled (escape DC 16). If the creature has not escaped from the grapple at the end of its next turn, its legs sink into the ground and it is restrained. A DC 16 Strength check can free the creature. If the creature has not been freed at the end of its next turn, it sinks into the ground and can't breathe.

Mist Elemental

The mist elemental is drawn from the essence of the mists of Ravenloft. It appears as mists in vaguely humanoid form and is supernaturally cold. Mist elementals are virtually invisible in fog, and as stealthy as they are deadly.

Mist Elemental

Large elemental, neutral evil

Armour Class 15

Hit Points 90 (12d10+24)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	21 (+5)	14 (+2)	5 (-3)	11 (+0)	13 (+1)

Damage Resistances cold, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Conditions Immunities exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 5 (1,800 XP)

Air Mastery. The elemental has advantage on attack rolls against flying creatures.

Fog Stealth. The elemental is invisible while in dense mist or fog.

Mist Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 14 (2d8+5) bludgeoning damage plus 9 (2d8) cold damage.

Cold Breath (Recharge 5-6). The elemental emits frigid fog in a 15-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one. Creatures that fail their saving throw are also paralysed until the beginning of the hag's next turn.

Pyre Elemental

Pyre elementals rise from funeral pyres, especially those used to cremate evil people. Pyre elementals appear as slender columns of fire with two waving tendrils like the arms of a dancer. Pyre elementals have the ability to spread their supernatural flames and ignite materials that usually don't burn.

Pyre Elemental

Large elemental, neutral evil

Armour Class 14 (natural armour)

Hit Points 114 (12d10+36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	18 (+4)	5 (-3)	11 (+0)	11 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Conditions Immunities exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 15-foot radius and dim light in an additional 15 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 10 (2d6+3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Dance of Death. The elemental touches the corpse of a Small or Medium humanoid within a range of 5 feet. The corpse rises as a zombie or skeleton under the elemental's control. The type of undead is chosen by the elemental. The undead has the usual statistics for a creature of their kind. Additionally, they are immune to fire and deal an additional 3 (1d6) fire damage with their weapon attack. An undead serves the elemental for 1 minute, after which it burns out and turns into ash.

Smoke Elemental

Smoke elementals are hybrid creatures and combine aspects from the Elemental Planes of Earth and Fire. They often assume the form of a humanoid made of dense smoke, but their true form is that of a large cloud of smoke. Smoke elementals can be summoned deliberately, but more often than not appear when a summoning ritual goes awry.

Smoke Elemental

Medium elemental, neutral

Armour Class 14

Hit Points 45 (7d8+14)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	15 (+2)	6 (-2)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire

Conditions Immunities exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Ignan, Terran

Challenge 3 (700 XP)

Planebound. The smoke elemental has no true plane of origin and can't be banished from the plane it has been summoned to by magical means.

Smoke Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 8 (1d8+4) bludgeoning damage plus 4 (1d8) fire damage.

Creeping Smoke. The elemental targets a creature it can see within a range of 30 feet. The creature must make on a DC 12 Constitution saving throw. On a failure, the creature becomes poisoned and its lungs begin to fill with smoke. It must repeat the saving throw at the end of its next turn. On a success, the effect ends and the creature is no longer poisoned. On a failure, the creature falls unconscious and must again repeat the saving throw at the end of its next turn. On a success, the effect ends and the creature is no longer poisoned. On a failure, the creature asphyxiates and is reduced to 0 hit points. Creatures that do not need to breathe are not affected by this ability.

Entomber

Entomber

Medium undead, lawful evil

Armour Class 11

Hit Points 71 (11d8+22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	10 (+0)

Damage Immunities poison

Conditions Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 12 (2d8+3) bludgeoning damage.

Entomb (Recharge 5-6). The entomber targets a living creature it can see that stands on earth or stone within a range of 30 feet. The creature must succeed on a DC 12 Strength saving throw or sink into the ground and be restrained. The creature must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature sinks into the ground and can't breathe.

Exhume. The entomber touches the ground below its feet. If the ground contains a Large or smaller corpse buried no deeper than 10 feet, the body immediately rises undamaged to the surface, leaving no hole or tunnel.

The entomber is a bizarre undead creature with the unique ability to exhume corpses while leaving the ground they were buried in intact. It resembles a zombie, but is neither slow nor dim. In addition to its ability to raise bodies from the ground, the entomber can also force living creatures into the ground, where they are likely to asphyxiate. It is unknown where entombers come from, though according to local legends, the first entomber was a cursed grave digger.

Ermordenung

The ermordenung are sinister beings found almost exclusively in the domain of Borca. They serve as operatives and assassins of Ivana Boritsi, darklord of Borca, who creates in a dark ritual. While tall and beautiful, ermordenung are superficially indistinguishable from common humans. They are part of Borca's social elite, talk in an aristocratic manner similar to that of the ruling family.

Touch of Death. The ritual that turns a human into an ermordenung comes with a high price: Ermordenung have a deadly touch that poisons every living creature their skin comes in contact with. Ermordenung themselves are virtually immune to all known poisons - but not to that of other ermordenung. As a result, ermordenung can never feel a lover's touch, the hug of a friend or any other form of physical interaction. This has turned most of them into bitter, evil creatures; emotions their mistress knows to channel for her own plans.

Ermordenung

Medium humanoid, lawful evil

Armour Class 14

Hit Points 30 (4d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	11 (+0)	12 (+1)	18 (+4)

Skills Deception +6, Persuasion +6

Damage Immunities poison

Conditions Immunities poisoned

Senses passive Perception 10

Languages Common

Challenge 2 (450 XP)

Actions

Poisonous Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 5 (1d10) poison damage. The target must succeed on a DC 10 Constitution saving throw or drop to 0 hit points. Creatures that are immune to begin poisoned automatically succeed on their saving throw, with the exception of other ermordenung.

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.

familiar, Ravenloft

The powers that control Ravenloft rarely permit a spellcaster to call a common familiar. Instead, a sinister creature known as the pseudofamiliar will appear. Getting rid of a pseudofamiliar is not trivial, and killing it will not necessarily eliminate it as a threat.

Dread familiar

A dread familiar is a sinister creature that is created whenever a spellcaster is directly responsible for the death of its familiar. The familiar, now an undead, returns and will not rest until its former master is dead. Dread familiars are rotten and bloated, with cold dead eyes and rigid limbs. A dread familiar can still communicate telepathically, but will only do so to torment its former master.

Dread familiar Template

Any familiar summoned in Ravenloft can become a dread familiar. When a familiar becomes a dread familiar, it retains all its statistics except as noted below.

Type. The dread familiar is an undead.

Senses. The dread familiar gains darkvision with a range of 30 feet unless it is blind or already has darkvision with a longer range.

Damage Immunities. The dread familiar is immune to necrotic and poison damage.

Condition Immunities. The dread familiar can't be charmed, exhausted, or poisoned.

Death Gaze. If the familiar's former master starts its turn within 30 feet of the familiar and the two of them can see each other, the familiar can force the master to make a DC 12 Wisdom saving throw if the familiar isn't incapacitated. On a failed save, the master is reduced to 0 hit points.

Recurrence. As long as its former master is alive, a destroyed dread familiar gains a new body in 1d4 days, regaining all its hit

points and becoming active again. The new body appears within 1 mile of the familiar's former master.

Silent Scream. The familiar constantly emits a telepathic scream. If its former master is within a range of 60 feet of the familiar, the master has disadvantage on attack rolls, ability checks, and saving throws.

Turn Immunity. The familiar is immune to effects that turn undead.

New Action: Slam. The pseudofamiliar has a slam attack that deals 1d4 bludgeoning damage. This attack is based on Strength or Dexterity (whichever score is higher). At the game master's discretion, this attack deals a slashing or piercing damage instead. A creature hit by this attack must make a DC 12 Constitution saving throw or contract a disease. Until this disease is cured, the target is poisoned.

Dread familiar Crab

Tiny undead, chaotic evil

Armour Class 11 (natural armour)

Hit Points 5 (2d4)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	10 (+0)	5 (-2)	8 (-1)	10 (+0)

Skills Stealth +2

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, poisoned

Senses blindsight 30 ft., darkvision 30 ft., passive Perception 9

Languages —

Challenge 1/8 (25 XP)

Death Gaze. If the familiar's former master starts its turn within 30 feet of the familiar and the two of them can see each other, the familiar can force the master to make a DC 12 Wisdom saving throw if the familiar isn't incapacitated. On a failed save, the master is reduced to 0 hit points.

Recurrence. As long as its former master is alive, a destroyed dread familiar gains a new body in 1d4 days, regaining all its hit points and becoming active again. The new body appears within 1 mile of the familiar's former master.

Silent Scream. The familiar constantly emits a telepathic scream. If its former master is within a range of 60 feet of the familiar, the master has disadvantage on attack rolls, ability checks, and saving throws.

Turn Immunity. The familiar is immune to effects that turn undead.

Actions

Claw. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 2 (1d4) piercing damage, and the target must make a DC 12 Constitution saving throw or contract a disease. Until this disease is cured, the target is poisoned.

Pseudofamiliar

The pseudofamiliar is an evil creature that appears when a find familiar spell is cast in the Lands of Dread. The pseudofamiliar seems to be a common familiar, but appears more healthy, more colour, and more splendid than a common familiar would. Though it serves its summoner, the pseudofamiliar's actual goal is to corrupt its master and drive him to evil deeds. Pseudofamiliar are more powerful than their common counterparts and have the uncanny ability to drain the life force of wounded creatures in its vicinity, healing itself in the process.

Pseudofamiliar Frog

Tiny fey, neutral evil

Armour Class 11

Hit Points 3 (2d4-2)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	13 (+1)	8 (-1)	13 (+1)	8 (-1)	3 (-4)

Skills Perception +1, Stealth +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed

Senses passive Perception 11

Languages —

Challenge 25 (1/8 XP)

Amphibious. The pseudofamiliar can breathe air and water.

Dark Bond. The pseudofamiliar can't be dismissed.

Standing Leap. The pseudofamiliar's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature.

Hit: 3 (1d4+1) bludgeoning damage.

Life Drain. The pseudofamiliar targets all wounded creatures within a 300-foot-radius. Every creature in the area that doesn't have all its hit points takes 2 (1d4) necrotic damage, but is unaware of the source of the damage. The pseudofamiliar and its master regain hit points equal to half the inflicted damage (rounded up). The pseudofamiliar can't use this action if both it and its master have all their hit points.

Pseudofamiliar Template

Any familiar summoned in Ravenloft becomes a pseudofamiliar if higher powers decide so. When a familiar becomes a pseudofamiliar, it retains all its statistics except as noted below.

Type. The pseudofamiliar is always a fey, not matter what creature the summoner intends to summon.

Alignment. The pseudofamiliar is neutral evil.

Hit Points. The pseudofamiliar has double the hit dice of the familiar.

Intelligence. The pseudofamiliar adds 3d6 points to its Intelligence score.

Damage Resistances. The pseudofamiliar is resistant to damage from bludgeoning, piercing, and slashing from nonmagical weapons.

Dark Bond. The pseudofamiliar can't be dismissed.

New Action: Slam. The pseudofamiliar has a slam attack that deals 1d4 bludgeoning damage. This attack is based on Strength

or Dexterity (whichever score is higher). At the game master's discretion, this attack deals a slashing or piercing damage instead.

New Action: Life Drain. The pseudofamiliar targets all wounded creatures within a 300-foot-radius. Every creature in the area that doesn't have all its hit points takes 2 (1d4) necrotic damage, but is unaware of the source of the damage. The pseudofamiliar and its master regain hit points equal to half the inflicted damage (rounded up). The pseudofamiliar can't use this action if both it and its master have all their hit points.

Feathered Serpent

Feathered serpents are snakelike creatures with a human head and feathered wings. They are mainly found in warmer climates and inhabit domains like Har'Akir and Sri Raji. Feathered serpents have multicoloured scales and bright, lidless eyes, often coloured green or gold. They secrete an oil with a pleased odour and have seductive voices.

Winged Slavers. Feathered serpents can mesmerise other creatures with their gaze, turning them into slaves. Feathered serpents use these slaves to guard their lairs or to gather food. Some groups of feathered are considered to be divine creature by the local population and managed to establish a cult around themselves. Other serpents are allied to a hebi-no-onna, a snake woman, and assist her in exchange for treasure, food, and a protected lair.

Feathered Serpent

Large monstrosity, chaotic evil

Armour Class 14 (natural armour)

Hit Points 44 (8d8+8)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	13 (+1)	13 (+1)	10 (+0)	16 (+3)

Skills Deception +5, Persuasion +5

Senses passive Perception 10

Languages Common, Draconic

Challenge 2 (450 XP)

Charm Gaze. If a creature starts its turn within 30 feet of the serpent and the two of them can see each other, the serpent can force the creature to make a DC 10 Wisdom saving throw if the serpent isn't incapacitated. On a failed save, the creature is magically charmed for 1 day. The charmed target obeys the serpent's verbal commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this serpent's Charm Gaze for the next 24 hours.

The serpent can have only one target charmed at a time. If it charms another creature, the effect on the previous target ends.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 9 (2d6+2) piercing damage, and the target must make a DC 12 Constitution saving throw. On a failed save, the target succumbs to a magical slumber, falling unconscious for 10 minutes or until someone uses an action to shake the target awake.

Figurine

Figurines are small constructs from the domain of Sri Raji. They are essentially small golem, animated by spirits from the Realm of Mists. As such, they cannot leave this plane lest they become mundane figurines. Figurines are believed to have been created by Jawahar Zhosh, a scholar from Great University of Tvashti in cooperation with local artisans. They are of limited intelligence and only follow the orders they have been given.

Ceramic Lizard

Tiny construct, unaligned

Armour Class 15 (natural armour)

Hit Points 28 (8d4+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	12 (+1)	6 (-2)	11 (+0)	1 (-5)

Damage Vulnerabilities thunder

Damage Resistances poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, fire, lightning

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses passive Perception 10

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

Challenge 1 (200 XP)

Final Throes. When the figurine is destroyed, it shatters, and each creature within 30 feet of it must make a DC 11 Dexterity saving throw, taking 14 (4d6) acid damage on a failed save, or half as much damage on a successful one.

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

Planebound. If the figurine leaves Ravenloft, it turns into a mundane statuette.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6+2) bludgeoning damage.

Acid Breath (Recharge 5-6). The figurine exhales acid in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 14 (4d6) acid damage on a failed save, or half as much damage on a successful one.

Ceramic Figurine

Ceramic statues are brightly coloured and often depict an alligator or lizard, though turtles, frogs, or snakes are found as well. They are hollow and have a hole at the bottom so they do burst when fired. Ceramic figures can be filled with liquid and use this liquid against other creatures. Destroying a ceramic figurine is likely to spill said liquid.

Ceramic Alligator

Tiny construct, unaligned

Armour Class 16 (natural armour)

Hit Points 36 (8d4+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	6 (-2)	10 (+0)	1 (-5)

Damage Vulnerabilities thunder

Damage Resistances poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, fire, lightning

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses passive Perception 10

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

Challenge 2 (450 XP)

Final Thoes. When the figurine is destroyed, it shatters, and each creature within 30 feet of it must make a DC 12 Dexterity saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

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

Planebound. If the figurine leaves Ravenloft, it turns into a mundane statuette.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 7 (2d4+2) bludgeoning damage.

Poison Breath (Recharge 5-6). The figurine exhales poison in a 15-foot cone. Each creature in the area must make a DC 12 Dexterity saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Crystal Figurine

Crystalline figurines are made from rock crystal - and especially hard variant of quartz - or from diamond. These shiny and glittering figurines resemble spider, scorpions, or other arachnids or insects. Crystal figurines are employed as guardians and assassins.

Crystal Spider

Tiny construct, unaligned

Armour Class 15 (natural armour)

Hit Points 15 (6d4)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+0)	6 (-2)	11 (+0)	1 (-5)

Damage Vulnerabilities thunder

Damage Resistances cold, fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities lighting, radiant

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses passive Perception 10

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

Challenge 1/2 (100 XP)

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

Planebound. If the figurine leaves Ravenloft, it turns into a mundane statuette.

Actions

Slash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6+3) slashing damage.

Diamond Scorpion

Tiny construct, unaligned

Armour Class 15 (natural armour)

Hit Points 31 (7d4+14)

Speed 30 ft., climb 20 ft.

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

Damage Vulnerabilities thunder

Damage Resistances cold, fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities lighting, radiant

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses passive Perception 10

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

Challenge 2 (450 XP)

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

Planebound. If the figurine leaves Ravenloft, it turns into a mundane statuette.

Innate Spellcasting. The figurine's innate spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *chromatic orb*, *colour spray*, *dancing lights*

1/day each: *hypnotic pattern*, *mirror image*

Actions

Stinger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 12 (2d8+3) piercing damage.

Ivory figurine

Ivory figurines are carved from elephant tusks. They almost always resemble elephants, though rumours about ivory mastodons and hippopotamuses do exist. These figurines have no intelligence and can only follow direct orders. Ivory statues have the ability to increase their size magically and emit an ear-shattering roar.

Ivory Elephant

Tiny construct, unaligned

Armour Class 17 (natural armour)

Hit Points 40 (9d4+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	1 (-5)	10 (+0)	1 (-5)

Damage Resistances poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses passive Perception 10

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

Challenge 3 (700 XP)

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

Planebound. If the figurine leaves Ravenloft, it turns into a mundane statuette.

Actions

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the figurine magically increases in size, along with anything it is wearing or carrying. While enlarged, the figurine is Medium and doubles its damage dice on weapon attacks (included in the attacks). If the figurine lacks the room to become Large, it attains the maximum size possible in the space available.

Trumpet (Recharge 5-6). The elephant emits roar. All creatures within a 30-foot-radius must make a DC 14 Constitution saving throw, taking 21 (6d6) thunder damage on a failed save, or half as much on a successful one. Creatures that fail their saving throw are also deafened. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tusk. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d8+3) piercing damage, or 21 (4d8+3) piercing damage while enlarged.

Obsidian Gorilla

Tiny construct, unaligned

Armour Class 15 (natural armour)

Hit Points 21 (6d4+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	13 (+1)	5 (-3)	12 (+1)	1 (-5)

Damage Vulnerabilities thunder

Damage Resistances poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses passive Perception 11

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

Challenge 1/2 (100 XP)

Final Thoes. When the figurine is destroyed, it shatters, and each creature within 15 feet of it must make a DC 10 Dexterity saving throw, taking 10 (3d6) slashing damage on a failed save, or half as much damage on a successful one.

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

Planebound. If the figurine leaves Ravenloft, it turns into a mundane statuette.

Actions

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6+3) slashing damage plus 3 (1d6) poison damage.

Obsidian figurine

Obsidian figurines are made from volcanic glass and, in a crude way, resemble apes or monkeys. While not as powerful as other types of figurines, obsidian statuettes has dangerously sharp edges and shatter into a rain of shards if destroyed. Many owners of such figurines coat them with poison.

Porcelain figurine

Of all magical figurines fashioned in Sri Raji, porcelain figurines are among the most powerful. They are also the rarest type of figurine, probably because only a few artisans know how to produce porcelain. It is also rumoured that creating one of these figurines draws the attentions of sinister powers. Porcelain figurines resemble tiger, and sometimes jaguars or rakshasa. They are vicious constructs and have the ability to drain the life force of living beings.

Porcelain Tiger

Tiny construct, unaligned

Armour Class 18 (natural armour)

Hit Points 45 (10d4+20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	15 (+2)	6 (-2)	12 (+1)	1 (-5)

Damage Resistances poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 11

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

Challenge 3 (700 XP)

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

Planebound. If the figurine leaves Ravenloft, it turns into a mundane statuette.

Actions

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 6 (1d8+2) slashing damage plus 4 (1d8) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Ghost Animal

Ghost beasts are the ghost of animals that died under unusual circumstances. They are pale and translucent, often bearing the wounds that killed them. Now undead, ghost animals are damned to haunt the place of their death until they are destroyed or their killer is brought to justice - provided this is the reason for their undead existence. Many ghost animals are hostile to all living creatures. If unaware of a person approaching them, they can be seen mimicking the behaviour of living animals, such as eating, sleeping, or trying to attract a mate. Even though it is not especially dangerous for them, ghost animals generally fear and avoid fire.

Ghost Animal Template

Any beast can become a ghost animal. Ghost animals are usually beasts that died a violent death.

Type. The ghost animal is undead.

Damage Resistances. The ghost animal resists acid, fire, lightning, and thunder damage as well as damage from bludgeoning, piercing, and slashing from nonmagical weapons.

Damage Immunities. The ghost animal is immune to cold, necrotic, and poison damage.

Condition Immunities. The ghost can't be charmed, exhausted, frightened, grappled, paralysed, petrified, poisoned, prone, restrained.

Senses. The ghost animal has darkvision with a range of 60 feet.

Ethereal Sight. The ghost animal can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Ghost Touch. All weapon attacks of the ghost animal deal an additional die of necrotic damage.

Incorporeal Movement. The ghost animal 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.

Pyrophobia. While within 15 feet of a fire the size of a torch or larger, the ghost animal has disadvantage in attack rolls.

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

Ghost Boar

Medium undead, unaligned

Armour Class 11 (natural armour)

Hit Points 11 (2d8+2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1/2 (100 XP)

Charge. If the ghost animal moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Ethereal Sight. The ghost animal can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Ghost Touch. All weapon attacks of the ghost animal deal an additional die of necrotic damage.

Incorporeal Movement. The ghost animal 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.

Pyrophobia. While within 15 feet of a fire the size of a torch or larger, the ghost animal has disadvantage on attack rolls.

Actions

Tusk. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6+1) slashing damage plus 3 (1d6) necrotic damage.

Ghost Camel

Large undead, unaligned

Armour Class 9

Hit Points 15 (2d10+4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	2 (-4)	8 (-1)	5 (-3)

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1/4 (50 XP)

Ethereal Sight. The ghost animal can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Ghost Touch. All weapon attacks of the ghost animal deal an additional die of necrotic damage.

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

Pyrophobia. While within 15 feet of a fire the size of a torch or larger, the ghost animal has disadvantage in attack rolls.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 2 (1d4) bludgeoning damage plus 2 (1d4) necrotic damage.

Ghoul Lord

Ghoul lords are frightening creatures and the at the top of ghoulish society - if one wants to apply this term to ghouls. They look like common ghouls, though they have terrifyingly long tongues. Ghoul lords feast upon the flesh of the living and dead alike, and often surround themselves with an entourage of ghouls, ghouls, and lesser undead. Powerful and thoroughly corrupted, ghoulish lords reign from underground palaces filled with their stench or live in mausoleums.

Foul Creations. Rumours say that ghoulish lords were created by a necromancer from a different plane of existence. Drawn by their unique design, dark forces brought all ghoulish lords to the Lands of Mists. Some say that the necromancer who created these evil beings was transported to Ravenloft as well.

Ghoul Lord

Medium undead, chaotic evil

Armour Class 16 (chain shirt)

Hit Points 73 (13d8+26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	14 (+2)	13 (+1)	11 (+0)	14 (+2)

Saving Throws Con +5, Int +4, Wis +3

Skills Perception +3

Damage Resistances necrotic

Damage Immunities poison

Conditions Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common, telepathy 120 ft. (undead only)

Challenge 5 (1,800 XP)

Blade Venom. When the ghoulish lord hits with a metal melee weapon, it deals an extra 7 (2d6) poison damage (included in the attack).

Stench. Any creature that starts its turn within 5 feet of the ghoulish lord must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghoulish lord's Stench for 24 hours.

Turning Defiance. The ghoulish lord and any undead within 60 feet of it have advantage on saving throws against effects that turn undead.

Actions

Multiattack. The ghoulish lord makes one attack with its bite, and one with its greatsword or claws.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 11 (2d6+4) slashing damage plus 7 (2d6) poison damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature.

Hit: 15 (2d10+4) piercing damage. If the target is a creature other than an undead, it must succeed on a DC 14 Constitution saving throw or contract ghoulish fever. Until the disease is cured, the target's Strength decreases by 3 (1d6) every 24 hours. If the target's Strength score drops to 0 as a result of this disease, the target dies. If it is a humanoid, it rises as a ghast under the ghoulish lord's control 24 hours later.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 15 (2d10+4) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 14 Constitution saving throw or be paralysed 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.

Goblin Beast

Just as calibans are corrupted humans, goblin beasts are unborn beasts warped by dark magic. Goblin beasts are smarter and stronger than their kin, and often of evil disposition. Any animal can become a goblin beast. Many of these creatures live in solitude, but some lead their common relatives or are in the service of a more powerful being.

Giant Goblin Spider

Large monstrosity, chaotic evil

Armour Class 15 (natural armour)

Hit Points 45 (6d10+12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	5 (-3)	11 (+0)	5 (-3)

Skills Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception

Languages —

Challenge 2 (450 XP)

Spider Climb. The spider 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 spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.

Hit: 12 (2d8+3) piercing damage plus 4 (1d8) cold damage.

Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 14 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 10; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage). A restrained target takes 2 (1d4) cold damage at the start of its turn.

Giant Goblin Spider

This goblin spider resembles a giant spider with white hair and milky blue eyes. It radiates cold, and its touch alone can cause frost burn. The spider's webs are just as cold as the spider is.

Goblin Boar

This boar is as dangerous as it is aggressive. In addition to its tusks, the boar has fur hardened enough to cause serious injuries.

Giant Goblin Vulture

The goblin vulture is not only monstrous in size, but hideous to behold: Its skin, exposed around its head and legs, almost looks like exposed tissue, and the vulture's black eyes glisten with malignancy. Goblin vultures are as cunning as they are evil. They like to injure their prey - including bigger creatures - and then wait for its to die of its wounds.

Goblin Boar

Medium monstrosity, chaotic evil

Armour Class 11 (natural armour)

Hit Points 30 (4d8+12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	16 (+3)	5 (-3)	11 (+0)	5 (-3)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 1/2 (100 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Quill Fur. A creature that touches the boar or hits it with a melee attack while within 5 feet of it takes 3 (1d6) piercing damage.

Relentless (Recharges after a Short or Long Rest). If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Tusk. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 9 (2d6+2) slashing damage.

Giant Goblin Vulture

Large monstrosity, chaotic evil

Armour Class 11

Hit Points 42 (5d10+15)

Speed 10 ft., 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	13 (+1)	8 (-1)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

Keen Sight and Smell. The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

Actions

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 12 (2d8+3) slashing damage.

Poison Spit (Recharge 5-6). The vulture spits poison in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.

Goblyn

Goblyns are magically transformed humans. Once commoners, they now have greenish skin, a long oily mane, and a terrifying oversized mouth filled with sharp teeth. Goblyns are known to exist in Forlorn, where almost the entire population was transformed into these hideous creatures when the domain first appeared in Ravenloft. By now, others may have discovered the

secret of their creation. Goblins can eat almost anything, but prefer raw meat.

Slaves of the Master. Goblins are fearless creatures and have only one desire: To serve their creator and master. Their creator has a telepathic link to every goblin, and the goblins obey his every command. Goblins never sleep and never get bored, which makes them ideal guards. Should the master ever be slain, the goblins will be confused. They may try to carry out their last order, start wandering aimlessly or even turn on one another.

Goblin

Medium humanoid, neutral evil

Armour Class 14 (natural armour)

Hit Points 61 (10d8+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	8 (-1)	10 (+0)	10 (+0)

Skills Perception +2, Stealth +5

Conditions Immunities frightened

Senses darkvision 60 ft., passive Perception 12

Languages Common, telepathy 1 mile (master only)

Challenge 2 (200 XP)

Restless. Goblins do not require sleep and are immune to effects that would put them asleep.

Actions

Multiattack. The goblin makes one attack with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 9 (2d6+2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 11 (2d8+2) slashing damage.

Goblin fog

The goblin fog is a corrupted creature from the Elemental Plane of Air. It appears to be a common cloud of fog, albeit oddly coloured in occasion. However, upon entering the fog cloud, anyone will immediately notice that the fog is supernaturally cold. In addition to that, the goblin fog taints flora and fauna in its proximity. Plants become twisted and start to grow rapidly, animals become unnaturally aggressive. The goblin fog is named after the goblins, a corrupted breed of humanoids and a possible creation of the fog. Goblin fogs never speak, but are rumoured to understand all tongues.

Golden Dog

Wolf-sized canines with black-tipped golden hair, this species can alter its appearance and shape to any inanimate object of relatively the same size. G'Henne is the only domain where these dogs have ever been sighted. Golden dogs are quite intelligent and use their unique shapechanging ability to trick their prey.

Goblin fog

Huge elemental, chaotic evil

Armour Class 12

Hit Points 157 (15d12+60)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	18 (+4)	8 (-1)	8 (-1)	14 (+2)

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

Damage Immunities poison

Conditions Immunities exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

Senses blindsight 60 ft., passive Perception 9

Languages —

Challenge 8 (3,900 XP)

Air Form. The goblin 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.

Aura of Corruption. A creature that spends 24 hours within a 300-foot-radius around the goblin fog must succeed on a DC 15 Wisdom saving throw or become corrupted. A corrupted creature remains in the area if possible and attack any non-corrupted creature that enters the area, gaining advantage on attack rolls against non-corrupted creatures. On-sentient plants in the area begin to grow and mutate, and the area around the goblin fog becomes difficult terrain.

Cold Aura. A non-corrupted creature that starts its turn in a space occupied by the goblin fog takes 10 (3d6) cold damage.

Actions

Multiattack. The goblin fog uses its Cold Touch twice.

Cold Touch. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.
Hit: 22 (4d10) cold damage.

Golden Dog

Medium monstrosity (shapechanger), chaotic neutral

Armour Class 13

Hit Points 11 (2d8+2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	5 (-3)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

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

Shapeshift. The golden dog can use its action to assume the form of a Medium inanimate object, or back into its true canine form. Its statistics are the same in each form. In object shape, the golden dog can't move and can use its action only to turn back into its true form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 5 (2d4) piercing damage.

Golem, Ravenloft

Golems are magically created constructs. They are designed for specific purposes and never tire. Many golems are powerful combat machines, but some are built for other tasks. Ravenloft is home to both mundane golems and those which are terrifying abominations and engines of death and destruction.

Bone Golem

Bone golems are made from the remnants of previously animated skeletal creatures. Some look like tall undead skeletons, others like agglomerations of various creatures. Bone golems were first created by the lich Azalin during his time in Barovia. Often mistaken for undead, bone golems cannot be turned due to their artificial nature.

Bone Golem

Medium construct, unaligned

Armour Class 18 (natural armour)

Hit Points 153 (18d8+72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	19 (+4)	3 (-4)	10 (+0)	1 (-5)

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

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

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

Challenge 10 (5,900 XP)

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

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

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

Actions

Multiattack. The golem makes two slash attacks.

Slash. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 23 (4d8+5) slashing damage.

Dreadful Laughter (Recharge 5-6). The golem issues a hideous laugh. All creatures within a 30-foot-radius that can hear the golem must succeed on a DC 15 Wisdom saving throw or be paralysed 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 for it, the creature is immune to any bone golem's Dreadful Laughter for the next 24 hours.

Coin Golem

Large construct, unaligned

Armour Class 20 (natural armour)

Hit Points 184 (16d10+96)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	22 (+6)	3 (-4)	10 (+0)	1 (-5)

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

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses blindsight 60 ft., passive Perception 10

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

Challenge 13 (10,000 XP)

Host Coin. If it has a host coin in a pile of at least 1,000 gold pieces within 1 mile, a destroyed coin golem reforms in a new body in 1d6 rounds, regaining all its hit points and becoming active again. The new body is formed from the pile of gold pieces.

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 three greatsword attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target.
Hit: 18 (3d6+8) slashing damage.

Coin Golem

Coin golems are made of thousands of coins, usually gold pieces. They can have a number of forms, though most of them are shaped like faceless armoured warrior, with weapons made of coins. Coin golem are employed as guardians of treasure hoards.

Coin Soul. The core of a coin golem is a special coin. This coin has to be enchanted, exceptionally rare, or be part of a unspeakable trade. A coin golem can be bound to multiple such coins. When a coin golem is destroyed, it can reform with another coin as its core, provided such a coin is closeby.

Curse-Scrubed Golem

The curse-scribed golem appears to be a stone golem at first glance. It is indeed crafted from stone, and its body is covered in arcane formulae and mysterious inscriptions. These symbols, carved into the golem during its creation, transmit curses to any creature the golem touches. Though the golem itself is not an intelligent creature, the creation of a curse-scribed golem is considered to be an act of evil, and few golem makers who know the secret of the creation of curse-scribed golems would admit so.

Curse-Scribed Golem

Large construct, unaligned

Armour Class 18 (natural armour)

Hit Points 161 (14d10+84)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	22 (+6)	3 (-4)	10 (+0)	1 (-5)

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

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

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

Challenge 11 (7,200 XP)

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

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

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

Actions

Multiaction. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.

Hit: 24 (4d8+6) bludgeoning damage, and the target must succeed on a DC 17 Wisdom saving throw or become magically cursed for 1 minute. When a target becomes cursed, roll a d4. On a roll of 1, the target has disadvantage on saving throws and ability checks with a random ability score while cursed. On a roll of 2, the target has disadvantage on attack rolls. On a roll of 3, the target can't use reactions, it can't make more than one attack on its turn, and it can only use an action or a bonus action, not both. On a roll of 4, the target suffers 1d8 necrotic damage every time it deals damage to a target.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature can't be subject to multiple curses from the same golem at the same time.

Ravenloft flesh Golem

The first flesh golem was created by Victor Mordenheim of Lamordia. Mordenheim, driven by the desire to create life, wanted to make a perfect creature, but instead unleashed Adam, an evil abomination. Adam is not Mordenheim's only flesh golem, though. Several more of these creature roam his laboratories, and other have been reported in outside Lamordia.

Doll Golem

Doll golem resemble children's toys. They can be used to defend the young, but are often corrupted into destroying them instead. Despite their small size, doll golems are powerful and dangerous. The bite of a doll golem can force a creature to laugh uncontrollably, making it an easy target for others.

Doppelgänger Golem

Doppelgänger golems are similar to flesh golems, but made almost exclusively from body parts of Ravenloft doppelgänger and other shapeshifters. In their true form, they resemble sexless scarred doppelgänger and are hideous even compared to the creatures they were made from. The doppelgänger golem has the ability to gradually assume the form of another creature, usually one it fights. Unlike common doppelgänger, the golem is able to copy some of the creature's qualities, such as protection from the elements.

Doppelgänger Golem

Medium golem (shapechanger), chaotic evil

Armour Class 14 (natural armour)

Hit Points 127 (15d8+15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	19 (+4)	10 (+0)	10 (+0)	7 (-2)

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

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 9 (5,000 XP)

Shapechanger. When the golem engages a Small to Large creature, it can assume the creature's shape within four turns requiring no action. The golem gradually changes its shape to match the creature and fully assumes it at the end of the fourth turn. At this point, the golem gains the creature's immunities and resistances in addition to the ones the golem already possesses. The golem can assume the shape of up to three creatures at the same time, appearing as a hybrid. It can assume its true shape using an action, and automatically does when it is destroyed. Its statistics, other than its size, are the same in each form.

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.

Regeneration. The golem regains 15 hit points at the start of its turn. If the golem takes acid damage, this trait doesn't function at the start of the golem's next turn. The golem dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 18 (3d8+5) bludgeoning damage.

Doll Golem

Tiny construct, unaligned

Armour Class 16 (natural armour)

Hit Points 110 (20d4+60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	16 (+3)	3 (-4)	11 (+0)	1 (-5)

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

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

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

Challenge 8 (3,900 XP)

Ravenloft flesh Golem

Medium construct, chaotic neutral (50%) chaotic evil (50%)

Armour Class 14 (natural armour)

Hit Points 153 (18d8+72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	12 (+1)	10 (+0)	10 (+0)

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

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

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

Challenge 11 (7,200 XP)

Aversion of Fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

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.

Regeneration. The golem regains 20 hit points at the start of its turn. If the golem takes acid damage, this trait doesn't function at the start of the golem's next turn. The golem dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 24 (4d8+6) bludgeoning damage.

False Appearance. While the golem remains motionless, it is indistinguishable from a normal doll.

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 bite attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature.
Hit: 18 (4d6+4) piercing damage, and the target must succeed on a DC 14 Wisdom saving throw or start to laugh uncontrollably and fall prone, becoming incapacitated and 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, and each time it takes damage, the target can make another Wisdom saving throw. On a success, the effect ends.

Gargoyle Golem

The gargoyle golem has been created to protect a certain building or structure. The gargoyle golem shares some traits with the common gargoyle, but is usually larger and not an elemental being. Gargoyle golems have unlimited patience and can remain motionless during their watch for months and even years.

Gargoyle Golem

Medium construct, unaligned

Armour Class 18 (natural armour)

Hit Points 161 (14d8+98)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	24 (+7)	3 (-4)	10 (+0)	1 (-5)

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

Conditions Immunities charmed, exhaustion, frightened, paralysed, 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)

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

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 slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.

Hit: 24 (3d8+7) bludgeoning damage. A creature that is hit by two slam attacks during the golem's turn must make a DC 16 Constitution saving throw or be turned into stone. While petrified this way, the creature does not have resistance against the golem's attacks.

Glass Golem

The glass golem - a true work of art - guards shrines, churches, and other such places in the Realm of Dread. Hiding in a stained glass window, the glass golem patiently keeps watch, ready to attack any intruder with its razor-sharp weapons.

Glass Golem

Medium construct, unaligned

Armour Class 16 (natural armour)

Hit Points 120 (16d8+48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	3 (-4)	14 (+2)	1 (-5)

Damage Vulnerabilities thunder

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

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 12

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

Challenge 8 (3,900 XP)

Glass Body. When the golem takes radiant damage, all creatures within a range of 30 feet that can see the golem must succeed on a DC 16 Dexterity saving throw or be blinded. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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 attacks with its glass sword.

Glass Sword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 17 (4d6+3) slashing damage.

Prismatic Burst (Recharge 5-6). A 30-foot-cone of multicoloured light emerges from the golem's hand. Each creature in the cone must make a DC 14 Dexterity saving throw. For each target, roll a d8 to determine which colour ray affects it. A creature that fails its saving throw is additionally blinded until the end of its next turn.

1. Red. The target takes 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.
2. Orange. The target takes 35 (10d6) acid damage on a failed save, or half as much damage on a successful one.
3. Yellow. The target takes 35 (10d6) lightning damage on a failed save, or half as much damage on a successful one.
4. Green. The target takes 35 (10d6) poison damage on a failed save, or half as much damage on a successful one.
5. Indigo. The target takes 35 (10d6) cold damage on a failed save, or half as much damage on a successful one.
6. Violet. The target takes 35 (10d6) psychic damage on a failed save, or half as much damage on a successful one.
8. Special. Two rays strike the target. Roll twice more, rerolling any 8.

Maggot Golem

The maggot golem appears as a humanoid made of a white mass of maggots, constantly twitching and shifting form. It is surrounded by a swarm of flies that develop from the maggots and then return to the golem to lay eggs that hatch more maggots, completing the cycle. Maggot golems were first created in the city of Karg and can this be found primarily in the Vale of Tears region.

Maggot Golem

Small construct, unaligned

Armour Class 12

Hit Points 78 (12d6+36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	3 (-4)	10 (+0)	1 (-5)

Damage Immunities poison; bludgeoning, piercing, and slashing from non-magical weapons that aren't adamantite

Conditions Immunities blinded, charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses blindsight 60 ft., passive Perception 10

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

Challenge 4 (1,100 XP)

Berserk. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

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.

Regeneration. The golem regains 10 hit points at the start of its turn.

Slowdown. If the golem takes cold damage, its speed is reduced by 20 feet until the end of its next turn.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 13 (3d6+3) bludgeoning damage.

Mechanical Golem

A technological masterpiece and mechanical nightmare, this golem is vaguely humanoid in shape and consists of a plethora of tubes, pipes, wires, and metal containers. Mechanical golems come in a number of forms, some moving on wheels and powered by steam, others crawling on four metal limbs and driven by electricity. They often look like they should not be able work at all, let alone move, but always do so with deadly efficiency.

Mechanical Golem

Medium construct, unaligned

Armour Class 20 (natural armour)

Hit Points 161 (16d8+80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	21 (+5)	3 (-4)	11 (+0)	1 (-5)

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

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

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

Challenge 11 (7,200 XP)

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

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

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

Actions

Multiattack. The golem makes two blade attacks.

Blade. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 17 (3d8+4) slashing damage.

Lightning Aura (Recharge 5-6). An area with a 30-foot-radius around the golem is filled with electrical discharges. Each creature in the area must make a DC 16 Constitution saving throw, taking 45 (10d8) lightning damage on a failed save, or half as much damage on a successful one. Creatures that fail their saving throw are additionally stunned until the end of their next turn.

Mist Golem

Large construct, chaotic evil

Armour Class 18 (natural armour)

Hit Points 200 (16d10+12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	24 (+7)	6 (-2)	13 (+1)	7 (-2)

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

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 11

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

Challenge 14 (11,500 XP)

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

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

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

Mist Camouflage. While standing still and surrounded by mist, the golem is invisible.

Mist Form. If the golem can use its action to polymorph into a large cloud of mist, or back into its true form.

While in mist form, the golem can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 30 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. If the mist is in another creature's space, roll 1d6. For as long as the mist is in its space, the creature is affected by a random effect.

1. The creature is poisoned.
2. The creature is silenced.
3. The creature laughs uncontrollably and falls prone, becoming incapacitated and unable to stand up. A creature with an Intelligence score of 4 or less isn't affected.
4. The creature is paralysed.
5. The creature's hit point maximum is reduced by 9 (2d8) each time it ends its turn in the mist. This reduction lasts until the target finishes a long rest. If this reduces the creature's hit point maximum to 0, the creature dies.
6. The creature is blinded.

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

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target.
Hit: 24 (3d10+8) bludgeoning damage. A humanoid or giant killed by this attack rises as a mist horror after 24 hours.

Mournful Howling (Recharge 5-6). The golem howls. All creatures within a 60-foot-radius that can hear the golem must succeed on a DC 16 Wisdom saving throw or be 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 for it, the creature is immune to the golem's howling for the next 24 hours.

Mist Golem

The mist golem is created by the Mists of Ravenloft with the spirit of someone who wanted to create a golem but tragically died during the process. Often resembling the person from whose essence they are formed, most golems are translucent humanoid figures. Despite their ethereal appearance, mist golems are physically powerful creatures.

Patchwork Golem

The patchwork golem has not been created by a powerful wizard or an ambitious cleric. Instead, it was assembled from pieces of leather and fur, and stuffed with cotton by a commoner looking for companionship or in need of a protector. Pins and needles, and paring knives form its claws and teeth and stick out of the patchwork golem's body.

Dark Guardian. The patchwork golem almost always has the shape of a dog or cat, though it can theoretically have any shape. These golems are animated by dark forces, and while they protect their creator, are also easily corrupted. Corrupted patchwork golems are dangerous creatures that roam the countryside, sometimes accompanied by feral cats and dogs.

Patchwork Golem

Medium construct, neutral evil

Armour Class 14

Hit Points 76 (9d8+36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	18 (+4)	10 (+0)	10 (+0)	8 (-1)

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

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 5 (1,800 XP)

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

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

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

Patchwork Body. A creature that touches the golem or hits it with a melee attack while within 5 feet of it takes 11 (2d10) piercing damage.

Actions

Multiattack. The golem makes one attack with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 12 (2d8+3) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 16 (3d8+3) slashing damage.

Call of the Golem (1/Day). The golem calls 3d4 cats or 2d4 mastiffs, provided that such creatures occur in the general area. The called creatures arrive in 1d4 rounds, acting as allies of the golem and obeying its spoken commands. The beasts remain for 1 hour, until the golem dies, or until the golem dismisses them as a bonus action.

Snow Golem

Snow golems are employed as guardians and enforcers in the colder domains of the Land of Mists. Most of them are humanoid in shape, clad in an armour made of hardened snow, but some have the form of other creatures native to the region. Snow golem prefer to fight with their bare hands, though some have weapons.

Snow Golem

Large construct, neutral

Armour Class 19 (natural armour)

Hit Points 133 (14d10+42)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	19 (+4)	5 (-3)	14 (+2)	6 (-2)

Damage Vulnerabilities fire

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

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 12

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

Challenge 10 (5,900 XP)

Conduction. Whenever the golem is subjected to lightning damage, it takes no damage. Instead, the next creature hit by the golem's slam attack takes an additional amount of lightning damage equal to the damage the golem would have taken.

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.

Steam Cloud. If the golem is subject to fire damage, an area with a 30-foot-radius around the golem is filled with scaling hot steam. Each creature in the area must make a DC 14 Constitution saving throw, taking fire damage equal to the damage the golem suffered on a failed save, or no damage on a successful one.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 22 (4d8+4) bludgeoning damage.

Spell-Rune Golem

Large construct, chaotic neutral

Armour Class 18 (natural armour)

Hit Points 157 (15d10+75)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	20 (+5)	10 (+0)	5 (-3)	4 (-3)

Skills Perception +1

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

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 12 (5,900 XP)

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

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

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

Scroll Magic. As a bonus action, the golem can cast a spell from any scroll within 120 feet of the golem. It can cast spells of any level, requiring no components, and is always aware of all scrolls within a 120-foot-radius.

Actions

Multiattack. The golem makes two slam attacks and uses its Rune Magic.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.
Hit: 17 (2d10+6) bludgeoning damage.

Rune Magic. The golem casts a spell using one of its scrolls. Roll 1d4 to determine the spell level of the spell. Roll 1d20 to determine the spell that is cast, ignoring results higher than the number of spells for the school and spell level. The spell immediately comes into effect, and the golem requires no components to cast it. Before the spell is cast, the golem becomes aware of the spell, and can decide not to cast it.

Animate Trees (1/Day). The golem magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the golem. The tree remains animate for 1 day or until it dies; until the golem dies or is more than 120 feet from the tree; or until the golem takes a bonus action to turn it back into an inanimate tree. As soon as the tree is no longer animated, it bursts into countless pieces of wood.

Spell-Rune Golem

The spell-rune golem is as rare as it is powerful. It resembles a vaguely humanoid twig-and-paper scarecrow and is forged from countless pieces of wood, staffs, sheets of paper, and spell scrolls. Its face consists of intertwined wooden amulets, rings, and bracelets.

Spellforged. The spell-rune golem has no creator or master - it has formed itself from enchanted items such as scrolls or magic wands. These items often, but not always, share a common origin, such as an old oak tree, trees from an enchanted forest or even the wood of a treant. Spell-rune golem generally have only one desire: To assemble as their pieces. What happen if a spell-rune golem should ever manage to complete itself can only be speculated.

Transient Golem

The transient golem is a rare kind of golem only found in the mists of Ravenloft. The golem's core is a crystal ball filled with several mist horrors, but the actual golem is mistlike and incorporeal. A tragic figure, the transient golems wants nothing more than a real body. Draining the life force of other beings enables the golem to become corporeal and feel the sensations material creatures experience. However, the golem can only temporarily assume a corporeal form. What the purpose of this kind of golem is, and who came up with its concept is unknown

Transient Golem

Medium construct (shapechanger), neutral

Armour Class 13

Hit Points 78 (12d8+24)

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

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	15 (+2)	10 (+0)	10 (+0)	14 (+2)

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

Conditions Immunities charmed, exhaustion, frightened, grappled, paralysed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

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

Challenge 7 (2,900 XP)

Mimic. The golem can use its action to assume the form of the last Small or Medium creature that was subject to damage from its Energy Drain attack and become material, or assume its natural mist form. Its statistics, other than its size, are the same in each form, with the exception of its immunities. After assuming a different shape, the golem loses its immunity to damage from nonmagical bludgeoning, piercing, and slashing weapons, and gains resistance to bludgeoning, piercing, and slashing from nonmagical weapons instead. It also loses its immunity to being grappled, incapacitated, or prone.

Crystal Ball. If a golem's crystal ball is intact, a destroyed transient golem reforms in 2d4 hours, regaining all its hit points and becoming active again. The golem reforms within 1 mile of its crystal ball. If the golem's crystal ball is destroyed, so is the golem, and the 4d4 mist horrors within are released.

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

Incorporeal Movement. The golem 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.

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

Energy Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 16 (3d8+3) necrotic damage. The target's hit point maximum is reduced by an amount equal to the damage taken, and the golem regains hit points equal to the damage inflicted. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Wax Golem

The wax golem is designed to resemble a living person. Wax golems have the uncanny ability to absorb the memories of their counterpart, which makes them useful as spies and infiltrators. Wax golems are fairly powerful compared to common creatures, but weaker than most other types of golem.

Wax Golem

Medium construct, chaotic neutral

Armour Class 16 (natural armour)

Hit Points 75 (10d8+30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Skills Deception +2, Perception +3, Stealth +5

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

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 4 (1,100 XP)

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

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

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

Memory Drain. When the golem damages its living counterpart with a weapon attack, the double's hit point maximum is reduced an amount equal to the damage taken. This can't reduce the double's hit point maximum below 1. If this reduces the double's hit point maximum to 1, the double falls unconscious and the golem gains all of its memories. While unconscious this way, the double does not require food and does not age. It remains unconscious until the golem is destroyed, at which point it wakes up. If the golem's double is killed or dies of natural causes, the golem melts and is destroyed.

Actions

Multiattack. The golem makes two melee attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage.

Zombie Golem

The zombie golem is an abomination sewn together from body parts of fallen zombies. As repulsive as it is powerful, the zombie golem shares some similarities with the flesh golem. Just like the bone golem, this sinister type of golem is the creation of Azalin.

Zombie Golem

Medium construct, unaligned

Armour Class 17 (natural armour)

Hit Points 171 (18d8+90)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	20 (+5)	3 (-4)	9 (-1)	1 (-5)

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

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 9

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

Challenge 12 (8,400 XP)

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

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

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

Stench. Any creature that starts its turn within 30 feet of the golem must succeed on a DC 15 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the golem's Stench for 24 hours.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 20 (3d10+4) bludgeoning damage.

Grave Scarab

The grave scarab is a type of the scarab beetle commonly found in catacombs and underground passageways. Grave scarabs are flesh eaters and eats carrion and freshly killed creatures alike. The giant variant of the grave scarab is less common and does not come in swarms, but transmits a terrible disease and has incredibly strong mandibles. There are also tales of monstrous grave scarabs, terrifying to behold, that inhabit remote caves and long-forgotten ruins.

Swarm of Grave Scarabs

Medium swarm or Tiny beasts, unaligned

Armour Class 14 (natural armour)

Hit Points 36 (8d8)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-4)	12 (+1)	10 (+0)	1 (-5)	8 (-1)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Conditions Immunities charmed, frightened, paralysed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 9

Languages —

Challenge 1 (200 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 15 (6d4) piercing damage, or 7 (3d4) piercing damage if the swarm has half of its hit points or fewer.

Giant Grave Scarab

Large beast, unaligned

Armour Class 16 (natural armour)

Hit Points 45 (6d10+18)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	2 (-4)	13 (+1)	4 (-3)

Skills Athletics +6

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

Actions

Mandibles. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature.

Hit: 17 (3d8+4) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 4 (1d8) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.

Monstrous Grave Scarab

Huge beast, unaligned

Armour Class 18 (natural armour)

Hit Points 84 (8d12+32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+8)	10 (+0)	18 (+4)	2 (-4)	14 (+2)	5 (-3)

Skills Athletics +8

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 12

Languages —

Challenge 4 (1,100 XP)

Actions

Mandibles. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d8+8) bludgeoning damage. The target is also grappled (escape DC 18). If the target is Large or smaller, it is also restrained until this grapple ends. While grappling the target, the scarab has advantage on attack rolls against it and can't use this attack against other targets. When the scarab moves, any Large or smaller target it is grappling moves with it.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 12 (1d8+8) piercing damage.

Gremishka

Gremishka

Small humanoid, chaotic evil

Armour Class 12

Hit Points 10 (3d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	11 (+0)	12 (+1)	10 (+0)	10 (+0)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 10

Languages Gremishka, understands Common but can't speak it

Challenge 1/8 (25 XP)

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

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

Actions

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

The gremishka is a small humanoid creature and close relative of the gremlin. Gremishka have fur and long ears, sharp teeth or yellow. From a distance, gremishka are easily mistaken for stray dogs or feral cats. They live close to humans and steal the food they need. Being rather small not very strong, gremishka are considered a nuisance rather a true threat. They are nocturnal and enjoy playing destructive pranks on people.

Pack Hunters. Gremishka avoid fights, but defend themselves when cornered. If very hungry, gremishka hunt in packs and swarm potential prey. They are not above eating humans or other sapient creatures, but prefer to hunt beings whose relatives will not take revenge.

Grim

Grim

Small celestial (shapechanger), neutral good

Armour Class 14

Hit Points 80 (8d6+32)

Speed 30 ft. (10 ft., fly 40 ft. in owl form)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	18 (+4)	12 (+1)	14 (+2)	16 (+3)

Skills Insight +3, Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Conditions Immunities frightened

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 3 (700 XP)

Circle of Protection. Allies of the grim within a 30-foot-radius around the grim have disadvantage are protected from aberrations, elementals, fey, fiends, and undead. Creatures of those types have disadvantage on attack rolls against the creatures allied to the grim. These creatures also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect. The type of any such creature entering the circle is revealed to the grim.

Flyby. The grim doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Senses. The grim has advantage on Wisdom (Perception) checks that rely on sight (owl form only), smell (dog form only), or hearing.

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

Shapeshifter. The grim appears as a great black dog or a black horned owl. The grim determines each sunset which form it will take and it must retain that form until the following sunrise. At dawn, the grim fades away and rests until sunset, when it chose a new form for the night. When it fades away, the grim recovers all of its hit points. If the grim is killed, its body simply fades away.

Actions

Multiattack. The grim makes two melee attacks.

Bite (Dog Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Claws (Owl Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) slashing damage.

Turn Undead. The grim uses its presence to drive away undead creatures. Each undead that can see or hear the grim within 30 feet of it must make a DC 13 Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from the grim as it can, and it can't willingly move to a space within 30 feet of the grim. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

The grim is a legendary creature that appears as a menacing dog or horned owl. Despite its name and sinister appearance, the grim is a guardian spirit and protects a particular place from evil creatures. The grim is only active during the night, when it assumes its animal form. At dawn, it fades away and is intangible

until the sun sets. In places such as a the Shadow Rift, where the sun never rises, the grim is frozen in one form.

Lone Guardian. The grim can sense supernatural creatures and weakens them with its presence. It does not harm those who themselves do no harm, and most people who visit a site guarded by a grim - like an old tomb or a temple - will not even be aware of its presence. Grimms can be summoned and bound to a place, but the magic needed to do this has long since been lost, and few know who to call one of these spirits.

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

Grim Reaper

Grim Reaper

Medium fey, neutral

Armour Class 18 (natural armour)

Hit Points 77 (14d8+14)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	14 (+2)	16 (+3)	18 (+4)

Saving Throws Str +5, Con +4, Wis +6

Skills Perception +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, fire, lightning, necrotic, poison

Conditions Immunities charmed, exhaustion, frightened, grappled, paralysed, petrified, prone

Senses truesight 120 ft., passive Perception 16

Languages —

Challenge 7 (2,900 XP)

Invisibility. The grim reaper is invisible. It can only be seen by dying creatures and by those who can see invisible creatures.

Magic Weapons. The grim reaper's weapon attacks are magical.

Actions

Scythe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.

Hit: 11 (2d8+2) slashing damage, and the target must succeed on a DC 15 Constitution saving throw or be reduced to 0 hit points.

Death Grip. The grim reaper can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 15 Constitution saving throw against this magic or die.

Gaze of Fear. The grim reaper targets a creature it can see within a range of 30 feet. If the target can see the grim reaper, it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute.

The grim reaper, also known as the death spirit, is an extradimensional creature drawn to Ravenloft by the essence of a dying creature. The grim reaper appears as a tall bleached skeleton clad in shrouded in a black robe and wielding a scythe. Despite its appearance, the grim reaper is neither undead nor an evil creature. The grim reaper is invisible, but those who are at death's door can see it.

Dark Agent. The grim reaper collects the essence of dying creatures. The more powerful, the more likely a creature is to attract a death spirit. Some say that grim reapers are sent by the dark powers that reign in Ravenloft, but there is not evidence to support this claim. Grim reapers can be driven away and even be

destroyed, but only the most powerful creatures will be able to face them in battle and prevail.

Hag, Spectral

The spectral hag is a hag that died during an evil ceremony. Now an incorporeal undead, the spectral hag retains most of the powers she had in life and gains additional powers as a spectral creature. Spectral hags appear as translucent images of their once living selves. Though most solitary, spectral hags often remain in contact with the members of their old covey. If all three hags died in the same ceremony, they form an undead covey and combine their powers just as living hags do.

Hungry and Hateful. Spectral hags retain their desire and taste for humanoid flesh, but are unable to ever consume it again, which leaves them endlessly frustrated. These undead hags have the ability to drain the life force of living creatures and turn them into spectres under their command. Spectral hags sometimes kill other hags,, turning them into one of their own.

Spectral Hag Template

Any hag can become a spectral hag. When a hag becomes spectral, it retains all its statistics except as noted below.

Type. The spectral hag is undead.

Alignment. The spectral hag is chaotic evil

Damage Resistances. The spectral hag is resists acid, cold, fire, lightning, and thunder damage as well as damage from bludgeoning, piercing, and slashing nonmagical weapons that aren't silvered.

Damage Immunities. The spectral hag is immune to necrotic and poison damage.

Condition Immunities. The spectral hag can't be charmed, exhausted, grappled, paralysed, petrified, poisoned, prone, or restrained.

Incorporeal Movement. The hag 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.

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

Spectral Form. The spectral hag can no longer change its shape or alter it magically.

Touch of Death. The hag's weapon attacks additionally deal an amount of necrotic damage equal to the amount of bludgeoning, slashing, or piercing damage they deal. The target that is subject to this necrotic damage must succeed on a Constitution saving throw with a DC equal to 10 plus the hag's proficiency bonus or its hit point maximum is reduced by an amount equal to the damage taken. This 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 by this attack rises 24 hours later as a spectre under the hag's control, unless the humanoid is restored to life or its body is destroyed. The hag can have no more than twenty-four spectres under its control at one time. Another hag killed this way becomes a spectral hag under the control of the hag.

Spectral Green Hag

Medium undead, chaotic evil

Armour Class 17 (natural armour)

Hit Points 82 (11d8+33)

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

Skills Arcana +3, Deception +4, Perception +4, Stealth +3

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from non magical weapons that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Sylvan

Challenge 6 (2,300 XP)

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

At will: *dancing lights*, *minor illusion*, *vicious mockery*

Incorporeal Movement. The hag 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.

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

Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 13 (2d8+4) slashing damage plus 13 (2d8+4) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This 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 by this attack rises 24 hours later as a spectre under the hag's control, unless the humanoid is restored to life or its body is destroyed. The hag can have no more than twenty-four spectres under its control at one time. Another hag killed this way becomes a spectral hag under the control of the hag.

Invisible Passage. The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). Any equipment she wears or carries is invisible with her.

Head Hunter

The head hunter is a horrid creature believed to be a creation of the drow. Head hunters look like large spiders with the head of a human in place of their body. Like actual spiders, head hunters spin webs they use to catch prey. The head hunter is feared for a gruesome technique it employs: It severs the head of a humanoid, replaces the head with its own and control the body like an organic machine until it ditherers away. It is not uncommon for a head hunter to infiltrate society this way and make its lair a humanoid city.

Head Hunter

Tiny aberration, neutral evil

Armour Class 15 (natural armour)

Hit Points 31 (7d4+14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	14 (+2)	10 (+0)	12 (+0)	13 (+1)

Damage Immunities poison

Conditions Immunities poisoned

Senses darkvision 60 ft., passive Perception

Languages Common, Elvish

Challenge 2 (450 XP)

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

Spider Climb. The spider 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 spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 6 (1d8+2) piercing damage plus 14 (4d6) poison damage.

Hearth Fiend

The hearth fiend is a lesser fire elemental drawn to the Dread Domains by fire magic. Hearth fiends can be summoned intentionally, but are more likely to be called when a spellcaster uses a fire spell. Once the elemental crosses planes, it is tainted by the fabric of Ravenloft. Hearth fiends seek out a fire to dwell in, such as fires in an oven or a fireplace.

Flaming Whisperers. Hearth fiends try to lure people into committing evil acts by whispering promises and talking about their deepest desires. Should a person prove to be resistant to the fiend's whispering, the elemental is likely to get frustrated and hurl fire at its target. Angry hearth fiends have been reported to burn down entire buildings.

Hebi-no-onna

The hebi-no-onna, also called snake woman, is a powerful enchantress. She looks like a beautiful human woman, but instead of arms the hebi-no-onna has a pair of slithering snakes. Snake women often were finely crafted kimonos and hide their snake arms within their voluminous sleeves. Hebi-no-onna wield powerful magic in addition to the lethal poison of their snake arms.

Cult of the Snake. Snake women often surrounded themselves with a secretive cult of snake-worshippers. Those who discover such a snake cult are forced to join or will be killed. Some say that hebi-no-onna are related to the yuan-ti, but this connection has never been proven. Hebi-no-onna use their cult to gather wealth and influence. They live in hidden palaces or underground complexes, enjoying a luxurious lifestyle. A hebi-no-onna is almost always accompanied by snakes she keeps as pest in her lair.

Hearth fiend

Small elemental, chaotic evil

Armour Class 13

Hit Points 21 (6d6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	7 (-2)	12 (+1)	16 (+3)

Damage Immunities fire, poison

Conditions Immunities exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages Ignan

Challenge 2 (450 XP)

Innate Spellcasting. The elemental's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components.

At will: *detect thoughts*

1/day: *suggestion*

Fire Camouflage. The elemental is invisible while engulfed by flames unless it wants to be seen.

Illumination. The elemental sheds bright light in a 15-foot radius and dim light in an additional 15 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 10 (3d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the creature takes 3 (1d6) fire damage at the end of each of its turns.

Flame Bolt. *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target.

Hit: 7 (2d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the creature takes 3 (1d6) fire damage at the end of each of its turns.

Hebi-no-onna

Medium monstrosity, lawful evil

Armour Class 18 (natural armour)

Hit Points 105 (14d8+42)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	16 (+3)	19 (+4)	12 (+1)	16 (+3)

Saving Throws Dex +7, Con +7, Int +9, Wis +6

Skills Arcana +9, Insight +6, Perception +6, Persuasion +8

Damage Immunities poison

Conditions Immunities poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common, Draconic

Challenge 16 (15,000 XP)

Legendary Resistance (3/Day). If the hebi-no-onna fails a saving throw, it can choose to succeed instead.

Snake Commander. Any snake within a 60-foot-radius around the hebi-no-onna is charmed if the hebi-no-onna isn't incapacitated until it ends its turn outside this radius. While charmed this way, the snake obeys the hebi-no-onna's verbal commands.

Spellcasting. The hebi-no-onna is an 14th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The hebi-no-onna has the following wizard spells prepared:

Cantrips (at will): *blade ward, fire bolt, mage hand, poison spray*
1st level (4 slots): *chromatic orb, detect magic, disguise self, shield*
2nd level (3 slots): *blur, detect thoughts, hold person, invisibility*
3rd level (3 slots): *counterspell, dispel magic, fear*
4th level (3 slots): *confusion, Evard's black tentacles, stoneskin*
5th level (2 slots): *hold monster, wall of force*
6th level (1 slot): *flesh to stone*
7th level (1 slot): *prismatic spray*

Actions

Multiattack. The hebi-no-onna makes two snake bite attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature.

Hit: 20 (4d8+2) piercing damage plus 18 (4d8) poison damage, and the target is poisoned until the end of its next turn.

Hypnotic Gaze. The hebi-no-onna targets one humanoid it can see within 30 feet of it. If the target can see the hebi-no-onna, the target must succeed on a DC 18 Wisdom saving throw against this magic or be charmed by the hebi-no-onna. The charmed target regards the hebi-no-onna as a trusted friend to be heeded and protected. Although the target isn't under the hebi-no-onna's control, it takes the hebi-no-onna's requests or actions in the most favourable way it can.

Each time the hebi-no-onna or the hebi-no-onna'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 hebi-no-onna is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Serpentine Call (1/Day). The hebi-no-onna magically calls 1d4 giant constrictor snakes or swarms of poisonous snakes, or 2d4 poisonous snakes. The called creatures arrive in 1d4 rounds, acting as allies of the hebi-no-onna and obeying her spoken commands. The beasts remain for 1 hour, until the hebi-no-onna dies, or until the hebi-no-onna dismisses them as a bonus action.

Legendary Actions

The hebi-no-onna can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The hebi-no-onna regains spent legendary actions at the start of her turn.

Detect. The hebi-no-onna makes a Wisdom (Perception) check.

Snake Bite Attack. The hebi-no-onna makes a snake bite attack.

Spell (Costs 2 Actions). The hebi-no-onna casts a spell.

Hound, Ravenloft

Dogs of all types are common in the Land of Dread and kept as pets and watchdogs. In addition to these common dogs Ravenloft is also home to a number of undead and supernatural canines.

Bog Hound

Bog hound are large dogs created from straw and mud. They appear in cursed bogs and swamps, sometimes spontaneously, sometimes due to the will of an evil creature. During the night, bog hounds roam their bog in packs, always looking for intruders.

Alpha Hound. Bog hounds are lead by moor hounds. Moor hounds are formed from the fog of the swamp itself. Where the bog hound has only empty holes instead of eyes, the moor hound has two red glowing lights. Both hounds are highly vulnerable to sunlight, and the moor can in fact be killed permanently if exposed to sunlight.

Carcass Hound

Carcass hounds are mindless, zombielike animated corpses. They are constantly rotting and spread many parasites and diseases as a result. These undead dogs are used as guardians and attack intruders until they destroyed their opponent or are themselves destroyed.

Fenhound

The fenhound is a mysterious canine that appear on the three nights of the full moon. It resembles a large mastiff surrounded by a faint yellow glow. While fenhounds are frightening dogs of the Mists of Ravenloft whose howling strikes fear into the hearts of those who hear it, they are good creature and hunt those who succumbed to evil.

Vengeful Dogs. Those tempted by the powers of Ravenloft in a marsh or swamp are likely to draw the attention of a pack of fenhounds. Fenhounds are fierce fighters. If killed, they bestow a curse on their killer. The killer will then be hunted by fenhounds every night of the full moon until he is slain or the curse is lifted.

Phantom Hound

Phantom hounds are the restless spirits of dogs that failed their master. Despite being incorporeal, they appears as black-furred dogs with glowing green eyes. A phantom hound can often be found guarding the premises of its master, even if its master has long since passed away. Phantom hounds go among their daily routine as if they were still alive.

Skeletal Hound

Skeletal hounds are the undead remains of once-living dogs. Despite their lack of vocal cords, skeletal hounds retain their ability to bark and howl. These dogs are either animated by a necromancer, or raise from their grave after they have been killed violently. Some temples employ skeletal hounds, and so do some nobles who want their estate to be protected by neversleeping guards.

Bog Hound

Medium construct, neutral evil

Armour Class 14 (natural armour)

Hit Points 22 (4d8+4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	4 (-3)	15 (+2)	7 (-2)

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralysed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 1/2 (XP)

Creature of the Night. If the hound is exposed to sunlight, its supernatural essence evaporates and it becomes an inanimate statue.

Pack Tactics. The hound has advantage on attack rolls against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 9 (2d6+2) piercing damage.

Moor Hound

Medium construct, neutral evil

Armour Class 16 (natural armour)

Hit Points 45 (6d8+18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	12 (+1)	18 (+4)	12 (+1)

Skills Perception +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralysed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 4 (1,100 XP)

Creature of the Night. If the hound is exposed to sunlight, it loses its resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Pack Tactics. The hound has advantage on attack rolls against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

Rejuvenation. When the hound is reduced to 0 hit points, its body evaporates, and it reforms during the next night in its bog. When the hound is reduced to 0 hit points while being exposed to sunlight, it is destroyed permanently.

Actions

Multiattack. The hound makes two bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 13 (2d8+4) piercing damage.

Carcass Hound

Medium undead, unaligned

Armour Class 9

Hit Points 22 (3d8+9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	14 (+2)	2 (-4)	9 (-1)	5 (-3)

Damage Immunities poison

Conditions Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1/4 (XP)

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 5 (1d8+1) piercing damage. If the target is a living creature, it must succeed on a DC 12 Constitution saving throw or contract a disease. While diseases this way, the target has disadvantage on Strength-based attacks and Strength checks, and its Strength score is reduced by 2 (1d4) every 24 hours. If the target's Strength score is reduced to 0 as a result of this disease, the target dies.

Fenhound

Medium monstrosity, chaotic good

Armour Class 14 (natural armour)

Hit Points 30 (4d10+8)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	2 (-4)	14 (+2)	11 (+0)

Skills Perception +4, Stealth +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 2 (450 XP)

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

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

Mark of the Hound. When a creature destroys the fenhound, a pack of 2d4 fenhounds will appear within 1 mile of the creature during the next night of the full moon and hunt the creature. These hounds will return every night of the full moon until the creature is destroyed or the effect is ended with a remove curse spell.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6+3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Bay. The fenhound bays to the moon. All creatures within a 60-foot-radius that can hear the fenhound must succeed on a DC 13 Wisdom saving throw or be 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 for it, the creature is immune to any fenhound's baying for the next 24 hours.

Phantom Hound

Medium undead, neutral

Armour Class 11

Hit Points 13 (3d8)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	11 (+0)	5 (-3)	14 (+2)	10 (+0)

Skills Perception +4

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

Damage Immunities cold, necrotic, poison

Conditions Immunities charmed, exhaustion, frightened, grappled, paralysed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1/2 (100 XP)

Incorporeal Movement. The hound can move through other creatures and objects as if they were difficult terrain. It takes 4 (1d8) force damage if it ends its turn inside an object.

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

Watchdog. The hound is aware of all creatures on its former master's property.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 7 (2d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be poisoned.

Skeletal Hound

Medium undead, unaligned

Armour Class 12 (natural armour)

Hit Points 22 (4d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	2 (-4)	10 (+0)	7 (-2)

Damage Immunities poison

Conditions Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Actions

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 6 (1d8+2) piercing, and the target must succeed on a DC 11 Constitution saving throw or become poisoned. A creature can repeat the saving throw every hour, ending the effect on itself on a success.

Impersonator

Small aberration (shapechanger), neutral evil

Armour Class 13 (natural armour)

Hit Points 45 (10d8)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	5 (-3)	12 (+1)	10 (+0)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

Shapechanger. The impersonator can use its action to polymorph into a Small or Medium creature is drained blood from, or back into its true form, which is that of an aberration. Its statistics, other than its size, 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. An impersonator can turn into the last 2d4 creatures it killed.

Actions

Slam. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 6 (1d10) bludgeoning damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralysed 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.

Blood Drain (Aberration From Only). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. This attack is painless and will not wake up a sleeping target.

Impersonator

The impersonator is an amorphous creature that sustains itself by feeding off the blood of its victims. Impersonators live in dark and wet areas such as swamps and caves. In their natural form, the impersonator appears as a thick, ooze-like pool the colour of dried blood. Impersonators have the ability to change their form to match that of one of their previous victims, making it easier

from them to approach further prey. The impersonator sometimes seemingly wields a weapon, but this will simply part of its shapechanged body.

Insectoid, Dread

Dread insectoids are undead insects animated by necromantic magic. Now just an exoskeleton, insectoids resemble their living brethren at first glance. Upon closer inspection, it becomes clear that these insects almost always lack eyes, or that their eyes are dulled. An insectoid's shell is often cracked. Insectoids are primarily used as guardians due to their infinite patience. Most insectoids are no longer venomous, but some retain what venom their live cousins use.

Giant Ant

Medium undead, unaligned

Armour Class 13 (natural armour)

Hit Points 17 (3d8+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	1 (-5)	10 (+0)	1 (-5)

Damage Immunities poison

Conditions Immunities exhaustion, poisoned

Senses blindsight 30 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Strength in Numbers. The insectoid has advantage on attack rolls against a creature if at least one of the insectoid's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Mandibles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 5 (1d6+2) piercing damage.

Giant Tick

Medium undead, unaligned

Armour Class 14 (natural armour)

Hit Points 32 (5d8+10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	1 (-5)	10 (+0)	1 (-5)

Damage Immunities poison

Conditions Immunities exhaustion, poisoned

Senses blindsight 30 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Actions

Hypostome. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 5 (1d6+2) piercing damage plus 3 (1d6) necrotic damage. The target must succeed on a DC 11 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Giant Stag Beetle

Large undead, unaligned

Armour Class 13 (natural armour)

Hit Points 37 (5d10+15)

Speed 30 ft.

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

Damage Immunities poison

Conditions Immunities exhaustion, poisoned

Senses blindsight 30 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Trample. If the insectoid moves at least 20 feet straight towards a creature and then hits it with an attack with its mandibles 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 insectoid can make another attack with its mandibles against it as a bonus action.

Actions

Mandibles. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature.

Hit: 8 (1d8+4) piercing damage.

Jack Frost

Jack frost

Small fey (shapechanger), neutral evil

Armour Class 14

Hit Points 44 (8d6+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	7 (-2)	14 (+2)	16 (+3)

Damage Immunities cold

Senses passive Perception 12

Languages Auran

Challenge 3 (700 XP)

Shapechanger. The Jack frost can use its action to polymorph in to a Medium flurry of snowflakes or a Medium cloud of cold vapour, or back into its true form.

While in snowflake or cloud form, the jack frost can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 30 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.

A creature that ends its turn in the cloud takes 14 (4d6) cold damage. A creature that looks at the snowflake flurry must make a DC 12 Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this effect, the creature is incapacitated and has a speed of 0. The effect ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Actions

Bite (Humanoid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage plus 10 (3d6) cold damage.

Jack frosts are ice spirits that habit arctic lands and snowy mountain tops. They appear as short humanoids with icy blue skin and - if male in appearance - beards made of icicles, though

they can also transform into a cloud of cold vapour or a beautiful flurry of snowflakes. Jack frosts travel in groups, and even though they are known by a male name, jack frosts do not seem to be male or female.

Cold Hearts. Despite their cold beauty, jack frosts are evil creatures and take joy in seeing others slowly die of hypothermia. Once they have spotted a victim after wandering the arctic landscapes, jack frosts mesmerise their victim in their snowflake form, and then transform into a cloud of chilly mist to drain all warmth from their target.

Jolly Roger

The jolly roger is the undead spirit of a pirate or buccaneer who died at sea. Jolly rogers appear as zombies clad in a pirate's gear, but are more powerful and sophisticated than their lesser brethren. A jolly roger usually was a captain or officer in life and retain its desire to command others. Many jolly rogers can be found aboard a ghost ship, with the crew being skeletons or sea zombies. Jolly rogers are hideous creatures. Their faces are forever twisted to a grim, and they like to laugh a joyless laughter to express their hatred for all things living.

Jolly Roger

Medium undead, chaotic evil

Armour Class 15 (natural armour)

Hit Points 120 (16d8+48)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	16 (+3)	10 (+0)	11 (+0)	15 (+2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Conditions Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Common, telepathy 60 ft. (undead only)

Challenge 6 (2,300 XP)

Turning Defiance. The jolly roger and any undead within 60 feet of it have advantage on saving throws against effects that turn undead.

Actions

Cutlass. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 7 (1d8+3) slashing damage plus 11 (2d10) necrotic damage. A humanoid killed by this attack that isn't resurrected or cremated raises as a zombie under the jolly roger's control after 1 hour. Zombies created by the jolly roger have a swim speed of 15 feet.

Cackling Touch. The jolly roger touches one frightened creature within a range of 5 feet. The target drops to 0 hit points.

Chuckling Grin. The jolly roger starts laughing and grinning. Any creature within 30 feet of the jolly roger and can see and hear the jolly roger must make a DC 14 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the jolly roger 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 jolly roger's Chuckling Grin for the next 24 hours.

Kalij

The kalij are vaporous undead creature that exist for a single purpose: Kalij steal the breath from living creatures, preferably sleeping newborn babies. These undead are sometimes created when a grieving mother whispers dark prayer to the Mists, or when a mourning person flees into the Mists, never to be seen again. Some kalij have a desire for revenge, others are simply desperate and insane. Kalij are blamed for crib deaths in all of Ravenloft, but are actually quite rare and mainly found in Hazlan. There, it has become custom to watch over newborn babies.

Kalij

Medium undead, chaotic evil

Armour Class 13

Hit Points 13 (3d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	10 (+0)	8 (-1)	11 (+0)	15 (+2)

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

Damage Immunities cold, poison

Conditions Immunities exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 14

Languages understand's Common but can't speak

Challenge 1 (XP)

Mist Creature. The kalij has advantage on Dexterity (Stealth) checks while surrounded by mist. It is immune to any spell or effect that would alter its form.

Actions

Steal Breath. The kalij targets a Large or smaller creature it can see within a range of 5 feet. The creature must succeed on a DC 12 Dexterity saving throw or the kalij attaches to it. The target is blinded and unable to breathe while the kalij is attached. The kalij can detach itself by spending 5 feet of its movement. The kalij can be removed by destroying it, or with a remove curse or heal spell.

Kizoku

The kizoku is a spirit in form an irresistibly handsome gentleman. He courts beautiful woman, seduces them and leads them into betraying and murdering their husbands. Once this evil act has been committed, the kizoku devours the woman's spirit and turns her into a weeping willow. Kizoku are well-dressed and well-mannered, and like to appear as samurai, priests, or mages. The only clue to their true identity is a mole in shape of a crescent moon that is located somewhere visible on their body - usually on their face or hands.

Dark Lover. The kizoku thrives on the essence of other living beings. He is a solitary creature and lives in larger cities where targets are plentiful. Once the kizoku has found a victim, he visits her secretly, brings her gifts and makes her lavishly compliments. Some a kizoku takes a woman to his manor, flaunting his wealth and promising her a life in luxury and happiness once she leaves her husband. The kizoku does not force his mistress to take action against her husband, he whispers suggestions into her ear whenever they are together.

Kizoku

Medium humanoid, lawful evil

Armour Class 14 (leather armour)

Hit Points 55 (10d8+10)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	12 (+1)	16 (+3)	14 (+2)	20 (+5)

Skills Deception +8, Persuasion +8

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 7 (2,900 XP)

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

Rejuvenation. A destroyed kizoku gains a new body in 3d12 hours, regaining all his hit points and becoming active again. The new body appears within 1 mile of the place where the kizoku died. Driving a stake made from the wood of a weeping willow through the kizoku's heart will destroy it permanently.

Spellcasting. The kizoku is a 10th -level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The kizoku has the following wizard spells prepared:

Cantrips (at will): *chill touch, friends, mage hand, message*

1st level (4 slots): *chromatic orb, disguise self, mage armour, sleep*

2nd level (3 slots): *blur, darkness, misty step*

3rd level (3 slots): *haste, hypnotic pattern*

4th level (3 slots): *dimension door, greater invisibility*

5th level (2 slots): *dominate person*

Actions

Multiattack. The kizoku makes two melee attacks.

Katana. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 7 (1d8+3) slashing damage.

Lake Horror

The lake horror is an ancient, gargantuan serpent with rotten grey skin not unlike that of a zombie. While swimming on the surface, it often appear to be followed by a series of rounded humps. It is unclear whether or not the lake horror is a unique creature or if several such undead beasts exist. Even the kind of serpent the lake horror used to be while it was still alive is subject to speculation. Some even claim that the lake horror was ever alive and in fact artificially created as and undead.

Lake Guardian. The lake horror never leaves its lake. It attacks anyone who comes too close to the shore or dares to swim in the lake. As a result, the all creatures found in a lake horror's body of water are common fish and smaller beings. The lake horror is said to have an underwater lair full of treasure and the bones of its victims. Nobody has ever been brave enough to confirm this, or lived to tell the tale.

Lake Horror

Gargantuan undead, chaotic evil

Armour Class 18 (natural armour)

Hit Points 245 (14d10+98)

Speed 5 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	24 (+7)	12 (+1)	14 (+2)	10 (+0)

Saving Throws Dex +5, Int +6, Wis +7

Skills Perception +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Conditions Immunities exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 17

Languages understands Common but can't speak

Challenge 16 (15,000 XP)

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

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

Turn Resistance. The lake horror has advantage on saving throws against any effect that turns undead.

Water Sense. When a creature or object of Large size or larger enters the lake or swims on its surface, the lake horror becomes aware of its position.

Actions

Multiattack. The lake horror can use its Frightful Presence. It then makes a bite attack and a tail attack.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target.
Hit: 24 (3d10+8) piercing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target.
Hit: 30 (4d10+8) bludgeoning damage.

Frightful Presence. Each creature of the lake horror's choice that is within 120 feet of the lake horror and aware of it must succeed on a DC 16 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 for it, the creature is immune to the lake horror's Frightful Presence for the next 24 hours.

Toxic Breath (Recharge 5-6). The lake horror exhales toxic gas in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 58 (13d8) poison damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Detect. The lake horror makes a Wisdom (Perception) check.

Tail Attack. The lake horror makes a tail attack.

Tail Sweep (Costs 2 Actions). The lake horror swings its tail at all creatures close to it. Each creature within 10 feet of the lake horror must succeed on a DC 18 Dexterity saving throw or take 17 (2d8+8) bludgeoning damage and be knocked prone.

Cashweed

Large plant, neutral

Armour Class 15 (natural armour)

Hit Points 102 (12d10+36)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	4 (-3)	14 (+2)	3 (-4)

Damage Vulnerabilities fire

Conditions Immunities blinded, deafened, frightened, prone

Senses tremorsight 120 ft., passive Perception 12

Languages —

Challenge 4 (1,100 XP)

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

Woodland Stride. The lashweed's movement is not impaired by plants or undergrowth.

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature.
Hit: 15 (2d10+4) bludgeoning damage.

Entangle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature.
Hit: 13 (2d8+4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, takes 7 (2d6) piercing damage at the end of its turn, and the ivy can't constrict another target.

Poison Spray (Recharge 5-6). The lashweed sprays poison in a 15-foot-cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, and half as much on a successful one. Creatures that fail their save are additionally blinded 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.

Cashweed

The lashweed looks like a column of intertwined thorny vines. Seemingly immobile, the lashweed is actually a semi-sentient plant that actively hunts its prey. Lashweed senses the vibrations animals and other creatures causes when they walk on the ground. Once its prey comes close, the lashweed either entangles it with one of its vines, or spits a poisonous substance at it. Legends says that the lashweed was originally created by a group of druids who banded together for fight a necromancer, but then escaped and since spread over the Dread Domains.

Lebentod

Medium undead, neutral evil

Armour Class 11 (natural armour)

Hit Points 22 (4d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	12 (+1)	8 (-1)	10 (+0)	10 (+0)

Skills Deception +2, Perception +2

Damage Immunities poison

Conditions Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 1 (200 XP)

Create Spawn. The lebentod can use its action to breathe into the mouth of a dying Small to Large humanoid within 5 feet of the lebentod. The humanoid must succeed on a DC 14 Constitution saving throw or die immediately and rise as a lebentod after 72 hours.

Detachable Limbs. Using a bonus action, the lebentod can detach or reattach any of its extremities without harm. Detached extremities can be sensed and controlled by the lebentod. Detached body parts have AC 12 and 8 hit points. A detached leg, arm, or hand has a speed of 5 feet. A detached head can make a bite attack at disadvantage, and a detached hand or arm can make a claw attack dealing 4 (1d6+1) slashing damage at disadvantage. All detached extremities are destroyed when the lebentod is destroyed, and the lebentod is destroyed when its detached head is destroyed.

Innate Spellcasting (2/Day). The lebentod can innately cast *disguise self* with a duration of up to 12 hours, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Multiattack. The lebentod makes one attack with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 4 (1d6+1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 8 (2d6+1) slashing damage, or 4 (1d6+1) slashing damage if one of the lebentod's hand is detached from its body.

Lebentod

The lebentod are undead creatures thought to be created by Meredoth. Meredoth is a necromancer and darklord of Neblig-tode, a group of islands in the Sea of Sorrows. Lebentode are quite distinct. They resemble leathery, dessicated zombies, but almost always use their innate magical ability to appear as normal humans. They are quite social and most lebentod continue whatever occupation they had in life. If called by their master, this social structure is abandoned immediately, though.

Born to Serve. It seems that lebentod are created to serve a master. When their old master is slain, they will search for another powerful being to serve - often even the one who destroyed their creator or former lord. Lebentod only serve powerful beings. When no such being is around, they temporarily follow the lead of the strongest lebentod among their numbers. Lebentod age and eventually die permanently, but can live for many centuries.

Lich

Liches are wizards or, more rarely, sorcerer and clerics unwilling to accept that their mortal lives will end one day. Through a risky magical ritual, these spellcasters transform themselves into undead, preserving their power and existence in the world of the living.

Liches are almost universally evil. Ravenloft has its share of liches, some of which are little known and primarily concerned with their research, others which are feared everywhere, like Azalin Rex, darklord of Darkon.

Bardic Lich

The lich is one of the most dreaded creatures found in the Land of Mists and elsewhere. Most liches deliberately turn themselves into undead, shedding the remains of their humanity in exchange of an eternal existence and forbidden knowledge. The bardic lich a completely different creature. Bardic liches share many traits with common liches: They wield dangerous magic and appear as gaunt skeletal humanoids, though the light in their eyes glows green, not red. However, while liches are generally evil creatures were often wizards during their mortal life, the bardic lich is a good creatures and used to be a bard.

Songs of Hope. A bardic lich does not possess a phylactery; bardic lich are apparently created by a higher power and never willingly sought to become undead. They retain their music talents, though all of their song will be as eerie as they are beautiful. Bardic liches fight for good causes, travelling the land in search for those who need their help.

Faces of Evil. Bardic liches tend to hide their true identity. Despite their good nature, they are terrifying to behold and would easily cause a panic among the common folks. Bardic liches have the ability to absorb magic, a trait that renders them virtually immune to the effects of spells. Nevertheless, bardic liches rarely face powerful evil creatures without the help of others because their enemies often band together to destroy a bardic lich.

Defiler Lich

The defiler lich is a defiler who sought to extend its existence in the world of the living by becoming undead. On the desert world of Athas, the defiler is known as the kaisharga, though this term can also refer to warriors, not just spellcasters. Defiler liches appear as gaunt humanoids with grey skin stretched over their bones. They are often dressed in fine robes and aristocratic garments rotting away under the influence of the defiler's aura of atrophy.

Mages of the Barren Lands. Defilers come from Athas, a harsh desert world. Once green and prosperous, Athas was destroyed by the decay of its sun and the overuse of defiling magic. Defilers, the users of defiling magic, drain the life of plants and animals around them. Where a defiler lich goes, plants wither away and turn into grey ash, and whenever they cast a spell, all living creatures around them feel the pain of being drained.

Green to Grey. Nobody know how many defiler liches wander the Lands of Mist, or how they even managed to leave their own isolated world. What is known is that in the Dread Domains, defiler liches are more powerful than ever; the abundance of vegetation and animal life provides defiler liches with an almost inexhaustible source of magic. Some defiler liches have been spotted in Barovia and Falkonovia, though they seem to have

migrated to Bluetspur shortly afterwards, a domain more similar to their home planet.

Bardic Lich

Medium undead, neutral good

Armour Class 19 (natural armour)

Hit Points 85 (10d8+40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	18 (+4)	17 (+3)	14 (+2)	19 (+4)

Saving Throws Dex +8, Con +6, Wis +6

Skills Arcana +7, History +11, Performance +8

Damage Resistances cold, lightning, necrotic

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

Conditions Immunities charmed, exhaustion, frightened, paralysed, poisoned

Senses truesight 60 ft., passive Perception 12

Languages Common plus up to five other languages

Challenge 12 (8,400 XP)

Magic Immunity. When the lich is subject to the effect of a spell or magical ability used by anyone but the lich itself, the lich is not affected. If the effect is the result of a spell, the lich regains 2 (1d4) hit points per level of the spell slot used to cast the spell instead.

Spellcasting. The lich is an 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The lich has the following bard spells prepared:

Cantrips (at will): *dancing lights, mage hand, vicious mockery*

1st level (4 slots): *detect magic, disguise self, Tasha's hideous laughter*

2nd level (3 slots): *detect thoughts, enthrall, zone of truth*

3rd level (3 slots): *dispel magic, nondetection*

4th level (3 slots): *confusion, greater invisibility*

5th level (2 slots): *dominate person*

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

Actions

Lich Touch. *Melee Spell Attack:* +8 to hit, reach 5 ft., one target.

Hit: 10 (3d6) necrotic damage. If the target is a spellcaster, it loses a spell slot for its highest remaining spell level. The lost slot is regained after a long rest. The lich regains 2 (1d4) hit points per level of the spell slot.

Song of Sorrow (Recharge 5-6). The lich sings a tragic song or plays it on its instrument. All creatures within a 60-foot-radius that can hear the song must succeed on a DC 16 Charisma saving throw or be 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 for it, the creature is immune to the lich's Song of Sorrow for the next 24 hours.

Defiler Lich

Medium undead, chaotic evil

Armour Class 18 (natural armour)

Hit Points 171 (18d8+90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	20 (+5)	20 (+5)	16 (+3)	16 (+3)

Saving Throws Str +11, Con +12, Wis +10

Skills Arcana +19, Insight +10, Perception +10

Damage Resistances cold, lightning, necrotic

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

Conditions Immunities charmed, exhaustion, frightened, paralysed, poisoned

Senses truesight 120 ft., passive Perception 20

Languages Common plus up to three other languages

Challenge 23 (50,000 XP)

Aura of Decay. When the lich casts a spell, plants within a 30-foot-radius around the lich suffer 1d6 necrotic damage per level of the spell slot that was used. Plants have disadvantage on saving throws against the defiler's spells.

Innate Spellcasting (Psionics). The lich's innate spellcasting ability is Intelligence (spell save DC 20). It can innately cast the following spells, requiring no components:

At will: *charm person, detect thoughts, levitate*

3/day each: *mirror image, misty step, telekinesis*

1/day each: *dominate monster, phantasmal killer*

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

Spellcasting. The lich is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The lich has the following wizard spells prepared:

Cantrips (at will): *acid splash, mage hand, ray of frost*

1st level (4 slots): *charm person, detect magic, shield, thunderwave*

2nd level (3 slots): *blur, invisibility, ray of enfeeblement, scorching ray*

3rd level (3 slots): *animate dead, dispel magic, fireball, slow*

4th level (3 slots): *banishment, dimension door*

5th level (3 slots): *cone of cold, hold monster*

6th level (1 slot): *chain lightning, circle of death*

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

8th level (1 slot): *maze, power word stun*

9th level (1 slot): *power word kill*

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

Actions

Withering Touch. *Melee Spell Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage, or 21 (6d6) necrotic damage if the creature has spellcasting or innate spellcasting abilities.

Legendary Actions

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

Cantrip. The lich casts a cantrip.

Withering Touch (Costs 2 Actions). The lich uses its Withering Touch.

Psionics (Costs 3 Actions). The lich cast a spell using its innate spellcasting ability.

Life Drain (Costs 3 Actions). Each living creature within 30 feet of the lich must make a DC 19 Constitution saving throw against this magic, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one. Plants have disadvantage on their saving throw. The lich regains a number of hit points equal to the total damage suffered by creature that failed their saving throw.

Elemental Lich

Elemental liches are diabolical wizards who studied the Elemental Planes and their inhabitants before they turned themselves into liches. In the Dread Domains, elemental liches are specialised in the strange corrupted elementals found in Ravenloft. Rumours say that elemental liches Achieve lichdom by striking a bargain with powerful and evil elementals.

Masters of the Elements. Elemental liches represent the elements of Ravenloft: Their skin is as grey as ash, their hair white as mist, their robes whip and snap in the wind like fire, and their withered skin constantly oozes drops of thick crimson blood. These liches surround themselves with many elemental servants that protect them while they continue their study of the Elemental Planes.

Elemental Lich

Medium undead, chaotic evil

Armour Class 18 (natural armour)

Hit Points 153 (18d8+72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	19 (+4)	21 (+5)	17 (+3)	14 (+2)

Saving Throws Dex +10, Con +12, Wis +10

Skills Arcana +19, History +12, Insight +10, Perception +10

Damage Resistances cold, lightning, necrotic

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

Conditions Immunities charmed, exhaustion, frightened, paralysed, poisoned

Senses truesight 120 ft., passive Perception 20

Languages Common, Primordial plus up to three other languages

Challenge 24 (41,000 XP)

Elemental Mastery. The lich does not require an area associated with an element to conjure an elemental servant, and it does not need to concentrate to maintain control over a summoned elemental. When a lich summons an elemental, it can choose to deliberately summon a Ravenloft elemental.

Elemental Protection. Elementals allied to the lich within a 60-foot-radius around the lich have advantage on saving throws.

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

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

Spellcasting. The lich is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The lich has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *ray of frost*, *thunderclap*

1st level (4 slots): *burning hands*, *chromatic orb*, *magic missile*, *shield*

2nd level (3 slots): *detect thoughts*, *flaming sphere*, *ray of enfeeblement*

3rd level (3 slots): *counterspell*, *dispel magic*, *fireball*

4th level (3 slots): *conjure minor elementals*, *elemental bane*

5th level (3 slots): *conjure elemental*, *hold monster*

6th level (1 slot): *globe of invulnerability*, *wall of ice*

7th level (1 slot): *finger of death*, *whirlwind*

8th level (1 slot): *Abi-Dalzim's horrid wilting*, *control weather*

9th level (1 slot): *meteor swarm*

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

Actions

Touch of the Grave. *Melee Spell Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) poison damage, and the target must succeed on a DC 18 Constitution saving throw or be paralysed 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. If the target is already paralysed, it drops to 0 hit points.

Touch of the Pyre. *Melee Spell Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) fire damage, and the creature ignites. Until a creature takes an action to douse the fire, the creature takes 10 (3d6) fire damage at the end of each of its turns.

Touch of Mist. *Melee Spell Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) cold damage, and the target must succeed on a DC 16 Wisdom saving throw or be charmed for 1 minute. While charmed this way, the target and the lich have a telepathic link provided they are on the same plane of existence. The creature follows the lich's telepathic commands. The target can repeat the saving throw at the end of each of its turns or whenever it takes damage, ending the effect on itself on a success. If the lich charms another creature this way, the effect ends.

Touch of Blood. *Melee Spell Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) acid damage, and the target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Legendary Actions

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

Cantrip. The lich casts a cantrip.

Frightening Gaze (Costs 2 Actions). The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.

Elemental Burst (Costs 3 Actions). A creature within 30 feet of the lich must make a DC 18 Constitution saving throw against this magic, taking 35 (10d6) damage on a failed save, or half as much damage on a successful one. The damage is one of the following types (lich's choice): acid, cold, necrotic, or poison.

Psionic Lich

Medium undead, lawful evil

Armour Class 17 (natural armour)

Hit Points 135 (18d8+54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	17 (+3)	21 (+5)	15 (+2)	15 (+2)

Saving Throws Dex +9, Con +10, Wis +9

Skills Deception +9, History +12, Insight +9, Perception +9

Damage Resistances cold, lightning, necrotic, psychic

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

Conditions Immunities charmed, exhaustion, frightened, paralysed, poisoned

Senses truesight 120 ft. passive Perception 19

Languages Common plus up to three other languages, telepathy 120 ft.

Challenge 21 (33,000 XP)

Innate Spellcasting (Psionics). The lich's innate spellcasting ability is Intelligence (spell save DC 20). It can innately cast the following spells, requiring no components:

At will: *charm person*, *detect thoughts*, *heat metal*, *levitate*, *mage hand* (the hand is invisible)

3/day each: *blur*, *dominate beast*, *invisibility* (self only), *feather fall*, *mirror image*, *misty step*

2/day each: *dominate monster*, *mass suggestion*, *modify memory*, *phantasmal killer*, *shield*, *telekinesis*

1/day each: *antipathy*, *confusion*, *foresight*, *plane shift* (self only), *wall of force*

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

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

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

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

Actions

Draining Touch. *Melee Spell Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) psychic damage. If the target is a psionicist with innate spellcasting abilities, it loses a random spell of the remaining spells with the lowest number of daily uses. The lost spell is regained after a long rest.

Legendary Actions

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

Minor Power (Costs 1 Action). The lich casts an innate spell it can use at will.

Draining Touch (Costs 2 Actions). The lich uses its Draining Touch.

Mind Crush (Costs 3 Actions). The lich targets one creature that it can sense within 60 feet of it. The target must make a DC 18 Intelligence saving throw, taking 53 (12d6) psychic damage on a failed save, or half as much damage on a successful one.

Psionic Lich

As their name suggests, psionic liches are powerful psionicists that turn to lichdom to extend their existence on the Material Plane. Unlike magical liches, which are almost always wizards, warlocks, or clerics, psionic liches are sometimes warriors or members of other professions too. Apart from its garments, a psionic lich looks much like its magical counterpart, albeit with crimson fire burning in its hollow eye sockets.

Dark Masters. Like magic liches, psionic liches spend much of their time doing research, and expanding their power and influence. They usually do not surround themselves with undead servants and prefer mentally dominated slaves or psionic disciples. Few psionic liches are interested in the long-term fate of their apprentices; they see them as pawns at best and as potential future rivals at worst.

Vassalich

The vassalich is a lesser form of the lich. Vassaliches are the servants of true liches and usually created from their most obedient apprentices. They lack the might of a true lich, but despite their name are fearsome creatures that wield power far beyond that of common creatures. Superficially, a vassalich appears to be a lich.

Undead Serf. A vassalich is created by its lich master. This process requires a willing subject. Thus, vassaliches will be the most loyal students of their master. The vassalich transformation drains a part of a spellcaster's power, but over time, they gain power and eventually become a true lich. A vassalich and its lich master will always be wary of one another, and some liches have been killed by their own vassalich servants.

Trapped Soul. A vassalich's essence is stored in a phylactery. This phylactery gives a lich - and in fact anybody who possesses it - power over the vassalich. The vassalich transformation has to be initiated by the lich master, giving it a powerful tool to prevent its apprentice from betraying its master.

Vassalich

Medium undead, neutral evil

Armour Class 18 (natural armour)

Hit Points 75 (10d8+30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	19 (+4)	14 (+2)	15 (+2)

Saving Throws Con +7, Int +8, Wis +6

Skills Arcana +10, History +6, Insight +6, Perception +6

Damage Resistances cold, lightning, necrotic

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

Conditions Immunities charmed, exhaustion, frightened, paralysed, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages Common plus up to three other languages

Challenge 10 (5,900 XP)

Rejuvenation. If it has a phylactery, a destroyed vassalich gains a new body in 2d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Spellcasting. The vassalich is an 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The vassalich has the following wizard spells prepared:

Cantrips (at will): *acid splash, fire bolt, mage hand*

1st level (4 slots): *burning hands, detect magic, shield, sleep*

2nd level (3 slots): *detect thoughts, hold person, ray of enfeeblement*

3rd level (3 slots): *animate dead, dispel magic, fireball*

4th level (3 slots): *dimension door, Evard's black tentacles*

5th level (2 slots): *dominate person, hold monsters*

Turn Resistance. The vassalich has advantage on saving throws against any effect that turns undead.

Actions

Chilling Touch. *Melee Spell Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) cold damage. The target must succeed on a DC 15 Constitution saving throw or be slowed for 1 minute. An slowed creature's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, the creature 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 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. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Fear Gaze. The vassalich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 15 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the vassalich's gaze for the next 24 hours.

Living Tattoo

Living tattoos are spirits from the Nightmare Lands that have been embedded into a magical tattoo. Living tattoos grant their host special powers and also have the ability to separate themselves from a body and fight independently. In Ravenloft, the Abber nomads of the Nightmare Lands are known to have mastered the art of creating living tattoos. The tattoo and its owner are dependent on one another; if one is destroyed, the other suffers. Living tattoos are free-willed.

Dark Man

This black tattoo is based on a shadow. It covers the host's entire back, and appears as a dark silhouette of its host when separated. The dark man prefers to hide under its host's clothes during the day and to separate only at night.

Living Spear

The living spear is drawn across the recipient's back or chest. In rare cases, decorated warriors even possess two such tattoos. The living spear lives for the glory of battle. It can be wielded like a weapon or attack independently.

Violent Panther

This living tattoo uses a panther as a model. It is drawn on the back and shows a violet panther ready to pounce with the panther's tail being curled around the host's waist. The violet panther is most often used as a guardian. Thus, it separates from its owner more often than other living tattoos.

Grandfather Raven

This tattoo is drawn on the owner's chest with one wing stretching to its face. It is modelled after a raven. Grandfather raven can fight, but prefers to scout and act as an advisor. It sees through illusions and is difficult to fool.

Winged Snake

The winged snake is rendered as a highly stylised flying serpent, often multicoloured and with feathered wings. When separated, the winged snake is not unlike a small green dragon wyrmling and attacks with a venomous bite and by breathing sparks. Proud warriors usually bear this tattoo.

Silver Wolf

This tattoo is based on a wolf. Hunter and trackers are commonly given a silver wolf tattoo. While separated from its host, the living tattoo looks like a wolf with silver-grey fur.

Dark Man

Medium construct, chaotic neutral

Armour Class 12

Hit Points 16 (3d8+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	12 (+1)	6 (-2)	10 (+0)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, psychic

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

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

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

Bond of Fate. When the tattoo is bound to its host and the host deals damage to another creature with an unarmed strike, the creature has disadvantage on Strength-based attack rolls, ability checks and saving throws. This effect lasts until the target takes a short or long rest, or until its is healed with a spell that cures ability score reduction.

Empathic Link. As long as the tattoo and its owner are on the same plane of existence, they can communicate via telepathy. When the tattoo is destroyed, its owner is reduced to 0 hit points. When the owner dies, the tattoo is destroyed. The tattoo can use its action to merge with host or separate itself from its host. As long as it is merged with its host, the tattoo can't be harmed.

Shadow Stealth. The tattoo has advantage on Dexterity (Stealth) checks while in dim light or darkness.

Actions

Dark Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6+2) necrotic damage, and the target has disadvantage on Strength-based attack rolls, ability checks and saving throws. This effect lasts until the target takes a short or long rest, or until its is healed with a spell that cures ability score reduction.

Living Spear

Small construct, neutral

Armour Class 11 (natural armour)

Hit Points 17 (4d6+3)

Speed 0 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	4 (-3)	10 (+0)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, psychic

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Bond of Fate. When the tattoo is bound to its host, the host has advantage on weapon attacks made with spears, lances, and pole arms. The host can also wield the living spear like a spear +1.

Empathic Link. As long as the tattoo and its owner are on the same plane of existence, they can communicate via telepathy. When the tattoo is destroyed, its owner is reduced to 0 hit points. When the owner dies, the tattoo is destroyed. The tattoo can use its action to merge with host or separate itself from its host. As long as it is merged with its host, the tattoo can't be harmed.

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

Actions

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

Violet Panther

Medium construct, neutral

Armour Class 12

Hit Points 13 (3d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	11 (+0)	4 (-3)	14 (+2)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, psychic

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 1/4 (50 XP)

Bond of Fate. When the tattoo is bound to its host and the host hits a creature with a melee weapon attack, the creature must succeed on a DC 10 Strength saving throw or be knocked prone.

Empathic Link. As long as the tattoo and its owner are on the same plane of existence, they can communicate via telepathy. When the tattoo is destroyed, its owner is reduced to 0 hit points. When the owner dies, the tattoo is destroyed. The tattoo can use its action to merge with host or separate itself from its host. As long as it is merged with its host, the tattoo can't be harmed.

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

Pounce. If the tattoo moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the tattoo can make one bite attack against it as a bonus action.

Actions

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

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

Grandfather Raven

Tiny construct, neutral good

Armour Class 12

Hit Points 10 (4d4)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	10 (+0)	12 (+1)	14 (+2)	5 (-3)

Skills Insight +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, psychic

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses truesight 30 ft., passive Perception 12

Languages —

Challenge 25 (1/8 XP)

Bond of Fate. When the tattoo is bound to its host and someone speaks a lie in the host's presence, the liar must succeed on a DC 10 Charisma saving throw or the host becomes aware of the lie.

Empathic Link. As long as the tattoo and its owner are on the same plane of existence, they can communicate via telepathy. When the tattoo is destroyed, its owner is reduced to 0 hit points. When the owner dies, the tattoo is destroyed. The tattoo can use its action to merge with host or separate itself from its host. As long as it is merged with its host, the tattoo can't be harmed.

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

Actions

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4+2) piercing damage.

Winged Snake

Small construct, neutral

Armour Class 14

Hit Points 18 (4d6+4)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	12 (+1)	6 (-2)	11 (+0)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities lightning, poison, psychic

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Bond of Fate. When the tattoo is bound to its host, the host's ranged weapon attacks deal an additional 2 (1d4) fire damage.

Empathic Link. As long as the tattoo and its owner are on the same plane of existence, they can communicate via telepathy. When the tattoo is destroyed, its owner is reduced to 0 hit points. When the owner dies, the tattoo is destroyed. The tattoo can use its action to merge with host or separate itself from its host. As long as it is merged with its host, the tattoo can't be harmed.

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

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 1 piercing damage plus 7 (3d4) poison damage.

Spark Breath (Recharge 5-6). The snake exhales fire in a 10-foot cone. Each creature in that area must make a DC 10 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

Silver Wolf

Medium construct, neutral

Armour Class 13 (natural armour)

Hit Points 11 (2d8+2)

Speed 40 ft.

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

Skills Perception +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, psychic

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Bond of Fate. When the tattoo is bound to its host, the host has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Empathic Link. As long as the tattoo and its owner are on the same plane of existence, they can communicate via telepathy. When the tattoo is destroyed, its owner is reduced to 0 hit points. When the owner dies, the tattoo is destroyed. The tattoo can use its action to merge with host or separate itself from its host. As long as it is merged with its host, the tattoo can't be harmed.

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

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 7 (2d4+2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Evil Tattoos

If a living tattoo is created, there is a 5% chance that an evil spirit is attracted to it. This spirit acts like a common living tattoo, but betrays and destroys its owner at the first opportunity. These evil spirits are not truly bound to a person and do not suffer from being separated from their owner.

Living Wall

Huge construct, chaotic evil

Armour Class 18 (natural armour)

Hit Points 161 (14d12+70)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	21 (+5)	10 (+0)	15 (+2)	9 (-1)

Saving Throws Dex +4, Wis +5, Cha +2

Conditions Immunities blinded, deafened, petrified, prone

Senses blindsight 120 ft., passive Perception 12

Languages all languages its victims spoke

Challenge 8 (3,900 XP)

Absorption. The wall can use its bonus action to absorb a creature it is grappling. The target must make a DC 16 Strength saving throw or be restrained. A restrained target must repeat the saving throw at the end of its next turn. On a success, the target is released. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

The wall regains hit points equal to the maximum hit points of the creature it absorbed. For each absorbed creature, the wall gets an extra reaction that can be used only for opportunity attacks.

Illusory Appearance. The wall appears to be an ordinary stone wall. Its true form becomes visible when the wall makes an attack or is subject to damage.

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

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

Spellcasting. The wall is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The wall has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *mage hand*, *minor illusion*

1st level (4 slots): *charm person*, *magic missile*, *sleep*

2nd level (3 slots): *hold person*, *suggestion*, *web*

3rd level (2 slots): *animate dead* (240 ft. range), *fireball*

Actions

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature.

Hit: 15 (2d10+4) bludgeoning damage. In stead of dealing damage, the wall can grapple the target (escape DC 16).

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature.

Hit: 8 (1d8+4) slashing damage.

Pike. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature.

Hit: 9 (1d10+4) piercing damage.

Living Wall

At first glance, the living wall appears to be a wall made of stone just like every other. Closer inspections reveals this to be an illusion that hides the living wall's true shape: It is made of flesh and consist of the melded body parts of those that died close to it and a nightmarish agglomeration of gibbering heads, bones, twitching limbs, and other greyish body parts.

Eternal Hatred. The living wall hates nobody more than its own creator. It attacks and absorbs every creature that comes to close to it, but should it ever have the chance to absorb its creator, will risk everything to do so. Once the creator has become part of the living wall, the wall becomes a common wall with all the bodies beign petrified inside. Living walls are created by evil wizards and often part of a prison or torture chamber.

Lost Souls

Lost souls are the animated remains who died in the Nightmare Lands. Dreamers who die in the Nightmare Lands turn into insubstantial souls whereas wanderers turn into physical souls. Both souls resemble vaguely human zombies. Lost souls are almost never found alone and tend to form groaning massed of up to a dozen souls. Lost souls never communicate and exist only to destroy others and turn them into one of them. Insubstantial souls can only harm wanderers, and physical souls can only harm dreamers.

Dreaming Souls

Large undead, chaotic evil

Armour Class 13

Hit Points 45 (6d10+12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	14 (+2)	5 (-3)	11 (+0)	6 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Conditions Immunities charmed, exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Incorporeal Movement. The lost souls can move through other creatures and objects as if they were difficult terrain. They take 5 (1d10) force damage if they end their turn inside an object.

Actions

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6+3) slashing damage plus 3 (1d6) cold damage.

Wandering Souls

Large undead, chaotic evil

Armour Class 12 (natural armour)

Hit Points 45 (6d10+12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	5 (-3)	11 (+0)	6 (-2)

Damage Immunities necrotic, poison

Conditions Immunities charmed, exhaustion, paralysed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Regeneration. The lost souls regenerate 5 hit points at the beginning of their turn.

Actions

Multiattack. The lost souls make two bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 10 (2d6+3) piercing damage.

Lycanthrope

Lycanthropes are cursed - and often evil - humanoids with the ability to shapeshift into an animal. Some lycanthropes, such as the infamous werewolf, can assume a hybrid form as well. In the Dread Domains, lycanthropes are especially common.

Loup Noir

The loup noir, also known as the skin-changer, is a rare kind of lycanthrope that transforms by donning the fur of a wolf. A long time ago, human settlers mastered the art of turning into a wolf to hunt. Now, a few loup noir still linger the world, carefully preserving their secret. Almost all of them are hunters or outdoorsmen that live far away from larger cities. A loup noir can turn into a wolf and back into a humanoid, but unlike a werewolf has no hybrid form.

Lupine Magic. The loup noir's wolf hide is required for its transformation but by itself is not magical. Instead, the wolf transformation requires ancient knowledge and can possibly be inherited. It is known that children of a loup noir born in wolf form are wolfweres and that those born as humans have the potential to themselves become a loup noir, but the details of this process are a well-kept secret. Legends say that a loup noir can be killed by burning its fur, but this has never been verified.

Loup Noir

Medium humanoid (human, shapechanger), neutral evil

Armour Class 11 in humanoid form, 14 (natural armour) in wolf form

Hit Points 97 (13d8+39)

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	10 (+0)	12 (+1)	10 (+0)

Skills Perception +7, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing damage from non-magical weapons that aren't silvered

Conditions Immunities charmed, paralysed

Senses passive Perception 17

Languages Common (can't speak in wolf form)

Challenge 5 (1,800 XP)

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

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

Actions

Multiattack. The loup noir makes two melee attacks.

Bite (Wolf Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10+4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Spear (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 7 (1d6+4) piercing damage, or 8 (1d8+4) piercing damage if used with two hands to make a melee attack.

Longbow (Humanoid Form Only). *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

Loup-Garou

The loup-garou is a more powerful relative of the common werewolf. Like common werewolves, loup-garou can assume three forms: Wolf, hybrid, and humanoid. Loup-garou are monstrosities with physical power beyond that of many other lycanthropes. They are highly resistant to magic, and their wounds heal with supernatural speed. There are two breeds of loup-garou: Lowland and mountain loup-garou, with the latter representing the terrifying epitome of werewolf lycanthropy. Loup-garou hate other lycanthropes, especially wolfweres.

Lowland Loup-Garou

Medium humanoid (human), chaotic evil

Armour Class 12 in humanoid form, 14 (natural armour) in wolf or hybrid form

Hit Points 105 (14d8+42)

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	12 (+1)	11 (+0)	10 (+0)

Skills Perception +7, Stealth +5

Damage Immunities bludgeoning, piercing, and slashing damage from non-magical weapons that aren't silvered

Senses darkvision 60 ft., passive Perception 17

Languages Common (can't speak in wolf form)

Challenge 5 (1,800 XP)

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

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

Magic Resistance. The loup-garou has advantage on saving throws against spells and other magical effects.

Actions

Multiattack (Humanoid or Hybrid Form Only). The loup-garou makes two attacks: one with its bite and one with its claws or greatsword.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10+4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8+4) slashing damage.

Greatsword (Humanoid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6+4) slashing damage.

Mountain Loup-Garou

Medium humanoid (human, shapechanger), chaotic evil

Armour Class 13 in humanoid form, 14 (natural armour) in wolf or hybrid form

Hit Points 153 (18d8+72)

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

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	18 (+3)	13 (+1)	12 (+1)	11 (+0)

Saving Throws Dex +6, Con +6, Wis +4

Skills Perception +8, Stealth +5

Damage Immunities bludgeoning, piercing, and slashing damage from non-magical weapons that aren't gilded

Senses darkvision 60 ft., passive Perception 18

Languages Common (can't speak in wolf form)

Challenge 7 (2,900 XP)

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

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

Magic Resistance. The loup-garou has advantage on saving throws against spells and other magical effects.

Regeneration. The loup-garou regains 15 hit points at the start of its turn.

Actions

Multiattack (Humanoid or Hybrid Form Only). The loup-garou makes two attacks: one with its bite and one with its claws or greatsword.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8+5) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 16 (2d10+5) slashing damage.

Greatclub (Humanoid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 14 (2d8+5) bludgeoning damage.

Sea Stalker

Medium humanoid (human, shapechanger), lawful evil

Armour Class 12

Hit Points 153 (18d8+72)

Speed 30 ft. (10 ft. in sea lion form), swim 30 ft. (60 ft. in sea lion form)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	11 (+0)	10 (+0)	8 (-1)

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

Senses darkvision 60 ft., passive Perception 10

Languages Common (can't speak in sea lion form)

Challenge 6 (2,300 XP)

Keen Smell. The sea stalker has advantage on Wisdom (Perception) checks that rely on smell.

Shapechanger. The sea stalker can use its action to polymorph into a Large sea lion, or back into its true form, which is humanoid. Its statistics, other than its size and speed, 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 (Humanoid or Hybrid Form Only). In humanoid form, the sea stalker makes two maul attacks. In sea lion form, it makes one bite and two claw attacks.

Bite (Sea Stalker Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6+5) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with sea stalker lycanthropy.

Claw (Sea Stalker Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+5) slashing damage.

Maul (Humanoid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) bludgeoning damage.

Sea Stalker

Sea stalker are powerful lycanthropes that can assume the form of a sea lion, a horrid hybrid with the head and upper body of a lion and the tail of a fish. Often tall and muscled in humanoid form, sea stalkers lead bands of pirates and outlaws, or work as enforcers. They are more social than weresharks and less savage than wererays, but highly dangerous creatures nevertheless.

Seawolf

The seawolf is a hideous lycanthrope that roams the seas of Ravenloft. Originally humanoid, the seawolf can also assume the shape of a hybrid, then resembling a gaunt werewolf, and that of a seawolf. The seawolf form combines aspects of a seal and a wolf. Its flippers allow it to swim at considerable speed, and its lupine head bites as viciously as any wolf.

Scourge of the Sea. There are greater and lesser sewolves. The latter do not enjoy the protection from mundane weapons, no can they transmit their lycanthropic curse. It is unclear under which conditions someone turns into either form, or if greater sewolves are merely the oldest of their kind.

Lesser Seawolf

Medium humanoid (shapechanger), neutral evil

Armour Class 10 in humanoid form, 11 (natural armour) in seawolf or hybrid form

Hit Points 49 (9d8+9)

Speed 30 ft., swim 15 ft. (60 ft. in seawolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	12 (+1)	10 (+0)	11 (+0)	8 (-1)

Senses darkvision 60 ft. (seawolf form only), passive Perception 10

Languages Common (can't speak in seawolf form)

Challenge 1/2 (100 XP)

Shapechanger. The seawolf can use its action to polymorph into a wolf-humanoid hybrid or into a seawolf, or back into its true form, which is humanoid. Its statistics, other than its size and speed, 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 (Humanoid or Hybrid Form Only). The seawolf makes two attacks, only one of which can be a bite.

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

Scimitar (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

Greater Seawolf

Medium humanoid (shapechanger), chaotic evil

Armour Class 10 in humanoid form, 12 (natural armour) in seawolf or hybrid form

Hit Points 71 (13d8+13)

Speed 30 ft., swim 15 ft. (60 ft. in seawolf form)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	13 (+1)	12 (+1)	14 (+2)	8 (-1)

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

Senses darkvision 60 ft. (seawolf form only), passive Perception 12

Languages Common (can't speak in seawolf form)

Challenge 3 (700 XP)

Shapechanger. The seawolf can use its action to polymorph into a Large wolf-humanoid hybrid or into a Large seawolf, or back into its true form, which is humanoid. Its statistics, other than its size and speed, 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 (Humanoid or Hybrid Form Only). The seawolf makes two attacks, only one of which can be a bite.

Bite (Seawolf or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with seawolf lycanthropy.

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

Werebadger

The werebadger is a lycanthrope with the ability to transform into a giant badger or a hybrid between badger and humanoid. Almost all werebadgers are dwarves, though reports of gnome, orc and goblin werebadgers exist too. Werebadgers live at the fringes of civilisation - if they live close to civilisation at all - and avoid contact with others of their race. They are agnry creatures and have issues controlling their wrath. Werebadgers generally chose professions that allows them to channel their bursts of violent anger, and many of them are warriors or scouts that live in solitude.

Werebat

Werebats are stealthy and reclusive lycanthropes. Fully transformed, a werebat resembles a huge vampire bat. In hybrid form, it has leathery wings under its arms, a snout-like nose and large, prolonged fangs and yellow elongated nails. Some werebats use their fearsome appearance to terrify the members of isolated vil-lages and settlements, but most of them avoid civilisation if possible. Werebats live in caves or forests, sometimes as the leaders of a swarm of common bats. They look down on humanoids and see them as prey, but are less cruel than other evil lycanthropes.

Werebadger

Medium humanoid (dwarf, shapechanger), chaotic evil

Armour Class 11 in humanoid form, 12 (natural armour) in badger or hybrid form

Hit Points 60 (8d8+24)

Speed 25 ft. (30 ft., burrow 5 ft. in badger form)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	10 (+0)	13 (+1)	9 (-1)

Damage Resistances poison

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

Senses darkvision 60 ft., passive Perception 11

Languages Dwarvish, Undercommon (can't speak in badger form)

Challenge 3 (700 XP)

Shapechanger. The werebadger can use its action to polymorph into a badger-humanoid hybrid or into a giant badger, or back into its true form, which is humanoid. Its statistics, other than its AC and speed, are the same in each form. An equipment it, is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Berserk. Whenever the werebadger starts its turn with 30 hit points or fewer, roll a d4. On a 4, the werebadger goes berserk. On each of its turns while berserk, the werebadger attacks the nearest hostile creature it can see. It has advantage on attacks with Strength-based melee weapons. Once the golem goes berserk, it continues to do so until it is reduced to 0 hit points or all enemies in sight have been destroyed.

Keen Smell. The werebadger has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack (Humanoid or Hybrid Form Only). The werebadger makes two bite attacks.

Bite (Badger or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) piercing damage. If the target is a humanoid, it must succeed on a DC 10 Constitution saving throw or be cursed with werebadger lycanthropy. Dwarves have disadvantage in their saving throw.

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

Wrecobra

Medium humanoid (human, shapechanger), chaotic evil

Armour Class 13

Hit Points 38 (7d8+7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	15 (+2)	13 (+1)	16 (+3)

Skills Perception +3, Stealth +5

Damage Immunities bludgeoning, piercing, and slashing damage from non magical weapons that aren't ivory

Senses blindsight 30 ft., passive Perception 13

Languages Common

Challenge 3 (700 XP)

Shapechanger. The wrecobra can use its action to polymorph into a cobra-humanoid hybrid or into a cobra, or back into 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. It reverts to its true form if it dies.

Werebat

Medium humanoid (human, shapechanger), neutral evil

Armour Class 14

Hit Points 44 (8d8+8)

Speed 30 ft. (10 ft. in bat form), fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	12 (+1)	10 (+0)	12 (+1)	9 (-1)

Skills Perception +3, Stealth +6

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

Senses blindsight 60 ft., passive Perception 13

Languages Common (can't speak in bat form)

Challenge 3 (700 XP)

Echolocation. The werebat can't use its blindsight 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 into a bat-humanoid hybrid or into a giant bat, or back into its true form, which is humanoid. Its statistics, other than its speed, 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 (Humanoid or Hybrid Form Only). The werebat makes two attacks, only one of which can be its claw.

Bite (Bat and Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+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.

Claw (Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

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

Actions

Multiattack (Humanoid or Hybrid Form Only). The wrecobra makes two attacks: one with its bite and one with its spear, or two with its spear.

Bite (Cobra or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 2 (1d4) piercing damage plus 5 (2d4) poison damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with wrecobra lycanthropy.

Spear (Humanoid or Hybrid Form Only). *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 6 (1d6+2) piercing damage, or 7 (1d8+3) piercing damage if used with two hands to make a melee attack.

Snake Dance. The wrecobra struts to dance. All creature other than undead and constructs within a 20-foot-radius who can see the wrecobra must make a DC 11 Wisdom saving throw. On a failed save, a creature becomes magically charmed for the duration. While charmed by this effect, the creature is incapacitated and has a speed of 0. The effect ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor. When the effect ends for a creature, the creature is immune to the Snake Dance of all wrecobras for the next 24 hours.

Werecobra

The werecobra is among the rarest lycanthropes and one of the few werebeasts not based on a mammal. What also sets werecobras apart from other lycanthropes is their human aspect: In human form, werecobras are extraordinarily thin and have no hair at all. At first glance, they merely seem to be bald, up upon closer observation, it becomes clear that they also lack eyebrows and all body hair. Werecobras also have a lower body temperature and skin cold to the touch, which sometimes makes people suspect them to be undead. Due to their exceptional rarity, little is known about werecobra society, if indeed such a thing exists.

Werecrocodile

Werecrocodiles are fearsome beasts. While in humanoid form, they are often overly thin and have a noticeable overbite. As soon as they transform, werecrocodiles turn into monstrosities. They are physically powerful, excellent swimmers and can even exert limited control over common crocodiles. Many a traveller has found himself in a swamp surrounded by surprisingly well-organised and hungry reptiles.

Werecrocodile

Medium humanoid (human, shapechanger), neutral evil

Armour Class 10 in humanoid form, 15 (natural armour) in crocodile form

Hit Points 119 (14d8+56)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	10 (+0)	11 (+0)	12 (+1)

Skills Stealth +3

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

Senses passive Perception 10

Languages Common (can't speak in crocodile form)

Challenge 7 (2,900 XP)

Hold Breath. The werecrocodile can hold its breath for 30 minutes.

Shapechanger. The werecrocodile can use its action to polymorph into a Large crocodile or a Large crocodile-humanoid hybrid, or back into its true form, which is humanoid. Its statistics, other than its AC and its size, 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.

Speak with Crocodiles. The werecrocodile can communicate simple concepts to crocodiles, alligators and caimans while in crocodile form.

Actions

Multiattack. The werecrocodile makes two attacks: one with its bite and one with its tail, or two with its bite.

Bite (Hybrid or Crocodile Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 21 (3d10+6) piercing damage. If the werecrocodile is in crocodile form, the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the werecrocodile can't bite another target. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werecrocodile lycanthropy.

Tail (Crocodile Form Only). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target not grappled by the werecrocodile. *Hit:* 17 (2d10+6) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Greatsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) slashing damage.

Werefox

Werefox

Medium humanoid (elf, shapechanger), chaotic evil

Armour Class 14

Hit Points 123 (19d8+38)

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	16 (+3)	12 (+1)	20 (+5)

Skills Perception +4, Stealth +7

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

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish

Challenge 5 (1,800 XP)

Feytouched. The werefox has advantage on saving throws against being charmed, and magic can't put the elf to sleep.

Shapechanger. The werefox can use its action to polymorph into a fox-humanoid hybrid or into a fox, or back into its true form, which is humanoid. Its statistics, other than its size and speed, 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.

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

Actions

Multiattack (Humanoid or Hybrid Form Only). In humanoid form, the werefox makes two longsword attacks or two longbow attacks. In hybrid form, it can attack like a humanoid or replace one longsword attack with a bite.

Bite (Fox or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage. If the target is a human or elf, it must succeed on a DC 14 Constitution saving throw or be cursed with werefox lycanthropy.

Longsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage.

Longbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

Charm. The werefox targets one humanoid it can see within 30 feet of it. If the target can see the werefox, the target must succeed on a DC 13 Wisdom saving throw against this magic or be charmed by the werefox. The charmed target regards the werefox as a trusted friend to be heeded and protected. Although the target isn't under the werefox's control, it takes the werefox's requests or actions in the most favourable way it can.

Each time the werefox or the werefox'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 werefox is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

The werefox lacks the physical power of other lycanthrope, but is as graceful as it is agile. All werefoxes are of elven and human stocks, and even those who are transformed humans gain elven physical characteristics over time. Werefox lycanthropy is not restricted to any sex. However, the majority of werefoxes are female, and most prefer to turn those of their own gender. Werefoxes cannot breed true among themselves, or with human or elves. Transformed, they look like a silver fox.

Charm and Vanity. Werefoxes have the ability to charm other creatures with their gaze. They are arrogant and like to surround themselves with slaves, both to make their life more

comfortable and to have steady admirers. Despite their decadence, werefoxes are formidable fighters and equal to or more powerful than many other lycanthropes.

Weregorilla

Weregorillas are powerful lycanthropes. In beast form, they can be brutish and violent, but generally, weregorillas are benevolent creatures. Those who get cursed with weregorilla lycanthropy retain their personality and will not become twisted and evil, unlike so many other werebeasts. Weregorillas have a humanoid and a beast aspect, but lack a hybrid form - possibly due to the close similarity of gorillas and humans, and other humanoids.

Weregorilla

Medium humanoid (human, shapechanger), chaotic good

Armour Class 13

Hit Points 120 (16d8+48)

Speed 30 ft., (climb 30 ft. in gorilla form)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	10 (+0)	13 (+1)	14 (+2)

Skills Athletics +8, Perception +4

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

Senses passive Perception 14

Languages Common

Challenge 6 (2,300 XP)

Shapechanger. The weregorilla can use its action to polymorph into a Large gorilla, or back into its true form, which is humanoid. Its statistics, other than its size, 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. In gorilla form, the weregorilla makes two slam attacks. In humanoid form, it makes two greatsword attacks. One of these slam or greatsword attacks can be replaced by a bite attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10+5) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with weregorilla lycanthropy.

Slam (Gorilla Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) slashing damage.

Greatsword (Humanoid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

Dread Roar (Recharge 5-6). The weregorilla issues a hideous laugh. All creatures within a 30-foot-radius that can hear the weregorilla must succeed on a DC 14 Wisdom saving throw or be 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 for it, the creature is immune to any weregorilla's Dread Roar for the next 24 hours.

Arcanus of Dementlieu

Arcanus of Dementlieu, born as Randal Dupree, is a weregorilla that travels the Dread Domains with his wagon, showing the wonders it holds. Always a showman, Arcanus presents all kinds of magical devices, some of which are actually enchanted, others which are technical wonders, and some of which are outright fake. Arcanus is a gentleman, but he never hesitates to fight when necessary.

Werejackal

The werejackal originates from an ancient place on an unknown plane of existence. From this plane, the domain of Har'Akir was lifted and brought to Ravenloft. On their home plane, werejackals were priests of Anubis, a strange and powerful god. In the Dread Domains, they serve as figures of authority. Those transformed by a werejackal are not necessarily permitted to become a priest and serve as henchmen and enforcers. Werejackals have a powerful bite, but prefer to use magic and send their minions to fight of them. They often chose spells that support their followers or terrorise the local population.

Werejackal

Medium humanoid (human, shapechanger), lawful evil

Armour Class 11 in humanoid form, 12 (natural armour) in jackal form

Hit Points 33 (6d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	11 (+0)	13 (+1)	10 (+0)

Saving Throws Perception +3, Stealth +3

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

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 2 (450 XP)

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

Keen Senses. The werejackal has advantage on Wisdom (Perception) checks that rely on sight or smell.

Actions

Multiattack. The werejackal makes two attacks: one with its bite and one with its khopesh.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6+2) piercing damage. If the target is a humanoid, it must succeed on a DC 10 Constitution saving throw or be cursed with werejackal lycanthropy.

Khopesh. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 6 (1d8+2) slashing damage.

Chosen of Anubis

Medium humanoid (human, shapechanger), lawful evil

Armour Class 11 in humanoid form, 12 (natural armour) in jackal form

Hit Points 39 (6d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	13 (+1)	18 (+4)	11 (+0)

Skills Perception +6, Stealth +3

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

Senses darkvision 60 ft., passive Perception 16

Languages Anubian, Common

Challenge 4 (1,100 XP)

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

Spellcasting. The werejackal is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): *guidance, scared flame, thaumaturgy*

1st level (4 slots): *command, cure wounds, shield of faith*

2nd level (3 slots): *hold person, silence*

3rd level (3 slots): *bestow curse, dispel magic*

Keen Senses. The werejackal has advantage on Wisdom (Perception) checks that rely on sight or smell.

Actions

Multiattack. The werejackal makes two attacks: one with its bite and one with its khopesh.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6+3) piercing damage. If the target is a humanoid, it must succeed on a DC 10 Constitution saving throw or be cursed with werejackal lycanthropy.

Khopesh. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 7 (1d8+3) slashing damage.

Abu al Mir

Abu al Mir was once the son of two priests of Anubis in the domain of Har'Akir. The temple his parents had build was well-hidden, but nevertheless destroyed when Senmet tried to bring Har'Akir under his control. Now Abu wanders Ravenloft. He has become a cowards that survives by stealing and using his supernatural powers.

Werejaguar

The werejaguar is a lycanthrope that haunts the darkest jungles of Ravenloft. Werejaguars born as such can transform into three distinctive forms: A jaguar, a human, and a bipedal hybrid of the two. In human form, werejaguars are unremarkable, though some of them have light streaks in their dark hair. Werejaguars live alone or in small tribes in the jungle and sometimes in open terrain. They shun other races but some tribes are not above raiding settlements for food and supplies - which more often than not includes its inhabitants. In human form, werejaguars like to wear strange, brightly coloured clothes. They often inhabit long-forgotten ruins.

Werejaguar

Medium humanoid (human, shapechanger), lawful neutral

Armour Class 12

Hit Points 91 (14d8+28)

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	11 (+0)	15 (+2)	10 (+0)

Skills Stealth +4

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

Senses darkvision 60 ft., passive Perception 12

Languages Common (can't speak in jaguar form)

Challenge 3 (700 XP)

Shapechanger. The werejaguar can use its action to polymorph into a jaguar-humanoid hybrid or into a jaguar, or back into its true form, which is humanoid. Its statistics, other than its size, 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.

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

Pounce (Jaguar or Hybrid Form Only). If the werejaguar 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 13 Strength saving throw or be knocked prone. If the target is prone, the werejaguar can make one bite attack against it as a bonus action.

Actions

Multiattack. The werejaguar makes two melee weapon attacks, of which no more than one can be a bite attack.

Bite (Jaguar or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with werejaguar lycanthropy.

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

Spears (Humanoid or Hybrid Form Only). *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6+3) piercing damage, or 7 (1d8+3) piercing damage if used with two hands to make a melee attack.

Wereleopard

Wereleopard

Medium humanoid (human, shapechanger), lawful evil

Armour Class 13

Hit Points 29 (5d8+5)

Speed 60 ft.

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

Skills Athletics +4, Perception +5

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

Conditions Immunities

Senses darkvision 60 ft., passive Perception 15

Languages Wereleopard

Challenge 2 (450 XP)

Shapechanger. The wereleopard can use its action to polymorph into a leopard-humanoid hybrid or into a leopard, or back into its true form, which is humanoid. Its statistics, other than its size, 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.

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

Actions

Multiattack. The werejaguar makes two melee weapon attacks, of which no more than one can be a bite attack.

Bite (Leopard or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with wereleopard lycanthropy. Cursed humanoid can only become wereleopard servitors.

Claw (Leopard or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+2) slashing damage.

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

Wereleopards are a lycanthropic race of ferocious hunters. They roam the savanna area of the Wildlands are usually encountered in hybrid form. Wereleopard males have yellowish fur with black spots, whereas the rarer females are often black-furred. Wereleopards are savage even when compared to other lycanthropes. The more organised tribes are sometimes ruled by paka, evil feline humanoids.

Leopard Curse. Only wereleopard born as such can transform themselves. Those who became a wereleopard when the lycanthropic curse was passed on to them by another wereleopards turn into so-called servitors. Servitors lose all the memories from their previous life and become dimly sentient creatures easily manipulated by true wereleopards. They can't change their form, always being a hybrid, and can't pass on the curse. However, during the night of full moon, they turn back into humans and regain their memories. The true wereleopards will either guard the confused servitors until dawn when they transform once more, or kill those who try to flee. Servitors are mainly used as guards and to gather food. They are less powerful than true wereleopards, but dangerous creatures nevertheless.

Wereleopard Servitor

Medium humanoid (human, shapechanger), lawful evil

Armour Class 12

Hit Points 22 (4d8+4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	5 (-3)	10 (+0)	7 (-2)

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

Senses darkvision 60 ft., passive Perception

Languages understands Wereleopard but can't speak

Challenge 1/2 (100 XP)

Moon Curse. The wereleopard servitor is always a leopard-human hybrid, except during the nights of the full moon, during which it turns into its true form, which is humanoid. While human, the wereleopard servitor is confused and has disadvantage on attack rolls, saving throws, and ability checks. It reverts to its true form if it dies.

Actions

Multiattack. The wereleopard makes one bite attack and one claw attack.

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

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

Werepanther

Werepanthers are a rare breed of lycanthropes found exclusively in Valachan and on rare occasions in its neighbouring domains. The black panther, referred to locally as the mörkenkat, is Valachan's most dangerous predator. The term mörkenkat is applied to many felines, the werepanther included.

Black Death. Werepanthers are among the most powerful lycanthropes in the Dread Domains. Valachan's secret police is run by these creatures, though they can also be found in the wilderness. These werepanthers often lead packs of common panthers. It is unclear whether the monstrous black panthers spotted from time to time in Valachan are werepanthers, especially large common panthers, or an entirely different species.

Werepanther

Medium humanoid (human, shapechanger), lawful evil

Armour Class 13

Hit Points 161 (19d8+76)

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

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

Skills Perception +5, Stealth +6

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

Senses darkvision 60 ft., passive Perception 15

Languages Common (can't speak in panther form)

Challenge 5 (1,800 XP)

Shapechanger. The werepanther can use its action to polymorph into Large panther, or back into its true form, which is humanoid. Its statistics, other than its size and speed, 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.

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

Pounce (Panther 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 15 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.

Actions

Multiattack. In humanoid form, the werepanther makes two longsword attacks or two longbow attacks. In panther form, it makes two claw attacks.

Bite (Panther Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werepanther lycanthropy.

Claw (Panther Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+4) slashing damage.

Longsword (Humanoid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage.

Longbow (Humanoid Form Only). *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8+8) piercing damage.

Wererat, Aberrant

Aberrant wererats are a subspecies of wererats that can be found in Richemulot. Most of them are the result of mating between natural wererats and the Richemulotese population. These wererats, who refer to themselves as Blessed Ones, exhibit strange power beyond those of common wererats. Due to their erratic behaviour and mental instability, aberrant wererats are usually not leaders, even if they are the most powerful being in their community.

Aberrant Wererat

Medium humanoid (human, shapeshifter), chaotic evil

Armour Class 13

Hit Points 75 (10d8+30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	16 (+3)	10 (+0)	10 (+0)	11 (+0)

Skills Perception +2, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing damage from non-magical weapons that aren't silvered

Senses darkvision 60 ft. (rat form only), passive Perception 12

Languages Common (can't speak in rat form)

Challenge 4 (1,100 XP)

Shapeshifter. The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Its statistics, other than its size, 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.

Keen Smell. The wererat has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack (Humanoid or Hybrid Form Only). The wererat makes two attacks, only one of which can be a bite.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with wererat lycanthropy.

Claw (Rat or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

Bilious Breath (Recharge 5-6). The wererat exhales poison in a 15-foot cone. Each creature in the area must make a DC 12 Dexterity saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Variant: Aberrant Wererat

In addition to the Bilious Breath described above, aberrant wererats can have a number of other traits.

Barbed Fur. The wererat's fur resembles barbed quills rather than hair. A creature grappled by the wererat, or one that grapples or touches the wererat, takes 7 (2d6) piercing damage at the start of its turn.

Greasy Secretion (1/Day). A 10-foot-area around the wererat becomes difficult terrain for 1 minute. A creature in the area, or one that enters it or ends its turn there must succeed on a DC 14 Dexterity saving throw or fall prone. Additionally, the wererat has advantage on ability checks and saving throws made to escape a grapple for 1 hour.

Ooze Host. The wererat hosts a grey ooze in its digestive tract. The ooze does not harm the wererat, and the wererat can use its action to spit out the ooze or lap it back up. An ooze spit out by the wererat appears in an unoccupied space next to the wererat. If the ooze is killed, the wererat's gut will spawn another one in 3d4 weeks.

Searing Boils. The wererat is covered on horrible boils filled with corrosive pus. A creature that touches the wererat or hits it with a melee attack while within 5 feet of it takes 10 (3d6) acid damage.

Typhoid Rat. If a creature takes damage from the wererat's bite attack, it must succeed on a DC 13 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 10 (3d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.

Venomous Bite. A creature bitten by the wererat must make a DC 13 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Wereraven

Wereraven are lycanthropes that migrated to the Lands of Mist from another world. Unlike almost all other lycanthropes, wereravens are good-aligned and fight their evil relatives and other evil creatures. Wereravens can assume the form of a giant raven and a hybrid, with some wereravens being limited to one these forms in addition to their human form. As a hybrid, the wereraven appears as an anthropomorphic raven with hand-like claws at the end of its wings.

Fight Against Evil. Wereravens are allied to those who fight evil in the Lands of Mist. They avoid spreading their lycanthropic curse and pass it on only as a gift. In their human form, wereravens are often dressed like vagabonds. They can sometimes be found among the Vistani. Another distinguishing feature of the wereraven is its ability to communicate in all of its forms.

Wereraven

Medium humanoid, neutral good

Armour Class 12

Hit Points 27 (6d8)

Speed 30 ft. (10 ft. in raven form), fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	10 (+0)	10 (+0)	16 (+3)	12 (+1)

Skills Perception +5

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

Senses darkvision 60 ft., passive Perception 15

Languages Common, Ravenkin

Challenge 2 (450 XP)

Shapechanger. The wereraven can use its action to polymorph into a raven-humanoid hybrid or into a giant raven, or back into its true form, which is humanoid. Its statistics, other than its speed, 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.

Mimicry. The wereraven can mimic the voice of other creatures. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

Multiattack. The wereraven makes two melee attacks, only one of which can be a beak attack.

Beak (Raven or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) slashing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wereraven lycanthropy.

Scimitar (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

Hand Crossbow (Humanoid Form Only). *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Wereray

Wererays are among the strangest and most malicious lycanthropes. They cannot transform into a ray, but into a hybrid between a ray and a human. In this form, they resemble a humanoid with smooth grey skin and a twisted fishlike face under the huge wings of a manta ray. Wererays are feared for the paralyzing venom spread by their stinger, and many a sailor has drowned in the Sea of Sorrows, paralysed and unable to swim.

Scourge of the Sea. Wererays haunt the Sea of Sorrows in packs. They prey on swimmers, sailors, and everybody else who comes to close to the water. Wererays like the taste of humanoid flesh, but are content with eating other sea creatures too if nothing else is available. In their human form, wererays have smooth, hairless skin and black eyes with no pupils. Wererays enjoy cursing others with their terrible condition, and do it whenever they come across a humanoid and are not hungry.

Wereray

Medium humanoid (human, shapechanger), chaotic evil

Armour Class 10 in humanoid form, 12 (natural armour) in hybrid form

Hit Points 91 (14d8+28)

Speed 30 ft., swim 15 ft. (15 ft., swim 40 ft. in hybrid form)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	8 (-1)	14 (+2)	10 (+0)

Skills Stealth +4

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't made of coral

Senses darkvision 120 ft., passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Shapechanger. The wereray can use its action to polymorph into a ray-humanoid hybrid or back into its true form, which is humanoid. Its statistics, other than its speed and 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. The wereray makes two melee attacks, only one of which can be a bite attack.

Bite (Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with wereray lycanthropy.

Stinger (Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage. If the target is a creature other than an undead, it must succeed on a DC 12 Constitution saving throw or be paralysed 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.

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

Wereshark

In humanoid form, the wereshark is a muscular brute, often hairless and scarred. When it transformed, the wereshark turns into a giant shark, often a white shark. Common sharks have a reputation of being killers in many areas, but are ultimately just predators that hunt to eat. Weresharks are different. They consider themselves the rulers of the oceans and eat everything that crosses their paths, and hunt intelligent creatures such as merfolk and aquatic elves on purpose. Sometimes they injure creatures just to attract other predators and watch them die a slow death.

Scourge of the Sea. Weresharks fiercely territorial. Even though they have little need for treasure, they often claim shipwrecks or demand tribute from those that sail their waters. Weresharks live alone or accompanied by a school of sharks. Sahuagin sometimes form alliances with weresharks, and rumour says that weresharks can be found among their numbers too.

Wereshark

Medium humanoid (human, shapeshifter), neutral evil

Armour Class 11 in humanoid form, 14 (natural armour) in shark form

Hit Points 123 (13d6+65)

Speed 30 ft. (5 ft. in shark form), swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	21 (+5)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Dex +4, Int +3

Skills Perception +5

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

Senses blindsight 60 ft., passive Perception 15

Languages Common, Sahuagin

Challenge 7 (2,900 XP)

Blood Frenzy. In shark form, the wereshark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Hold Breath. While in humanoid form, the wereshark can hold its breath for 1 hour.

Shapechanger. The wereshark can use its action to polymorph into a Large shark, or back into its true form, which is humanoid. Its statistics, other than its AC and its size, are the same in each form. The wereshark can't polymorph if there is not enough space for its shark form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Speak with Sharks. The wereshark can communicate simple concepts to sharks while in shark form.

Water Breathing. While in shark form, the wereshark can breathe only underwater.

Actions

Multiattack. The wereshark makes two bite attacks or two attacks with its glaive.

Bite (Shark Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) piercing damage, or 33 (6d8+6) piercing damage in shark form. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with werecrocodile lycanthropy.

Glaive (Humanoid Form Only). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 11 (1d10+6) slashing damage.

Wereweasel

Wereweasels are vicious little creatures. They always appear in pairs, stalking their prey for a while before they strike. Wereweasels are savage even compared to other lycathropes and never hesitate to kill and eat other sapient creatures.

Wereweasel

Medium humanoid (human, shapechanger), chaotic evil

Armour Class 12

Hit Points 23 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Perception +3, Stealth +4

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

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 1 (200 XP)

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

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

Actions

Multiattack. The wereweasel makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage. If the target is a humanoid, it must succeed on a DC 10 Constitution saving throw or be cursed with wereweasel lycanthropy.

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

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

Maggot, Giant

These giant maggots can be found in caves, on battlefields, and in dark and damp forests. Their bite is harmless to anyone but the smallest creatures, but anyone bitten by a giant maggot risks being paralysed by the maggot's secrete. Once immobilised, the victim is likely to fall prey to other predators. It is unclear into what kind of creature these maggots develop, or if they are larvae at all.

Giant Maggot

Tiny beast, unaligned

Armour Class 10

Hit Points 3 (1d4+1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	11 (+9)	12 (+1)	1 (-4)	10 (+0)	4 (-3)

Senses blindsight 30 ft., passive Perception 10

Languages —

Challenge 0 (10 XP)

Actions

Bite. The maggot targets a creature within a range of 5 feet. The creature must succeed on a DC 12 Constitution saving throw or be paralysed 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.

Marikith

Marikith Hunter

Medium aberration, lawful evil

Armour Class 13 (natural armour)

Hit Points 39 (6d8+12)

Speed 30 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	6 (-2)	11 (+0)	6 (-2)

Senses darkvision 120 ft., passive Perception

Languages Marikith

Challenge 2 (450 XP)

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

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

Strength in Numbers. The marikith has advantage on attack rolls against becoming frightened if at least one of the marikith's allies is within 20 feet of the marikith and the ally isn't incapacitated.

Actions

Multiattack. The marikith makes one attack with its bite and one with its claw.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 7 (1d8+3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6+3) slashing damage.

Maelephant

The elephantine maelephant is a frightening and fascinating creature from the Nine Hells. Since their creation, maelephants have multiplied and spread. They can now be found in many places, and are sometimes called by powerful spellcasters to serve as guardians or enforcers. Maelephants appear as large bipedal creatures with pachyderm heads that have a viciously barbed trunk.

Maelephant

Large fiend, lawful evil

Armour Class 18 (natural armour)

Hit Points 170 (20d10+60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	16 (+3)	14 (+2)	16 (+3)	15 (+2)

Skills Perception +7

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

Damage Immunities poison

Conditions Immunities poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Common, Maelephant, telepathy 60 ft.

Challenge 10 (5,900 XP)

Charge. If the maelephant moves at least 30 feet straight toward a target and then hits it with a glaive attack on the same turn, the target takes an extra 11 (2d10) slashing damage.

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

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

Regeneration. The maelephant regains 20 hit points at the start of its turn.

Actions

Multiattack. The vampire makes two attacks with its glaive and one with its trunk.

Glaive. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature.

Hit: 18 (2d10+6) slashing damage.

Trunk. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature.

Hit: 15 (2d8+6) piercing damage.

Marikith Queen

Huge aberration, lawful evil

Armour Class 15 (natural armour)

Hit Points 207 (18d12+90)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	21 (+5)	9 (-1)	14 (+2)	14 (+2)

Senses passive Perception 12

Languages Marikith

Challenge 8 (3,900 XP)

Mind Bond. The marikith queen continuously reads the thoughts of all her hunters and can communicate with them telepathically over a distance of up to 1 mile. A marikith within 30 feet of the queen can't become charmed or frightened.

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

Actions

Multiattack. The queen makes two bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.
Hit: 16 (2d10+5) piercing damage plus 11 (2d10) poison damage.

The marikith are a race of hulking humanoids with dark leathery skin. They live in the tunnels under the city of Timor and form a single massive hive. Marikith are creatures of the dark. They avoid sunlight and are almost always encountered in groups, either patrolling their territory or hunting for food.

Servants of the Queen. A marikith hive is ruled by a marikith queen, a bloated spiderlike abomination. Only a single hive exists under Timor, but others can likely be found elsewhere. The queen command all other marikith and communicate with them via telepathy. All other marikith are hunters and live to feed the queen, protect her, and care for her offspring. From time to time, a new marikith queen is born, but the fate of these queens is unknown.

Mist Claimer

The mist claimer is a sinister creature rarely spoken of. It resembles another inhabitant of the Dread Realms, and its true nature only becomes apparent when the claimer is exposed to the light of the moon. Mist claimers are born from the mists and created by the dark and perverse desires of their twin. Once a mist claimer comes into being, it starts to commit acts of evil, pretending to be its twin. Utter ruin is the only thing that leaves a mist claimer satisfied, and they especially enjoy bringing the attention of the local darklord to their counterpart.

Mist Claimer Noble

Medium humanoid, chaotic evil

Armour Class 15 (breast plate)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Persuasion +5

Senses blindsight 60 ft., passive Perception 12

Languages Common, Elvish

Challenge 1/2 (100 XP)

Gaseous Form. The mist claimer can use its action to polymorph in to a Medium cloud of mist, or back into its true form. While in mist form, the claimer can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 30 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.

Mist Creature. The mist claimer has advantage on Dexterity (Stealth) checks while surrounded by mist. It is immune to any spell or effect that would alter its form.

Trackless Step. The mist claimer leaves no trail and can't be tracked.

True Form. The mist claimer is indistinguishable from its twin unless directly exposed to moonlight.

Actions

Rapier. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 5 (1d8+1) piercing damage.

Alter Memory. The mist claimer touches a creature it can see within a range of 5 feet. The creature must succeed on a Wisdom saving throw with a DC equal to 8 plus the mist claimer's proficiency bonus and Wisdom modifier. On a failure, the target is charmed for 1 minute. While charmed this way, the mist claimer can alter the target's memories of an event of a length of up to 1 hour. If the contact between mist claimer and target is interrupted during this time or the target takes damage, the target is no longer charmed and no memory modification takes place. A remove curse or greater restoration spell cast on the target restores the target's true memory.

Reactions

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

Mist Claimer Template

A humanoid or giant can become a mist claimer. When a creature becomes a mist claimer, it retains all its statistics except as noted below.

Alignment. The mist claimer is chaotic evil.

Senses. The mist claimer gains blindsight with a radius of 60 feet.

New Trait: Gaseous Form. The mist claimer can use its action to polymorph in to a cloud of mist the size of its true form, or back into its true form. While in mist form, the claimer can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 30 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.

New Trait: Mist Creature. The mist claimer has advantage on Dexterity (Stealth) checks while surrounded by mist. It is immune to any spell or effect that would alter its form.

New Trait: Trackless Step. The mist claimer leaves no trail and can't be tracked.

New Trait: True Form. The mist claimer is indistinguishable from its twin unless directly exposed to moonlight.

New Action: Alter Memory. The mist claimer touches a creature it can see within a range of 5 feet. The creature must succeed on a Wisdom saving throw with a DC equal to 8 plus the mist claimer's proficiency bonus and Wisdom modifier. On a failure, the target is charmed for 1 minute. While charmed this way, the mist claimer can alter the target's memories of an event of a length of up to 1 hour. If the contact between mist claimer and target is interrupted during this time or the target takes damage, the target is no longer charmed and no memory modification takes place. A remove curse or greater restoration spell cast on the target restores the target's true memory.

Mist ferryman

Mist ferryman

Medium undead, neutral evil

Armour Class 14 (natural armour)

Hit Points 84 (13d8+26)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	7 (-2)	14 (+2)	12 (+1)

Skills Perception +6

Damage Immunities poison

Conditions Immunities poisoned

Senses passive Perception 16

Languages Common, tongues

Challenge 3 (700 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6+3) piercing damage plus 7 (2d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 9 (2d8) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies. Humanoid target rise as a mist ferryman after 24 hours.

Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6+3) bludgeoning damage, or 7 (1d8+3) bludgeoning damage if wielded with two hands.

Ferryman's Howl (1/Day). The mist ferryman utters an ululating howl which summons 2d4 other mist ferrymen to its position. The ferrymen arrive after 2d6 rounds to assist the ferryman until the end of combat.

The mist ferrymen are the dreaded undead guardians that patrol the mists of Ravenloft. Some claim that they are manifestations of the mists themselves, whereas others say that they are the souls of those who dared to enter the Misty Border and perished. Mist ferrymen are fiercely territorial and never leave the mists of Ravenloft. They require never food nor drink, but enjoy hunting

the living nevertheless. Mist ferrymen are feared for ferryman's rot, a disease they spread.

Mist Walkers. Mist ferrymen appear as thin skeletons cowered in black robes and often armed with a staff. Their mouth is filled with skeletal teeth, and they can communicate in any spoken language. Mist ferrymen are said to be able to transport themselves and others to any location in the mists. They never seem to use this power to escape overwhelming odds, but legend says that a subdued ferryman will transport its captors in exchange for its freedom.

Mist Horror

Medium undead (shapechanger), neutral evil

Armour Class 14

Hit Points 78 (12d8+24)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	15 (+2)	10 (+0)	15 (+2)	10 (+0)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from non magical weapons that aren't silvered

Damage Immunities necrotic, poison

Conditions Immunities charmed, exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 12

Languages any it spoke in life

Challenge 6 (2,300 XP)

Shapechanger. The mist horror can use its action to polymorph into cloud of mist, or assume the form of any Medium creature. While in mist form, the mist horror can't take any actions, speak, or manipulate objects. It is weightless 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. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage.

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

Telepathic Link. The mist horror can magically read the superficial thoughts of all creatures within a 120-foot-radius and assume shapes based on their inner fears.

Actions

Multiattack. The mist horror makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 15 (3d8+4) bludgeoning damage

Aura of Fear (1/Day). The mist horror emits a magical wave of fear. All creatures within a 60-foot-radius that aren't immune to being charmed must succeed on a DC 15 Wisdom saving throw or be 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 for it, the creature is immune to any mist horror's Aura of Fear for the next 24 hours.

Mist Whisper (1/Day). The mist horror telepathically targets a creature it can sense within a range of 60 feet that isn't undead or immune to being charmed. The creature must succeed on a DC 15 Wisdom saving throw or follow a magical suggested course of action made by the mist horror. The suggestion must be reasonable and superficially have no negative consequences for the target. The effect can last up to 1 hour if the mist horror concentrates during that time (as if concentrating on a spell).

Mist Horror

Mist horrors are vaporous beings that haunt the mists of Ravenloft. They appear either as clouds of fog, almost invisible in the mists, or assume the shape of another creature. Mist horrors can sense the innermost fears of those close to them and often assume forms based on that. As undead as they are evil mist horrors have little purpose beside terrorising those who enter the Misty Border. It is unclear whether or not mist horrors can leave the mists.

Dark Hearts. Some say that those who committed acts of evil and sinned against those around them, but at the same time did not have a heart dark enough to be turned into a darklord become mist horrors. Frustrated, angry and jealous of darklords who have their own domain, mist horrors prey on every living being they come across.

Mist Weird

Mist weirds are strange elemental beings that can foretell the future. They appear as tall, beautiful women with a transparent body made of mist. The lower half of their body dissipates into tendrils of fog, and their eye glow with the gaze of a madman. Mist weirds are not truly female, and the endlessly rolling fog their body consist of has a mesmerising effect. These alien beings are closest link one can find to the Mists of Ravenloft. Mist weirds are creatures of immense power, but are bound to fog and cannot leave it.

Insane Oracles. By common standards, mist weirds are utterly insane. They cannot comprehend mortal concepts and perceive time in a nonlinear manner. Despite their unstable nature, people sometimes seek out mist weirds, for mist weirds can look into the past and take glimpses at the future. Their knowledge is great, but even a short glimpse into their mind would rob an ordinary creature of its sanity. Mist weirds are evil. If angered, they will destroy everyone around them.

Mistling Swarm

Mistlings are diminutive creatures that vaguely resemble gremlins. They have white, almost translucent skin and elongated arms with an extra joint. Mistlings have a sucker-like snout filled with sharp teeth and used to deliver the poison they secrete. Mistlings always reside in areas where mist is present - not always but most often the misty borders between Ravenloft's domains. Legends describe them malicious little creatures that abduct people and drag them into the mists.

Mist Weird

Large elemental, chaotic evil

Armour Class 15 (natural armour)

Hit Points 136 (16d10+48)

Speed 0 ft., 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	17 (+3)	18 (+4)	19 (+4)	22 (+6)

Saving Throws Dex +6, Int +8, Wis +8

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

Damage Immunities cold, poison

Conditions Immunities exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 14

Languages Common, Primordial, Sylvan

Challenge 12 (8,400 XP)

Elemental Corruption. As a bonus action, the mist weird can transform an elemental under its control into the corresponding Ravenloft elemental.

Mist Creature. The mist weird has advantage on Dexterity (Stealth) checks while surrounded by mist. It is immune to any spell or effect that would alter its form. The mist weird is unable to leave the mist it is in.

Mist Sense. The mist weird is aware of the position of all creatures within a range of 120 feet that are in mist.

Actions

Multiattack. The mist weird makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 31 (6d8+4) bludgeoning damage.

Elemental Command. The mist weird targets an elemental it can see within a range of 60 feet. The elemental must succeed on a DC 16 Charisma saving throw or become charmed for 24 hours. While charmed this way, the elemental obeys the mist weird's commands. The mist weird can issue commands to an elemental via telepathy over a distance of up to 300 feet. An elemental can repeat the saving throw every 24 hours, ending the effect on itself on a success. If a elemental's saving throw is successful or the effect ends for it, the creature is immune to the mist weird's Elemental Command for the next 24 hours.

Call of the Mist (3/Day). The mist weird calls 2d4 Ravenloft elementals. The elementals arrive within 1d4 turns. They will not be under the mist weird's control but are susceptible to its Elemental Command.

Trapping Fog. The mist weird creates a 30-foot-radius sphere of fog centred on a point within a range of 120 feet. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. The area covered by the fog is difficult terrain for creatures other than the mist weird and its allies.

Mistling Swarm

Small swarm of Tiny aberrations, neutral evil

Armour Class 14

Hit Points 63 (14d6+14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	19 (+4)	12 (+1)	8 (-1)	14 (+2)	9 (-1)

Damage Resistances cold, lightning; bludgeoning, piercing, slashing

Conditions Immunities charmed, frightened, paralysed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 12

Languages Common, Sylvan

Challenge 4 (1,100 XP)

Distraction. A creature that starts its turn in a space occupied by the swarm must succeed on a DC 14 Dexterity saving throw or suffer disadvantage on attack rolls until the beginning of its next turn.

Mist Creature. The swarm has advantage on Dexterity (Stealth) checks while surrounded by mist. It is immune to any spell or effect that would alter its form.

Actions

Poison Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target in the swarm's space. *Hit:* 22 (4d8+4) piercing damage plus 9 (2d8) poison damage, or 9 (2d8) piercing damage plus 9 (2d8) poison damage if the swarm has half of its hit points or fewer.

Moor Man

The moor man are a race of wild humanoids that prey on those who wander the swamps and moors of Ravenloft. They resembles hairless muscular humanoids with oversized eyes and are covered in ceremonial tattoos. Moor men rarely wear any cloth, and if they do they are made from the skin of their victims. Moor men use ranged weapons such as bow, but rely on their sharp teeth in melee combat.

Mystical Tattoos. Moor men have a strong aversion to sunlight and are strictly nocturnal. They spend the day hibernating in pits or buried under grass and leaves. As the sun sets, the moor men awaken, mark themselves with their tattoos and begin their hunt. Moor men tattoos have mystical powers and bestow their wearer with supernatural abilities depending on the type of tattoo.

Mummy

Mummies are well-preserved corporeal undead, often decades or even centuries old. Some mummies were embalmed as part of a ritual burial, others mummified naturally. Almost all mummies are as powerful as they are evil.

Bog Mummy

Bog mummies are formed from corpses in bogs or swamps coated by a layer of mud. Bog mummies have the colour of earth, and tough leathery skin. Their clothes and hair are often partially preserved. A bog mummy's teeth are exposed in a macabre grin, and its hands stiffened into clawlike hooks. Despite its shambling, uneven gait, bog mummies possess enormous strength and can even swim. Some bog mummies are raised as undead servants

by clerics or mages, and some rise on their own driven by strong emotions.

Moor Man

Medium humanoid, chaotic evil

Armour Class 13 (natural armour)

Hit Points 91 (14d8+28)

Speed 30 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	10 (+0)	12 (+1)	10 (+0)

Skills Stealth +3, Survival +3

Senses darkvision 60 ft., passive Perception 11

Languages Moor Man

Challenge 4 (1,100 XP)

Moor Man Tattoo. A moor man has one of the following tattoos:

Shield. The moor man gains a +3 AC bonus.

Lucky Flower. The moor man can reroll a single die roll. It has to take the second result, and can't use this power again until the start of its next turn.

Veil of Darkness. The moor man does not suffer from sunlight sensitivity and has advantage on Dexterity (Stealth) checks.

Skeleton. The moor man gains immunity to damage from bludgeoning, piercing, and slashing weapons. Once hit by an attack that deals such damage, the moor man can't use this power again until the start of its next turn.

Axe and Sword. The moor man has advantage on attack rolls with melee weapons and saving throws against becoming charmed or frightened. It has disadvantage on saving throws that allow the moor man to take half damage from attacks.

Spiral. Anyone who can see this tattoo on the moor man's chest must succeed a DC 12 Wisdom saving throw or become magically charmed for 1 minute. While charmed by this effect, a creature is incapacitated and has a speed of 0. The spell ends prematurely for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 11 (2d8+2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target.

Hit: 4 (1d6+1) piercing damage.

Greater Mummy

Also known as Anhktep's Children, greater mummies are more powerful relatives of common undead mummies. Whereas a common mummy can be created from almost any humanoid body, greater mummies were clerics of certain gods in life, and retain their clerical abilities in undeath. Like other mummies, they spread the dreaded mummy rot.

Faithful Guardians. Greater mummies often reside in pyramids and underground complexes to guard the rest of the dead and also the burial treasure. Unlike common mummies, greater mummies sometimes leave their catacombs and terrorise the outside world. Among the gods whose followers include greater mummies are Osiris, Set, and Nephthys. In Ravenloft, all greater mummies are thought to have been created by Anhktep, darklord of Har'akir and now a mummy himself, and are under his control.

Bog Mummy

Medium undead, chaotic evil

Armour Class 11 (natural armour)

Hit Points 45 (7d8+14)

Speed 20 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	6 (-2)	11 (+0)	9 (-1)

Damage Vulnerabilities cold

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

Damage Immunities necrotic, poison

Conditions Immunities charmed, exhaustion, frightened, paralysed, poisoned

Senses darkvision 60 ft., passive Perception

Languages any the languages it knew in life

Challenge 2 (450 XP)

Actions

Rotting Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6+3) bludgeoning damage plus 7 (2d6) necrotic damage. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Salt Mummy

Salt mummies are the preserved bodies of people who were buried too close to veins of white, brittle salt. This alone is not enough to turn a desiccated body into an undead; most salt mummies committed terrible sin in life, sins that haunt them now. Salt mummies are evil aggressive. Though dim, they can be cunning, and sometimes wait until they have been unearthed or transported somewhere else before they strike.

Salt Mummy

Medium undead, chaotic evil

Armour Class 13 (natural armour)

Hit Points 105 (14d8+42)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	6 (-2)	14 (+2)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Conditions Immunities charmed, exhaustion, frightened, paralysed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Water Weakness. The mummy takes radiant damage from normal water as if it were holy water.

Actions

Multiattack. The mummy makes two melee attacks.

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

Greater Mummy

Medium undead, lawful evil

Armour Class 15 (natural armour)

Hit Points 82 (11d8+33)

Speed 20 ft.

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

Saving Throws Con +6, Int +3, Wis +6,

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Conditions Immunities charmed, exhaustion, frightened, paralysed, poisoned

Senses darkvision 60 ft., passive Perception

Languages any languages it knew in life

Challenge 8 (3,900 XP)

Spellcasting. The mummy is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The mummy has the following cleric spells prepared:

Cantrips (at will): *light, resistance, thaumaturgy*

1st level (4 slots): *bane, command, sanctuary*

2nd level (3 slots): *silence, spiritual weapon*

3rd level (3 slots): *bestow curse, dispel magic*

Actions

Multiattack. The mummy can use its Dreadful Glare and makes one attack with its rotting fist.

Rotting Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 11 (2d6+4) bludgeoning damage plus 14 (4d6) necrotic damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Dreadful Glare. The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 14 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralysed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

Nightmare Tree

The nightmare tree resembles an ordinary jungle plant, though close observation reveals a distorted face in the tree's trunk. Nightmare trees are possibly related to quickwood tree. While they lack the quickwood's ability to see through other trees, they can release a cloud of colourless, odourless vapour that causes those exposed to it to become fatigued and suffer from hallucinations. Once exhausted this way, a creature becomes easy prey for the nightmare tree.

Nightmare Tree

Large plant, neutral

Armour Class 16 (natural armour)

Hit Points 123 (13d10+52)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	19 (+4)	10 (+0)	16 (+3)	7 (-2)

Damage Resistances poison; bludgeoning, piercing

Senses passive Perception 13

Languages Common

Challenge 7 (2,900 XP)

False Appearance. While the nightmare tree remains motionless, it is indistinguishable from a normal tropical tree.

Actions

Multiattack. The nightmare tree makes three root attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 17 (3d8+4) piercing damage.

Root. *Melee Weapon Attack:* +7 to hit, reach 20 ft., one target.
Hit: 13 (2d8+4) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained. The nightmare tree has six major roots, each of which can grapple one target.

Toxic Vapour (Recharge 5-6). The nightmare tree releases a cloud of vapour that covers a 30-foot-area around the tree. A creature in the area must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

Nightmare, Dread

Dread nightmares are an especially vicious breed of nightmares that were once lured to the Dread Realms and terrorise their inhabitants now. Though fierce and more powerful than common nightmares, the dark powers of Ravenloft have bound these equines to earth, and they lack the ability to fly that their relatives have.

Fierce Steeds. It is rumoured that the wild black steeds of Nova Vaasa, prized by horsemen throughout the centre of the Dread Domains, have nightmare ancestry. Dread nightmares sometimes form a bond with a humanoid and become their partner, but will only serve the powerful beings. Dread nightmares do not grant their riders protection from their unholy fire, so those ill-prepared to mount a dread nightmare will burn.

Dread Nightmare

Large fiend, lawful evil

Armour Class 14 (natural armour)

Hit Points 110 (13d10+39)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	17 (+3)	13 (+1)	13 (+1)	12 (+1)

Damage Immunities fire

Senses passive Perception 11

Languages understands Abyssal, Common, and Infernal but can't speak

Challenge 6 (2,300 XP)

Illumination. The nightmare sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

Multiattack. The nightmare makes two attacks with its hooves.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 14 (2d8+5) bludgeoning damage plus 9 (2d8) fire damage.

Smoke Breath (Recharge 5-6). The nightmare exhales smoke in a 15-foot-cone. All creatures in the cone must succeed on a DC 15 Constitution saving throw or become blinded. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ethereal Stride. The nightmare and up to three willing creatures within 5 feet of it magically enter the Ethereal Plane from the Material Plane, or vice versa.

Deathreap Ooze

Large ooze, unaligned

Armour Class 11

Hit Points 147 (14d10+70)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	21 (+5)	1 (-5)	11 (+0)	1 (-5)

Damage Immunities acid, lightning, fire

Conditions Immunities blinded, charmed, deafened, exhaustion, frightened, prone

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

Languages —

Challenge 7 (2,900 XP)

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

Entropic Blood. A creature that touches the ooze or hits it with a melee attack while within 5 feet of it takes 16 (3d10) necrotic damage.

Actions

Pseudopod. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 15 (2d8+6) bludgeoning damage plus 27 (6d8) necrotic damage.

Necrotic Burst. (Recharge 5-6). The ooze covers an area with a 15-foot-radius around it. Each creature in that area must make a DC 15 Constitution saving throw, taking 24 (7d6) necrotic damage on a failed save, or half as much damage on a successful one.

Engender Undead. The ooze targets a dead Small or Medium humanoid within a range of 10 feet. Roll a d6. The humanoid raises as a ghost on a roll of 1 or 2, as a shadow on a roll of 3 or 4, as a wraith on a 5, or as a mummy on a 6. The undead is allied to the ooze and hostile to the ooze's enemies.

Odem

The odem is an evil spirt that possesses other creatures and forces them to commit unspeakable acts of evil. The odem is invisible, and those with the ability to see invisible see it as a cloud of white vapour, sometimes with the hint of a face. Odem speak only when the possess a creature capable of speech, though not necessarily in the language of the host. Odem take over a host by invading its lungs. They tend to use a host until its breaks down and then leave it behind as a traumatised individual.

Odem

Tiny undead, chaotic evil

Armour Class 13

Hit Points 28 (8d4+8)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	12 (+1)	13 (+1)	10 (+0)	7 (-2)

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

Damage Immunities cold, necrotic, poison

Conditions Immunities charmed, exhaustion, frightened, grappled, paralysed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 3 (700 XP)

Ephemeral. The odem can't wear or carry anything.

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

Invisibility. The odem is invisible.

Actions

Possession (Recharge 6). One humanoid or beast that the odem can see within 5 feet of it must succeed on a DC 12 Charisma saving throw or be possessed by the odem; the odem then 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 access to the target's knowledge, class features, or proficiencies. The odem can't possess creatures that do not need to breathe.

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 or after the possession ends.

Ooze

Oozes are amorphous creatures and generally mindless. They live only to eat and mainly live in the underground, old ruins, and similar places. Some oozes appear to be evil creatures, but most of them are not even sentient.

Deathreap Ooze

The deathreap ooze appears as a pool of black liquid when dormant, and as pulsating oily mass when active. Though not a

sapient being, the deathreap ooze radiates evil and has a strong connection to the Negative Energy Plane. This connection manifests itself in the ooze's ability to raise corpses as undead.

Grave Ooze

Though it looks like an undead, the grave ooze is a living creature. Its oily grey surface bubbles with bone fragments and bits of rotten flesh can be seen under its membranous surface. Grave oozes dig through graveyards, consuming the flesh of the dead - and sometimes that of the living too. Though grave oozes are ill-reputed and seeing one is considered to be a bad omen, they are ultimately mindless creature and do little else but eat and reproduce.

Grave Ooze

Large ooze, unaligned

Armour Class 8

Hit Points 120 (16d10+32)

Speed 10 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	7 (-2)	15 (+2)	1 (-5)	6 (-2)	1 (-5)

Damage Immunities acid, necrotic, piercing

Conditions Immunities blinded, charmed, deafened, exhaustion, frightened, prone

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

Languages —

Challenge 6 (2,300 XP)

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

Corrosive Form. A creature that touches the ooze or hits it with a melee attack while within 5 feet of it takes 7 (2d6) acid damage. Any nonmagical weapon made of wood or another organic material that hits the ooze corrodes. After dealing damage, the weapon takes a permanent cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of organic material that hits the ooze is destroyed after dealing damage.

The ooze can eat through 2-inch-thick, nonmagical organic material in 1 round.

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 10 (2d6+3) bludgeoning damage plus 36 (8d8) acid damage. In addition, nonmagical armour made from organic material worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armour is destroyed if the penalty reduces its AC to 10.

Engulf The ooze moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the ooze enters a creature's space, the creature must make a DC 15 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the ooze enters the creature's space, and the creature takes 21 (6d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 28 (8d6) acid damage at the start of each of the ooze's turns. When the ooze moves, the engulfed creature moves with it.

An engulfed 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 ooze.

Paka

Paka, also known as cat people, are an ancient race of sinister shapeshifters. In their true form, paka resemble anthropomorphic cats. In their human form, paka are slender and graceful, often with orange and black hair. They wander among humans, and the only feature that identifies them in their human shape are their eyes, which shine red if hit by direct light. Paka like cats and feline beings. Paka wizards generally have cat familiars, and paka sometimes lead a pack of wereleopards or werejaguars.

Ancient Grudge. The sadistic paka hate humans and enjoy bring ruin to members of the human race. Paka sometimes spend months or even years scheming and developing their evil plans. Nobody knows why the paka hate humans so much, more so than any other race. Some claim that this hatred is connected to the Cat Lord, the enigmatic and distant god the paka worship. Very little is known about the Cat Lord, even among the paka themselves.

Paka

Medium humanoid (shapechanger), chaotic evil

Armour Class 14

Hit Points 13 (3d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	10 (+0)	15 (+2)	11 (+0)	16 (+3)

Skills Acrobatics +6, Stealth +6, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common plus up to three other languages

Challenge 1/4 (50 XP)

Shapechanger. The paka can use its action to polymorph into a human or back into its true form, which is that of a feline humanoid. Its statistics, other than its AC and speed, are the same in each form. An equipment it, is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Spellcasting. The paka's innate spellcasting ability is Charisma (spell save DC 13). The paka can innately cast *dominate beast* once per day, requiring no material components, and being able to charm feline creatures only.

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

Actions

Claws (Paka From Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

Cleric of the Cat Lord

Medium humanoid (shapechanger), chaotic evil

Armour Class 13

Hit Points 23 (4d8+4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	12 (+1)	16 (+3)	17 (+3)	17 (+3)

Skills Acrobatics +6, Stealth +6, Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages Common plus up to three other languages

Challenge 2 (450 XP)

Shapechanger. The paka can use its action to polymorph into a human or back into its true form, which is that of a feline humanoid. Its statistics, other than its AC and speed, are the same in each form. An equipment it, is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Spellcasting. The paka's innate spellcasting ability is Charisma (spell save DC 13). The paka can innately cast *dominate beast* once per day, requiring no material components, and being able to charm feline creatures only.

Spellcasting. The paka is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The paka has the following cleric spells prepared:

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

1st level (4 slots): *bless, cure wounds, sanctuary*

2nd level (3 slots): *silence, spiritual weapon*

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

Actions

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

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

Paka Illusionist

Medium humanoid (shapechanger), chaotic evil

Armour Class 14

Hit Points 31 (7d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	10 (+0)	18 (+4)	14 (+2)	16 (+3)

Skills Acrobatics +6, Stealth +6, Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Common plus up to four other languages

Challenge 4 (1,100 XP)

Shapechanger. The paka can use its action to polymorph into a human or back into its true form, which is that of a feline humanoid. Its statistics, other than its AC and speed, are the same in each form. An equipment it, is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Spellcasting. The paka's innate spellcasting ability is Charisma (spell save DC 13). The paka can innately cast *dominate beast* once per day, requiring no material components, and being able to charm feline creatures only.

Spellcasting. The paka is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The paka has the following wizard spells prepared:

Cantrips (at will): *dancing lights*, *mage hand*, *minor illusion*

1st level (4 slots): *colour spray*, *disguise self*

2nd level (3 slots): *invisibility*, *silence*

3rd level (3 slots): *hypnotic pattern*, *major image*

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

Actions

Claws (Paka From Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage.

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if wielded with two hands.

Pale Rider

When a person's heart is consumed by a dark desire for vengeance, these desires are sometimes answered by the Mists of Ravenloft in form of a pale rider. The pale rider is a ghostly figure that can have a multitude of forms, but most often appears as clad in robes. The rider, an undead spirit, has the ability to infuse a creature with the power needed to take revenge. While empowered this way and on the lookout for its target, the pale rider can sometimes be seen in the distance while.

Dark Empowerment. Those empowered by a pale rider often take revenge in a cruel and brutal manner, without paying attention to whom they hurt. Should a person fail to kill its target after three days have passed, the pale rider will claim their former charge and drag it into the Mists.

Ghostly Steeds. Pale riders ride ghostly steeds. These spectral equines behave like living horses, but never show signs of fear and never attack, not even to defend themselves. They sometimes appear to be skeletal as well as incorporeal, and are used by other sinister creatures too.

Pale Rider

Medium undead, chaotic evil

Armour Class 14

Hit Points 61 (10d8+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	14 (+2)	15 (+2)	14 (+2)	18 (+4)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non magical weapons

Damage Immunities cold, necrotic, poison

Conditions Immunities charmed, exhaustion, frightened, grappled, paralysed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Grant Vengeance. Once per week, the pale rider can use its action to grant an individual within a range of 300 feet the power to fulfil its desire for revenge. An empowered creature has advantage on attack rolls against its target and advantage on saving throws against dangers that originate from its target. It has resistance to damage originating from its target. The creature is empowered for 72 hours.

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

Mist Creature. The changeling fog has advantage on Dexterity (Stealth) checks while surrounded by mist. It is immune to any spell or effect that would alter its form.

Actions

Ghost Touch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8+4) necrotic damage.

Ghost Bow. *Ranged Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8+4) necrotic damage.

Pale Steed

Large undead, unaligned

Armour Class 12

Hit Points 22 (3d10+6)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	2 (-4)	12 (+1)	6 (-2)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non magical weapons

Damage Immunities cold, necrotic, poison

Conditions Immunities charmed, exhaustion, frightened, grappled, paralysed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 0 (0 XP)

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

Phooka

The phooka resembles a horse in size and shape, and almost always has dull black or grey fur and piercing black eyes. Fierce and aggressive, phooka are smart enough to pretest to be docile and harmless if the situation demands it. Phooka are excellent swimmers and usually found near a lake or another body of water. They have the inherent desire to drown people, and sometimes accept riders only to ride them into a river and drown them. Speculation link phooka to the Elemental Plane of Water.

Water Horse. A phooka sometimes forms a pact with an evil humanoid, allowing it to become the phooka's rider. Phooka are powerful mounts and confer the ability to breathe water to their partner, but will drown their rider should it show any sign of weakness.

Phooka

Large fiend, neutral evil

Armour Class 14 (natural armour)

Hit Points 102 (12d10+36)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	17 (+3)	13 (+1)	13 (+1)	12 (+1)

Senses darkvision 60 ft., passive Perception

Languages understands Abyssal, Common, and Infernal but can't speak

Challenge 5 (1,700 XP)

Amphibious. The phooka can breathe air and water.

Confer Water Breathing. The nightmare can grant the ability to breathe water to anyone riding it.

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

Actions

Multiattack. The phooka makes two attacks with its hooves.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 14 (2d8+5) bludgeoning damage plus 10 (3d6) acid damage.

Porcelain Lady

According to a legends told in Souragne, there was once a powerful baroness who bathed in the blood of other human to keep herself young. When these vile practices were discovered, her plantations were burned down and the baroness was walled up inside her own house. Yet she lived and fled into the night, never to be seen again. To this day, people claim the baroness for the disappearances and claim that she is still alive.

Alabaster Brides. A porcelain lady, also known as an alabaster bride, is a woman who bathes in the blood of other members of her species. This dark ritual turn her skin white and makes it incredibly hard. As undead, porcelain ladies have no desire other than to preserve their body this way.

Death Mask. The face of a porcelain lady is terrifying to behold: Her eyes sockets are black and empty, her mouth never moves, and the skin is of a most unnatural white. Porcelain ladies never speak. No male undead of his type has ever been reported.

Porcelain Lady

Medium undead, neutral evil

Armour Class 17 (natural armour)

Hit Points 97 (13d10+39s)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	16 (+3)	10 (+0)	14 (+2)	8 (-1)

Saving Throws Str +4, Dex +5, Wis +5

Damage Immunities poison

Conditions Immunities charmed, exhaustion, frightened, paralysed, poisoned

Senses darkvision 60 ft., passive Perception 12

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

Challenge 6 (2,300 XP)

Actions

Multiattack. The porcelain lady uses its Withering Gaze twice.

Withering Gaze. *Ranged Spell Attack:* +6 to hit, range 30 ft., one target.
Hit: 20 (4d8+2) necrotic damage.

Phantom Music (1/day). The porcelain lady creates a zone with a 5-foot-radius within a range of 120 feet. The haunting music coming from the zone can be heard over this distance. The music lasts for 1 hour, until the porcelain lady becomes incapacitated, or until she ends it using a bonus action.

Every creature that can hear the music must succeed on a DC 15 Wisdom saving throw or be charmed until it ends.

While charmed this way, a target is incapacitated. If the charmed target is more than 5 feet away from the music zone, the target uses its movement to move toward the fog by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the fog, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it. A target that successfully saves is immune to Phantom Music for the next 24 hours.

Tears of Blood (1/Day). The porcelain lady cries bloody tears that cover a 15-foot-radius around her. Anyone who enters the area must succeed on a DC 15 Constitution saving throw or become poisoned 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. The blood remains poisonous for 24 hours.

Pride Eater

The pride eater is an exceptionally rare undead creature. It has only been sighted in the domain of G'Henna. The pride eater resembles a humanoid made of vapour and is named for its attraction to pride and vanity. The touch of a pride eater is highly dangerous and eradicates a creature's personality and aura.

Pride Eater

Medium undead, neutral evil

Armour Class 14

Hit Points 136 (21d8+42)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	19 (+4)	14 (+2)	17 (+3)	13 (+1)	14 (+2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Conditions Immunities exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 11

Languages —

Challenge 10 (5,900 XP)

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

Mist Form. The pride eater can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Mist Stealth. While in fog or vapour, the pride eater can take the Hide action as a bonus action.

Actions

Charisma Drain. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature.
Hit: 21 (6d6) necrotic damage, and the target's Charisma score is reduced by 2d4. A Small or Medium humanoid is turned into a broken one if this reduces its Charisma to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Psionic Spirit

The psionic spirit is a rare type of ghost that used to be a powerful psionist before its death. Psionics spirits retain their memories and personality, but are often twisted towards evil. Jealous of those who are still alive and those who have the mercy of a peaceful rest, psionic spirits are angry creatures and likely to attack travellers they meet. Psionic spirits that are bound to a certain spot - almost always their place of death or former home - are especially dangerous.

Psionic Spirit

Medium undead, neutral evil

Armour Class 12

Hit Points 63 (14d8)

Speed 0 f.t, fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	10 (+0)	16 (+3)	15 (+2)	16 (+3)

Damage Resistances acid, fire, lightning, psychic, thunder; bludgeoning, piercing, and slashing from non magical weapons

Damage Immunities cold, necrotic, poison

Conditions Immunities charmed, exhaustion, frightened, grappled, paralysed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages any languages it knew in life

Challenge 6 (2,300 XP)

Innate Spellcasting (Psionics). The spirit's innate spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *heat metal*, *mage hand* (the hand is invisible)

3/day each: *dominate beast*, *invisibility* (self only), *mirror image*

2/day each: *modify memory*, *telekinesis*

1/day each: *confusion*, *wall of force*

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

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

Actions

Psychic Blast(Recharge 5-6). The spirit targets one creature that it can sense within 60 feet of it. The target must make a DC 13 Intelligence saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one.

Quevari

Medium humanoid, lawful good (chaotic evil in bloodthirsty phase)

Armour Class 10 or 13 (natural armour) in bloodthirsty phase

Hit Points 11 (2d8+2)

Speed 30 ft. (40 ft. in bloodthirsty phase)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+1)	13 (+1)	10 (+0)	11 (+0)	12 (+1)

Senses passive Perception

Languages Common, Quevari

Challenge 1/4 (50 XP)

Bloodmoon. During the three nights of the full moon, the quevari turns from a pacifist into a bloodthirsty cannibal. During this time, the quevari's speed increases to 40 ft. and it has AC 13. The quevari also has advantage on melee attacks and saving throws against becoming charmed or frightened. During their pacifist phase, the quevari has disadvantage on attack rolls.

Actions

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

Quevari

The quevari are a race of humanoids that are virtually indistinguishable from humans. Quevari live in isolated rural communities in Falknovia and Hazlan, most of which have less than a hundred individuals. They like to wear bright colours and seem to live in perfect harmony with everybody around them. Most of the time, quevari are friendly and welcoming people. They offer food and lodging to travellers, and like to share stories while sitting near the fireplace.

Moon Rage. Unknown to almost everybody else, the quevari have a terrible secret: During the three night of the full moon, quevari turn into murderous cannibalistic savages. During this time, they attack non-quevari relentlessly and tear them apart. The quevari become grotesque caricatures of their former selves. It is unclear whether or not the quevaria are truly aware of this change.

Quickwood

Quickwood

Large plant, neutral

Armour Class 16 (natural armour)

Hit Points 95 (10d10+40)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	11 (+0)	14 (+2)	9 (-1)

Damage Resistances lightning, poison; bludgeoning, piercing

Conditions Immunities poisoned

Senses passive Perception 12

Languages Common, Sylvan

Challenge 6 (2,300 XP)

False Appearance. While the quickwood remains motionless, it is indistinguishable from a normal tree.

Tree Espionage. The quickwood can take control of up to eight common trees Large size or larger within a 1-mile-radius around it. These trees will have faces resembling that of the quickwood and allow the quickwood to extend its senses. When the quickwood moves, it take control of new trees at a rate of one tree per hour.

Actions

Multiattack. The quickwood makes three root attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 17 (3d8+4) piercing damage.

Root. *Melee Weapon Attack:* +7 to hit, reach 20 ft., one target.
Hit: 13 (2d8+4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained. The quickwood has six major roots, each of which can grapple one target.

The quickwood is a sentient tree. It resembles a hardwood tree, and closer inspection reveals a twisted visage and sensory organs that resembles human face. Quickwood trees move, but are rather slow and prefer to remain in one spot for months or even years before they move on. Unlike evil treants, quickwood are not carnivorous and merely need sunlight, water, and what nutrient the soil offers.

Sylvan Spies. The quickwood is also known as the spy tree. It has the ability to extend its vision by manipulating other trees in the vicinity, greatly expanding the area it can observe. Due to

this unique ability, quickwood trees are sometimes employed as spies or guardians.

Radiant Spirit

Radiant Spirit

Medium undead, lawful evil

Armour Class 12

Hit Points 104 (16d8+32)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	15 (+2)	14 (+2)	16 (+3)	18 (+4)

Saving Throws Dex +6, Int +6, Wis +7

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non magical weapons

Damage Immunities cold, necrotic, radiant, poison

Conditions Immunities charmed, exhaustion, frightened, grappled, paralysed, petrified, poisoned, prone, restrained

Senses passive Perception 13

Languages any languages it spoke in life

Challenge 9 (5,000 XP)

Radiant Aura. The radiant spirit sheds bright light in a 30-foot radius and dim light for an additional 30 feet. Anyone who looks directly at the radiant spirit must succeed on a DC 15 Constitution saving throw or be blinded until the end of its next turn.

Rejuvenation. If the radiant spirit is destroyed, it reforms after 2d4 days within 1 mile of the place where it was destroyed unless its failed quest is completed.

Actions

Multiattack. The radiant spirit uses its Radiant Touch twice.

Radiant Touch. *Melee Spell Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 22 (4d8+4) radiant damage.

Blinding Pulse (Recharge 5-6). The radiant spirit emits a pulse of bright light. All creatures within a 30-foot-radius must succeed on a DC 16 Dexterity saving throw or be blinded 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.

Frightful Moan (Recharge 5-6). The radiant spirit starts to moan. All creatures within a 30-foot-radius that can hear the radiant spirit must succeed on a DC 15 Wisdom saving throw or be 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 for it, the creature is immune to the radiant spirit's Frightful Moan for the next 24 hours.

The radiant spirit is a ghostly undead that used to be a paladin or cleric killed while on an important quest. Radiant spirits are in constant agony and forced to relive their failure over and over again. A combination of pride, remorse and anger keeps these spirits trapped in the Dream Domains and twists their mind to evil. A radiant spirit resembles its former self, but is surrounded by an aura of light so bright that its actual form can hardly be seen.

Light of the Fallen. Radiant spirits have been corrupted by the darkness that holds Ravenloft in its grasp and frequently make others responsible for their own failures. Nevertheless, they usually let travellers pass if they are treated with respect. If a radiant spirit senses evil in the heart of a creature it meets, it is

likely to destroy it, though. Many radiant spirits are bound to the place of their death. They can only be put to rest permanently by completing their quest.

King's Raven

When Azalin, the powerful lich and necromancer, became the darklord of Darkon, a flock of raven approached his keep and offered their service. Ever since, Azalin has employed these ravens and their descendants as spies and messengers. King's raven physically resemble like common ravens, but are more intelligent and can speak. Like all ravens, they enjoy collecting treasure, especially the glittering kind.

King's Raven

Tiny beast, lawful neutral

Armour Class 12

Hit Points 5 (2d4)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	10 (+0)	11 (+0)	12 (+1)	10 (+0)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 1/8 (25 XP)

Mimicry. The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chattering. A creature that hears the sounds can tell they are imitations with a successful DC 12 Wisdom (Insight) check.

Actions

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

King's Raven Swarm

Medium swarm of tiny beasts, lawful neutral

Armour Class 12

Hit Points 45 (10d8)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	11 (+0)	14 (+2)	10 (+0)

Skills Perception +4

Damage Resistances bludgeoning, piercing, slashing

Conditions Immunities charmed, frightened, paralysed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 1/2 (200 XP)

The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny raven. The swarm can't regain hit points or gain temporary hit points.

Actions

Beaks. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

Ravenkin

The ravenkin are a race of anthropomorphic ravens that have been trapped in Ravenloft for centuries. Ravenkin appear as ravens the size of a human with a pair of large wings instead of arms. Despite their sinister appearance, ravenkin are benevolent creatures, just like wereravens. Ravenkin rarely use tools, but sometimes decorate themselves with jewellery.

Reclusive Avians. Ravenkin breed slowly, but are very long-lived. Allegedly, they can live up to several centuries. A ravenkin colony consists of up to two hundred members and also attracts a large number of common ravens and crows. Ravenkin are mystical creatures, and almost all of them wield magical powers. Ravenkin avoid strangers, but those who gained the trust of a community will be rewarded with lasting friendship.

Ravenkin

Medium monstrosity, neutral good

Armour Class 14

Hit Points 11 (2d8+2)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	12 (+1)	15 (+2)	15 (+2)	13 (+1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Ravenkin

Challenge 1/2 (100 XP)

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

At will: *blade ward*, *chill touch*, *message*

1/day each: *magic missile*, *shield*

Mimicry. The ravenkin can mimic the voices of other creatures. A creature that hears the sounds can tell they are imitations with a successful DC 12 Wisdom (Insight) check.

Actions

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 6 (1d4+4) slashing damage.

Ravyanatha

The ravyanatha is a powerful zombielike undead. Its creation is a difficult process and requires a warrior to sacrifice wound himself to near death willingly. After that, a cleric slays the warrior in a ritual and animates the body as a ravyanatha. The ravyanatha is a four-faced creature with grey flesh and immense physical power. Originally from Sri Raji, ravyanatha can now be found in other domains too.

Juggernauts. A ravyanatha serves its master almost blindly, but does have a sense of self-preservation. This undead monster is difficult to stop and excels at tearing down walls and barricades. Magical barriers seem to have no effect whatsoever on ravyanathas, as they simply walk through them. Ravyanathas are often created for a single task, and will kill and destroy everyone and everything in their way to achieve their objective.

Ravyanatha

Medium undead, chaotic neutral

Armour Class 14 (natural armour)

Hit Points 178 (21d8+84)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	18 (+4)	4 (-3)	12 (+1)	6 (-2)

Saving Throws Dex +3, Wis +4

Damage Immunities poison

Conditions Immunities charmed, exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 11

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

Challenge 10 (5,900 XP)

Death is No Barrier. The ravyanatha can pass magical barriers such as a wall of force or wall of fire. It is not harmed by such barriers.

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

Actions

Multiaction. The ravyanatha makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 27 (5d8+5) bludgeoning damage.

Razorback

The razorback is a tough, squat, agile mammal. It bears superficially a boar, but is smaller and has bony spines on its back. When at rest, these spines lay flat. As soon as the razorback senses danger or prepares to attack, its muscles flex and the spines raise to form a fin. When the razorback moves past or under a creature, the fin slices its prey open. Animals such as deer are especially vulnerable to the razorback's attack, but if provoked or hungry, a razorback will not hesitate to attack other creatures as well, including humanoids.

Razorback

Small beast, unaligned

Armour Class 13

Hit Points 13 (3d6+3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	4 (-3)	12 (+1)	7 (-2)

Skills Stealth +5

Senses passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Nimble. The razorback does not provoke an opportunity attack when it moves out of another creature's reach.

Rend Attack. The razorback can move through a square occupied by a Medium or larger creature without squeezing, but can't end its turn in such a square. If the razorback moves at least 20 feet before doing so, the creature that occupied the square must succeed on a DC 13 Dexterity saving throw or take 4 (1d8) slashing damage.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 5 (1d8+1) piercing damage.

Reaver

The reavers are a race of evil aquatic humanoids. They are covered in fish scales, have large fishlike eyes, webbed feet and hands that end in sharp claws. Reavers reside in the Sea of Sorrows near Lamordia, Mordent, Dementlieu, and Darkon, but breathe air just as easily as they breathe water. There is no fishing community at the west coast of Ravenloft that did not have an encounter with reavers at one point or another.

Aquatic Raiders. Despite their maritime nature, reavers despise the taste of sea creatures and feast exclusively on the meat of land creatures. Reavers raid coastal settlements in groups of a dozen individuals in search of prey, be it human or animal. These raids almost always happen at night. Sometimes a reaver gets exiled from its community. These reavers often leave the sea and live a solitary life in a freshwater lake or river.

Reaver

Medium humanoid, chaotic evil

Armour Class 15 (natural armour)

Hit Points 78 (12d8+24)

Speed 25 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	14 (+2)	6 (-2)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages Reaver

Challenge 3 (700 XP)

Amphibious. The reaver can breathe air and water.

Cutting Scales. A creature that grapples the reaver takes 4 (1d8) piercing damage at the end of its turn.

Actions

Multiattack. The reaver makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 12 (2d8+3) slashing damage.

Reaver of Vecna

Medium undead, lawful evil

Armour Class 17 (splint armour)

Hit Points 60 (8d8+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	13 (+1)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Conditions Immunities exhaustion, poisoned

Senses passive Perception 10

Languages Common

Challenge 3 (700 XP)

Turn immunity. The reaver is immune to any effect that turns undead.

Actions

Scythe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6+3) slashing damage.

Reaver of Vecna

The reavers of Vecna - not to be confused with the aquatic creatures also known as reavers - are armoured skeletal warriors that serve as the enforcers of Vecna, darklord of the domain of Cavitius. Reavers are armed with large scythes that are as lethal as they are intimidating. They often ride skeletal horses.

Vecna's Hands. Reavers primarily police the skull-shaped Citadel Cavitius, the only city in Vecna's domain. As Vecna favours the undead over the living, reavers are likely to side with the undead should they witness a fight between the two groups. Fights between members of the same group do not concern them, though they do interrupt public fights to maintain a semblance of order in the city.

Red Widow

Red Widow

Medium monstrosity (shapechanger), neutral evil

Armour Class 12

Hit Points 136 (21d8+42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	14 (+2)	13 (+1)	17 (+3)

Skills Deception +6, Persuasion +6

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 7 (2,900 XP)

Shapechanger. The red widow can use its action to polymorph into a Medium humanoid, or back into its true form, which is that of a spider. Its statistics 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.

Spider Climb (Spider Form Only). The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Multiattack. The red widow makes two melee attacks.

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

Bite (Spider Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8+2) piercing damage plus 18 (4d8) poison damage, and the target is poisoned until the end of its next turn.

Summon Spiders (1/Day). The red widow magically calls 2d4 swarms of spiders or 1d4 giant spiders, provided that such creatures are nearby. The called creatures arrive in 2d4 rounds, acting as allies of the red widow and obeying its spoken commands. The beasts remain for 1 hour, until the red widow dies, or until the red widow dismisses them as a bonus action.

The red widow, also known as the spider queen, is a deadly shapeshifting arachnid. Most of the time, the red widow appears as a human female. It lives among humans, seducing males and devouring them. In its true form, the red widow looks like a giant crimson spider with a pattern in form of a black hourglass on its back - just like that of a black widow spider, but with reversed colours.

Lethal Seductress. The red widow kills the humans it seduces and drinks their bodily fluids. Occasionally, a body is used to breed new red widows. Sometimes the red widows transform

while it embraces its lover, a process horrifying to behold. Red widows are found in larger cities, though some of them live on the fringes of civilisation. They are often accompanied by common and giant spiders.

Remnant

Remnants are undead spirits that rose from their watery grave in which they were thrown without proper consecration. Bound to the world of the living by eternal sorrow and desperation, remnants are ghostly images of their drowned selves. Most remnants aren't evil beings but sometimes attack those that disturb them. A remnant's touch causes other beings to become lethargic but to the point when they are unable to move at all - and often drown without help. Only a proper buried will put a remnant to rest permanently.

Remnant

Medium undead, chaotic neutral

Armour Class 12

Hit Points 36 (8d8)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	10 (+0)	13 (+1)	14 (+2)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non magical weapons

Damage Immunities cold, necrotic, poison

Conditions Immunities charmed, exhaustion, frightened, grappled, paralysed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception

Languages —

Challenge 3 (700 XP)

Aquatic Touch. A creature touched by the remnant can breathe water as long as contact isn't broken.

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

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

Actions

Dexterity Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 12 (3d6+2) necrotic damage, and the target's Dexterity score is reduced by 1d4. The target is paralysed if this reduces its Dexterity to 0, and remains paralysed as long as its Dexterity is 0. The reduction lasts until the target finishes a long rest.

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

Rock Dancer

The rock dancer is an elemental creature only to be found in the domain of G'Henna. It resembles a legless galeb duhr, though it is unclear how closely the two creatures are related. Rock dancers move by rolling and have the ability to reshape inanimate rocks. Mostly harmless, rock dancers fight fiercely if they feel threatened.

Rock Dancer

Medium elemental, neutral

Armour Class 15 (natural armour)

Hit Points 57 (6d8+40)

Speed 25 ft. (60 ft. when rolling downhill)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	8 (-1)	11 (+0)	9 (-1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, lightning, poison

Conditions Immunities exhaustion, paralysed, poisoned, petrified, prone

Senses passive Perception darkvision 60ft., tremorsense 60ft., passive Perception II

Languages Terran

Challenge 5 (1,800 XP)

False Appearance. While the rock dancer remains motionless, it is indistinguishable from a normal boulder.

Rolling Charge. If the rock dancer rolls at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 7 (1d6+4) bludgeoning damage.

Animate Boulders (1/Day). The rock dancer magically animates up to two boulders it can see within 60 feet of it. A boulder has statistics like those of a rock dancer, except it has Intelligence 1 and Charisma 1, it can't be charmed or frightened, and it lacks this action option. A boulder remains animated as long as the rock dancer maintains concentration, up to 1 minute (as if concentrating on a spell).

Shaper. The rock dancer can shape a stone of Medium size or smaller no more than 5 feet in any dimension into any shape that suits its purpose. If the object is worn or carried by a creature, the creature can avoid the object being shaped with a DC 10 Dexterity saving throw.

Rushlight

Those who die by fire - especially those burned alive on a funeral pyre - sometimes return to the world of the living as rushlights. Rushlights resemble floating globes of fire with a twisted face and clawlike hands inside them. To those who look at them, rushlights are invisible, and so is the dim light they spread, but they can be seen in the corner of the eye. Rushlights enjoy burning mortals and setting things on fire. Some rushlights are bound to their place of death, and eagerly attack anyone who enters their territory, often in the believe that burning others will ease their pain.

Rushlight

Small undead, chaotic evil

Armour Class 17

Hit Points 117 (18d6+54)

Speed 0 ft, fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	24 (+7)	16 (+3)	10 (+0)	14 (+2)	17 (+3)

Damage Resistances necrotic; bludgeoning, piercing, and slashing from non magical weapons

Damage Immunities cold, fire, poison

Conditions Immunities exhaustion, grappled, paralysed, poisoned, prone, restrained, unconscious

Senses passive Perception 12

Languages —

Challenge 8 (3,900 XP)

Burning Body. A creature that touches the rushlight or hits it with a melee attack while within 5 feet of it takes 11 (2d10) fire damage.

Invisibility. The rushlight is invisible to those who look at it. It can be spotted by using peripheral vision with a DC 15 Wisdom (Perception) check.

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

Turn Immunity. The rushlight is immune to any effect that turns undead.

Actions

Multiattack. The rushlight makes two melee attacks.

Fire Touch. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 22 (4d10) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 11 (2d10) fire damage at the start of each of its turns.

Sand Weirdling

The sand weirdling is a rare creature from the domain of G'Henna. Sand weirdlings look like humanoids made of sand and are sometimes confused with sandlings. Unlike sandlings, sand weirdlings are not elemental creatures, though they skin strongly resembles sand.

Sand Weirdling

Medium monstrosity, neutral

Armour Class 12 (natural armour)

Hit Points 52 (8d8+16)

Speed 20 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	11 (+0)	10 (+0)	8 (-1)

Damage Immunities poison

Conditions Immunities charmed, poisoned

Senses tremorsense 30 ft., passive Perception

Languages —

Challenge 2 (450 XP)

Grappler. A creature grappled by a sand weirdling is restrained until the grapple ends.

Actions

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

Saugh

The saugh are an army of undead created by Loht, Prince of the Sith, to aid him in his conquest of the lands of man. The true master of the saugh is Gwydionm the Sorcerer-Fiend, though Loht is unaware of this. The front ranks of the saugh are filled with dearg-due. Dearg-due are ghoulish warriors armed with battleaxes. They are gaunt and have hollow eyes, but show know sings of decay, unlike zombies. However, cutting a dearg-due open releases acidic fog, which makes facing them in melee combat rather dangerous. Other saugh include the gossamers, spectral undead that thrive on the life force of living creatures.

Dearg-Due

Medium undead, neutral evil

Armour Class 12 (natural armour)

Hit Points 39 (6d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	6 (-2)

Damage Resistances necrotic

Damage Immunities poison

Conditions Immunities poisoned

Senses darkvision 60 ft., passive Perception

Languages Arak

Challenge 2 (450 XP)

Foul Mist. A creature that hits the saugh with a melee attack while within 5 feet of it takes 4 (1d8) acid damage.

Actions

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 11 (2d6+4) slashing damage.

Gossamer

Medium undead, neutral evil

Armour Class 11

Hit Points 36 (8d8)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	10 (+0)	10 (+0)	11 (+0)	7 (-2)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non magical weapons

Damage Immunities cold, necrotic, poison

Conditions Immunities charmed, exhaustion, frightened, grappled, paralysed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception

Languages Arak

Challenge 3 (700 XP)

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

Actions

Life Drain. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature.

Hit: 11 (3d6+1) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Scarecrow, Dread

Dread scarecrows are sentient scarecrows found in agricultural regions. Usually inanimate and harmless, these scarecrows hold a spirit, often that of a vengeful peasant who was murdered. Now possessed by this spirit, the scarecrow wanders the world of the living, seeking revenge. Though dread scarecrows retain their intelligence and memories, they will be clouded by their desire for revenge and justice. Dread scarecrows are quite focussed on their target and avoid other creatures, but readily attack those who stand in their way.

Dread Scarecrow

Medium construct, chaotic neutral

Armour Class 10

Hit Points 33 (6d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	12 (+1)	6 (-2)	10 (+0)	7 (-2)

Damage Vulnerabilities fire

Damage Immunities cold, poison

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages any language it knew in life

Challenge 1/2 (200 XP)

False Appearance. While the scarecrow remains motionless, it is indistinguishable from an ordinary, inanimate scarecrow.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 8 (2d6+1) bludgeoning damage, and the target must succeed on a DC 11 Wisdom saving throw or be cursed. A cursed creature attracts hundreds of insects from the surrounding area. It takes 3 (1d6) piercing damage at the end of its turn and has disadvantage on attack rolls, Dexterity saving throws, and concentration saving throws. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Scavyt

The scavyt is a small scavenger that roams the dungeons of the Dread Domains. The canine scavyt share many similarities with hyenas. A single scavyt is not much of a threat, but a pack of them can be quite dangerous. Scvyt live on carrion, but sometimes hunt prey themselves too. They communicate with barks, and when scavyt are excited, their cackling cries will the underground.

Scavyt

Small beast, unaligned

Armour Class 13

Hit Points 11 (2d6+2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	2 (-4)	12 (+1)	6 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Keen Senses. The scavyt has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Strength in Numbers. The scavyt has advantage on attack rolls against a creature if at least one of the scavyt's allies is within 5 feet of the creature and the ally isn't incapacitated. It also has advantage on saving throws against becoming frightened or charmed if one of the scavyt's allies is within 5 feet of the scavyt and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6+1) piercing damage.

Scourged

The scourged are humanoids slain by a sandstorm that once ravaged the domain of Arak, home of the shadow elves. This sandstorm, later called the Scourge of Arak, created the domain of Keening. It also killed all inhabitants of the village of Marbh-Cathair. These people later rose as the scourged ones. The scourged resemble walking corpses. They never talk, but believe themselves to be living beings. They sometimes follow everyday activities - or mockeries thereof. The scourged are far from harmless and have the ability to breathe sand so searing that it rips the flesh off the bones of living creatures.

Scourged

Medium undead, neutral evil

Armour Class 11 (natural armour)

Hit Points 20 (3d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	14 (+2)	10 (+0)	10 (+0)	5 (-3)

Damage Immunities poison

Conditions Immunities poisoned

Senses darkvision 60 ft., passive Perception

Languages understands Common but can't speak

Challenge 1/2 (100 XP)

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 5 (1d8+1) slashing damage.

Scourging Scream (Recharge 5-6). The scourged exhales a searing blast of sand in an 15-foot cone. Each creature in the area must make a DC 11 Dexterity saving throw, taking 10 (3d6) slashing damage on a failed save, or half as much damage on a successful one.

Sea Spawn

The sea spawn is a horrid creature lurking beneath the waves of the seas of Ravenloft. It looks like a huge scaly humanoid with webbed feet and large black eyes. The sea spawn's mature form, the so-called sea spawn master, generates sea spawn minions, sluglike beings with a mouth not unlike that of a lamprey. These minions invade coastal villages and take of their population.

Every now and then, a sea spawn minion does not make its way to the coast. If it survives in the sea, it matures and becomes a sea spawn master within a year.

Flesh for the Master. A sea spawn minion secretes a highly potent anaesthetic. This allows them to dig into the skull of a sleeping creature. Once inside, the minion beings to slowly consume its host's brain, and the host fall under the control of the minion's master. Every night, the sea spawn master will come to the coast and force its new servants to deliver cattle or even other villager. Once the master has taken over the entire village, it will consume its inhabitants one by one, and then move on to the next village. Sea spawn master can live off sea creatures, but despise their taste.

Sea Spawn Master

Large aberration, chaotic evil

Armour Class 14 (natural armour)

Hit Points 123 (13d10+56)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	19 (+4)	10 (+0)	12 (+1)	14 (+2)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 6 (2,300 XP)

Master's Call. A humanoid that hosts one of the sea spawn master's minions obeys the sea spawn master's telepathic commands. As long as the two are on the same plane, there is no range restriction on the sea spawn master's telepathy.

Slippery. The sea spawn master has advantage on ability checks and saving throws made to escape a grapple.

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

Actions

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 16 (3d8+3) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 21 (4d8+3) slashing damage.

Aquatic Allies (1/Day). The sea spawn master summons 2d4 aquatic beasts of challenge rating 1/2 or lower. The beasts arrive within 1d6 turns and act as the sea spawn master's allies. They remain for up to 1 hour or until the sea spawn master dismisses them. The sea spawn master can only use this power while it is in the sea or another water body.

Sea Spawn Minion

Tiny aberration, lawful evil

Armour Class 12

Hit Points 5 (2d4)

Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	10 (+0)	5 (-3)	10 (+0)	3 (-4)

Senses blindsight 60 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 1 piercing damage.

Invasion. The sea spawn minion targets a sleeping or unconscious humanoid within a range of 5 feet and attempts to dig into its skull. The target must succeed a DC 11 Constitution saving throw. On a success, the target wakes up. On a failure, the sea spawn minion enters the target's skull. While inside a creature, the sea spawn minion has total cover against attacks and other effects originating outside its host, and the target fall under the control of the sea spawn minion's master.

A *protection from evil and good* or *heal* spell cast on the host drives the sea spawn minion out. While hosting a sea spawn minion, the host's Intelligence score is reduced by 1 every 24 hours. After the sea spawn minion has been driven out of the host's body, the host's Intelligence score can be restored with a *heal* spell or a more potent healing spell.

Sewer fiend

The sewer fiend is a large monstrosity with brown fur. It has a powerful upper body and long arms, but no legs. Instead, its torso resembles the body of a slug. Sewer fiends have three eyes, with the central one begin mounted on a stalk, not unlike that of an otyugh. It is indeed theorised that these horrid creatures are a magical crossbreed between bear and otyugh.

Sewer fiend

Large fiend, chaotic evil

Armour Class 13 (natural armour)

Hit Points 84 (8d10+40)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	21 (+5)	10 (+0)	13 (+1)	7 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages understands Common but can't speak

Challenge 4 (1,100 XP)

Life Sense. The sewer fiend is aware of the presence of all living creatures within a 60-foot-radius around itself.

Actions

Multiattack. The sewer fiend makes one attack with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 11 (2d6+4) piercing damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 4 (1d8) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 13 (2d8+4) slashing damage.

Shadow Asp

The shadow asp is a magical guardian from the domain of Har'Akir. These serpentine creature serve as to defend burial sites - revered in Har'Akir more than anywhere else in Ravenloft - against intruder and thieves. Shadows asps seem to lack a physical form and appear as the shadow of snake composed of pure darkness.

Shadow Venom. Shadow asps are almost impossible too see in the darkness of the graves they guard, and are incredible agile. Their venomous bite is not only lethal, but turns those who die from it into shadows. These shadows then join the shadow asps and become protectors of the holy site they desecrated.

Shadow, Salt

The salt shadow is an undead creature found in the Veidrava salt mines of Sithicus. Salt shadows seem to consist of living darkness, constantly altering their form and shifting between a vaguely humanoid and an amorphous shape. The touch of a salt shadow is highly corrosive and causes terrible burns. Salt shadow are sometimes solitary and sometimes organised in gangs.

Scent of Evil. Salt shadow have the ability to possess other beings. One in control of a body, they commit acts of evil. After such an act, they often leave the victim behind and watch when it is punished for a crime it did not commit. Whenever a salt shadow does and evil deed, the eyes of ist host turn back and it emist the smell of salt. Other than that, nothing betrays a body possesses by such a shadow.

Salt Shadow

Medium undead, chaotic evil

Armour Class 13

Hit Points 45 (7d8+14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	13 (+1)

Skills Stealth +5

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from non magical weapons

Damage Immunities necrotic, poison

Conditions Immunities exhaustion, frightened, grappled, paralysed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

Acid Body. A creature that hits the shadow with a melee attack while within 5 feet of it takes 3 (1d6) acid damage.

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

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Strength Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.

Hit: 17 (4d6+3) acid damage, and the target's Strength score is reduced by 1d6. 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 non-evil humanoid dies from this attack, a new salt shadow rises from the corpse 1d4 hours later.

Possession (Recharge 6). One humanoid or beast that the shadow can see within 5 feet of it must succeed on a DC 12 Charisma saving throw or be possessed by the shadow; the shadow then disappears, and the target is incapacitated and loses control of its body. The shadow now controls the body but doesn't deprive the target of awareness. The shadow 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 frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

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

Shadow Asp

Small monstrosity, unaligned

Armour Class 14

Hit Points 17 (5d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	10 (+0)	2 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +8

Damage Vulnerabilities radiant

Senses darkvision 120 ft., passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Shadow Stealth. While in dim light, the shadow asp has advantage on Dexterity (Stealth) checks. While in darkness, the shadow asp is invisible.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature.

Hit: 7 (1d6+4) piercing damage plus 7 (2d6) poison damage. If a humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

Shambling Mound, Vampiric

Superficially, the vampiric shambling mounds looks almost like a common mound, though many of its body parts are dried-up and almost mummified. However vampiric shamblers came about is unknown, though a connection to druidic vampires is suspected. Vampiric shamblers engulf their victims just like common shamblers, but merely drain their life force instead of consuming them, leaving their dead bodies behind.

Shapeless Spawn

The shapeless spawn is an otherworldly creature that manifests itself as a person's insanity. What kind of shape the spawn has on the plane it originates from is unknown, but on the Material Plane, it appears as a black pulsating mass with no distinct shape. When attacked or confronted with prey, the spawn creates twitching tentacles to attack its opponents. These tentacles do not only cause physical harm - anyone hit by them risks a shattered mind too.

Silver Fox

Silver foxes, sometimes called elven foxes, are a breed of foxes with bright, almost luminous silver pelts. These pelts can be sold for high prices. Hunting silver foxes is difficult, though, as they are nimble creatures that never leave a trail behind. Elves sometimes seek out silver foxes as companions or familiars, and werefoxes and known to turn into this specific kind of fox.

Vampiric Shambling Mound

Large undead, chaotic evil

Armour Class 15 (natural armour)

Hit Points 136 (16d10+48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	16 (+3)	12 (+1)	10 (+0)	7 (-2)

Skills Perception +3, Stealth +2

Damage Resistances cold, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities lightning

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 13

Languages —

Challenge 7 (2,900 XP)

Lightning Absorption. Whenever the shambling mound is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

Regeneration. The shambling mound regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the shambling mound takes radiant damage or damage from holy water, this trait doesn't function at the start of the shambling mound's next turn.

Actions

Multitask. The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 16), and the shambling mound uses its Engulf on it.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 14 (2d8+5) bludgeoning damage.

Engulf. The shambling mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 9 (2d8) 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. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

Silver Fox

Tiny beast, unaligned

Armour Class 13

Hit Points 7 (2d6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	11 (+0)	4 (-3)	14 (+2)	6 (-2)

Skills Perception +4, Stealth +5

Senses passive Perception 12

Languages —

Challenge 1/8 (25 XP)

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

Trackless Step. In natural surroundings, the fox leaves no trail.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 5 (1d4+3) piercing damage.

Shapeless Spawn

Large aberration, chaotic evil

Armour Class 17 (natural armour)

Hit Points 199 (19d10+95)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	16 (+3)	10 (+0)	19 (+4)

Saving Throws Dex +6, Wis +4, Cha +8

Conditions Immunities blinded, charmed, prone

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 9 (5,000 XP)

Actions

Multiattack. The spawn uses its Touch of Madness, Touch of Idiocy and Impalement.

Touch of Madness. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 9 (1d8+5) bludgeoning damage, and target must succeed on a DC 15 Wisdom saving throw or will become confused for 1 minute. A confused creature uses all its movement to move in a random direction during its turn. To determine the direction, roll a d8 and assign a direction to each die face. A confused creature doesn't take an action during its turn. The creature can repeat the saving throw at the end of each of its turns, ending the effect early on a success.

Touch of Idiocy. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 9 (1d8+5) bludgeoning damage, and target must succeed on a DC 15 Constitution saving throw or will become stunned 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.

Impalement. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 23 (4d8+5) piercing damage.

Ululation (Recharge 5-6). The spawn begins to wail horribly. All creatures within a 30-foot-radius that can hear the spawn must succeed on a DC 15 Wisdom saving throw or be 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 for it, the creature is immune to the spawn's Ululation for the next 24 hours.

Dread Siren

Medium undead, neutral evil

Armour Class 11

Hit Points 36 (8d8)

Speed 15 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	14 (+2)	13 (+1)	15 (+2)

Senses darkvision 60 ft., passive Perception 11

Languages Aquan, Common

Challenge 1 (200 XP)

Actions

Multiattack. The siren makes two claw attacks.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) slashing damage.

False Form. The siren creates an illusion and magically disguises herself as an attractive living siren. An successful DC 13 Intelligence (Investigation) check will reveal the siren's true nature.

Siren's Song. The siren sings a magical melody. Every humanoid and giant within 300 feet of the siren that can hear the song must succeed on a DC 12 Wisdom saving throw or be charmed until the song ends. The siren must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the siren is incapacitated.

While charmed by the siren, a target is incapacitated and ignores the songs of other sirens. If the charmed target is more than 5 feet away from the siren, the target can take the Dash action on its turn to move toward the siren by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the siren, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this siren's song for the next 24 hours.

Siren, Dread

The dread siren is a hideous undead creature with the upper body of a human woman and the lower body of a fish. Her hair is tangled and greasy, her body grey and bloated like that of a drowned creature. The siren's finger bones are exposed, and sirens sharpen these bones and turn them into weapons. Living sirens have never been seen in Ravenloft. It is assumed that the dread sirens came to the Land of Mists as undead, or killed or their living kin.

Dread Seductress. Ravenloft sirens have the ability to magically alter their appearance. They like to appear as healthy, attractive sirens. This deceptive magics as well as their supernaturally luring songs attract sailors and travellers to the sirens' rocks. Once in range, the sirens attack and devour their prey. Nobody knows whether these undead sirens merely enjoy the taste of flesh like ghouls so or require it to sustain themselves.

Skeleton

Animated skeletons are popular among necromancers and other spellcasters of all kinds. Due to the unique nature of Ravenloft, the Dread Realms holds types of undead skeletons found nowhere else.

Skeleton Archer

Skeleton archers are created from the remains of hunters, bowmen, and sharpshooters. Their distinguishing features are the longbow they carry as well as a mark on their skull in the shape of an arrowhead. Skeleton archers were first created by a necromancer named Kerakin and can be found in the service of Azalin, darklord of Darkon. They are feared for their deadly precision and for their ability to create other skeleton from their arrows.

Skeleton Warrior

The skeleton warrior is a skeletal undead raised from the remains of a fallen warrior. Unlike common skeletons, skeleton warriors are clad in heavy armour and wield their weapons with the same skill they had in life. Some of these powerful undead are controlled by their creator via golden circlets - and will do anything to recover the circlets and slay its master.

Giant Skeleton

Contrary to what their name implies, giant skeletons are not made from the bones of giants, but from the remains of common humanoid. Giant skeletons are magically enlarged, a process that also creates an eternally burning flame in their ribcage. They can hurl this flame at their opponents. This type of skeleton was first created by Radaga, darklord of Daglan. Rumours say that she only used the remains of murder victims to create giant skeletons.

Skeleton Archer

Medium undead, lawful evil

Armour Class 13

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	13 (+1)	6 (-2)	10 (+0)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

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

Challenge 1/2 (100 XP)

Magic Weapons. The skeleton archer's weapon attacks are magical.

Actions

Slam. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 2 (1d4) bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target.

Hit: 6 (1d8+3) piercing damage. If this attack misses its target, roll 1d4. On a 1, the arrow does not break and turns into a common skeleton at the end of the skeleton archer's next turn.

Skeleton Warrior

Medium undead, neutral evil

Armour Class 18 (plate armour)

Hit Points 102 (12d8+48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	15 (+2)	12 (+1)	10 (+0)

Saving Throws Dex +4, Wis +4

Damage Immunities poison

Conditions Immunities exhaustion, poisoned

Senses passive Perception darkvision 60 ft., passive Perception 11

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

Challenge 5 (1,800 XP)

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

Turn Immunity. The skeleton warrior is immune to any effect that turns undead.

Actions

Multiattack. The skeleton makes two melee weapon attacks.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 11 (2d6+4) slashing damage.

Giant Skeleton

Huge undead, neutral evil

Armour Class 14 (natural armour)

Hit Points 95 (10d12+30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	5 (-3)	8 (-1)	5 (-3)

Saving Throws Wisdom +1

Damage Immunities fire, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge 4 (1,100 XP)

Actions

Multiattack. The skeleton makes two attacks with its scythe.

Scythe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.

Hit: 17 (3d8+4) slashing damage

Fireball (Recharge 5-6). The skeleton hurls a ball of fire over a distance of up to 60 feet. Once it reaches its destination, the ball explodes in a 15-foot-radius sphere. Each creature in that area must make a DC 13 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Skeletal Steed

Skeletal steed are warhorses animated by necromancy. While many such horses are merely a skeletal version of their former self, some of these horses possess the ability to breathe poisonous gas. The Reavers of Cavitus are known to ride such steeds.

Skeletal Steed

Large undead, unaligned

Armour Class 17 (splint barding)

Hit Points 34 (4d10+12)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+2)	2 (-4)	10 (+0)	5 (-3)

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1 (200 XP)

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 11 (2d6+4) bludgeoning damage.

Poison Weapons (Recharge 5-6). The steed exhales poison gas in an 15-foot cone. Each creature in the are must make a DC 11 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Strahd Skeleton

Medium undead, lawful evil

Armour Class 12

Hit Points 26 (4d8+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	6 (-2)	11 (+0)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

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

Challenge 1/2 (100 XP)

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

Turn Resistance. The skeleton has advantage on saving throws against any effect that turns undead.

Vigilance. The skeleton can see invisible creatures.

Actions

Multiattack. The skeleton makes two melee attacks.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 6 (1d8+2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target.

Hit: 5 (1d6+2) piercing damage.

Strahd's Skeletal Steed

Large undead, unaligned

Armour Class 16 (chain barding)

Hit Points 34 (4d10+12)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	2 (-4)	11 (+0)	6 (-2)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Necromantic Bond. When the steed is charmed or destroyed, its creator becomes aware of this.

Turn Resistance. The skeleton has advantage on saving throws against any effect that turns undead.

Trampling Charge. If the steed moves at least 20 feet straight toward a creature and then hits it with a hooves 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 horse can make another attack with its hooves against it as a bonus action.

Actions

Multiattack. The steed makes one attack with its bite and one with its hooves.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 7 (1d6+4) piercing damage.

Hooves. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 11 (2d6+4) bludgeoning damage.

Strahd Skeleton

Strahd skeletons serve Strahd von Zarovich, darklord of Barovia. These skeletons are more magical and more powerful than common animated skeletons; Strahd skeletons are highly resistance against magic and have the ability so see invisible creatures. Superficially, they look just like common skeleton, though many of them have leathery patches of dried skin stuck to their bones.

Strahd's Skeletal Steed

Strahd's skeletal steeds are undead horses animated by Strahd von Zarovich, darklord of Barovia. They resemble skeletal horses, sometimes with barding or the remains of saddles and blankets, and when they break into gallop, blue flames flicker around their hooves. As other undead created by Strahd, skeletal steeds are difficult to turn. Most of them are in Castle Ravenloft, standing completely motionless until they are deployed.

Skin Thief

Skin thieves are a species of ursine humanoids that roam the wastelands of Ravenloft. In their natural form, skin thieves are bulky bipeds with a bearlike appearance. Skin thieves are rarely seen in this form, though. They flay their victims and wear their skin. A skin thief in this gruesome disguise is outwardly identical to its victim.

Ursine Nomads. Skin thieves live a nomadic life in sparsely populated areas, preferably near trade routes. Occasionally, a band of skin thieves takes over a lonely inn or a farmstead, pretending to be its owners. Such a group will be led by whichever skin thief fought its way to the top, and leadership is likely to change often.

Soul-Kraken

The soul-kraken is a denizen of the Sea of Sorrows. It has been sighted off the coast of the island of Markovia several times, but can be encountered anywhere in the Sea of Sorrows. The soul-kraken preys on ships and seems to be drawn towards those of evil disposition. The soul-kraken is a dangerous creature and virtually no other being in the Sea of Sorrows can match its power. Whether or not this pale, ghostly squid-like creature is the only one of its kind in the Dread Domains or possibly a unique creature altogether is unknown.

Skin Thief

Medium humanoid, chaotic evil

Armour Class 13

Hit Points 16 (3d8+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	13 (+1)	7 (-2)	14 (+2)	12 (+1)

Skills Deception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 12

Languages Skin Thief

Challenge 1 (200 XP)

Skin Theft. Using its action, the skin thief can remove the skin from any dead Medium humanoid. Using another action, the skin thief can then don the skin, assuming the appearance of the humanoid. A creature that sees the disguised skin thief can determine that the humanoid is not a true member of its species with a success full DC 12 Wisdom (Insight) check. The skin thief gains the humanoid's AC if the humanoid has natural armour. Its other statistics remain unchanged. If the skin thieves takes damage other than psychic damage while wearing a skin, the skin is damaged and the disguise becomes apparent.

Actions

Multiattack. The skin thief makes one attack with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 6 (1d8+2) slashing damage.

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

Soul-Kraken

Gargantuan aberration, neutral evil

Armour Class 16 (natural armour)

Hit Points 231 (14d20+84)

Speed 15 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	22 (+6)	10 (+0)	16 (+3)	11 (+0)

Saving Throws Dex +7, Con +8, Wis +8

Senses darkvision 20 ft., passive Perception 13

Languages —

Challenge 14 (11,500 XP)

Amphibious. The soul-kraken can breathe air and water.

Siege Monster. The soul-kraken deals double damage to objects and structures.

Actions

Multiattack. The soul-kraken makes four tentacle attacks.

Tentacle. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target.
Hit: 21 (3d8+7) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained. The soul-kraken has eight tentacles, each of which can grapple one target.

Starfish, Giant

The giant starfish is a relative of the smaller common sunstars that live in the ocean. It has ten to twelve arms and can have a variety of colours ranging from yellow over orange to red or pink. The giant starfish is a saltwater creature, but some say that freshwater starfish can also be found inland in large lakes. Giant starfish eat anything they come across and sometimes attack ships. They live in larger underwater caves. These caves are avoided by other aquatic creatures, for the giant starfish is known for its large appetite.

Giant Starfish

Huge beast, unaligned

Armour Class 15

Hit Points 126 (11d12+55)

Speed 5 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	20 (+5)	3 (-4)	15 (+2)	6 (-2)

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 12

Languages —

Challenge 6 (2,300 XP)

Amphibious. The starfish can breathe air and water.

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

Actions

Multiattack. The starfish makes four slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.
Hit: 17 (2d10+6) bludgeoning damage.

Stitched

A horrific creature even compared to other undead, stitched were first created by Grandall, a necromancer delighted by experiments with human bodies. Stitched are created from two bodies that are first stitched together and then animated with dark magic. In addition to that, the eyes lids and mouth of a stitched are sewn shut, making them look even more terrifying. Stitched exist only to serve, forever sew together.

Stitched

Medium undead, chaotic evil

Armour Class 9

Hit Points 32 (5d8+10)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	15 (+2)	5 (-3)	10 (+0)	7 (-2)

Damage Immunities poison

Conditions Immunities exhaustion, poisoned

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

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

Challenge 2 (450 XP)

Regeneration. The stitched regain 10 hit points at the start of its turn.

Actions

Mutiattack. The stitched makes two claw attacks.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 5 (1d4+3) slashing damage plus 2 (1d4) poison damage.

Tenebris

The tenebris is an evil spirit that entered Ravenloft from the outside to tempt its inhabitants even further into evil. The incorporeal tenebris appears as a vaguely humanoid shadow, but is not undead. Its seeks out the weakest or most evil member of a group of humans and possesses it while it is asleep. The possessed body is used to commit acts of evil during the night. When the victim wakes up, it remembers nothing but a bad dream. A possessed creature can only be identified by its second shadow.

Tentacle Rat

Originally only found on Markovia, a tropical island in the Sea of Sorrows, the tentacle rat has since spread to other domains in Ravenloft. The body of this creature resembles that of a large bipedal rat. Instead of forelimbs, the tentacle rat has long, spiny tentacles. Tentacles rats breed fast and are quite intelligent. They are not very tolerant of humans and do not hesitate to attack them in groups. Tentacle rats are feared for their paralytic poison.

Tenebris

Medium fiend, chaotic evil

Armour Class 13

Hit Points 66 (12d8+12)

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

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	12 (+1)	15 (+2)	18 (+4)	19 (+4)

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from non magical weapons

Damage Immunities poison

Conditions Immunities charmed, grappled, paralysed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 14

Languages Common, Infernal

Challenge 5 (1,800 XP)

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

Innate Spellcasting. The tenebris's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *detect thoughts*

2/day each: *bane, charm person, confusion*

Actions

Malevolent Possession. One sleeping humanoid that the tenebris can see within 5 feet of it must succeed on a DC 15 Charisma saving throw or be possessed by the tenebris; the tenebris then disappears, and the target is incapacitated and loses control of its body. The tenebris now controls the body and deprives the target of awareness. The tenebris can't be targeted by any attack, spell, or other effect, and it retains its alignment, Intelligence, Wisdom, Charisma, innate spellcasting ability, and immunity to being charmed. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

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

Tentacle Rat

Tiny aberration, neutral evil

Armour Class 13

Hit Points 7 (2d6)

Speed 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+0)	5 (-3)	12 (+1)	4 (-3)

Senses passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Actions

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.

Hit: 5 (1d4+3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or be paralysed until the end of its next turn.

Treant, Ravenloft

Treants, huge living tree creatures, are as home in the Dread Domains as they are on other planes. Many of Ravenloft's treants are of a sinister disposition, and some are even undead beings.

Evil Treant

Evil treants are treants that have been corrupted by the dark powers of Ravenloft. Like common treants, they resemble trees, though their branches and faces tend to be twisted, and they have less leaves than a common treant. Evil treants do not really on photosynthesis alone, and are also carnivorous. Evil treants have thick bark that protects them against all kinds of physical attacks, though they are still vulnerable against fire. Few evil treants are interested in treasure, though some use it to lure travellers to their location.

Hollow Treant

Evil treants live for many decades, but at one point, there time is up. Some evil treants accept their fate and become common - if majestic and fearsome - trees. Others go on a last rampage, spreading violence and destroying what they can. Those evil treants that chose neither of these options turn themselves into undead. These so-called hollow treants resemble dead trees, are devoid of leaves and usually hollow inside. Most undead treants live in small groups surrounded by dead trees, though some of them remain in their evil treant community. These hollow treants are respected elders and almost always the leaders of their community.

Evil Treant

Huge plant, chaotic evil

Armour Class 15 (natural armour)

Hit Points 105 (10d12+40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	12 (+1)	16 (+3)	10 (+0)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses passive Perception 13

Languages Common, Sylvan

Challenge 7 (2,900 XP)

False Appearance. While the treant remains motionless, it is indistinguishable from a normal tree.

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

Actions

Multiattack. The treant makes three slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 19 (4d6+5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/180 ft., one target.
Hit: 21 (3d10+5) bludgeoning damage.

Hollow Treant

Huge undead, chaotic evil

Armour Class 18 (natural armour)

Hit Points 175 (14d12+84)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	22 (+6)	12 (+1)	16 (+3)	10 (+0)

Damage Vulnerabilities fire

Damage Resistances cold, necrotic, poison; bludgeoning, piercing

Conditions Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Common, Sylvan

Challenge 11 (7,200 XP)

Spellcasting. The treant is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, poison spray, resistance*

1st level (4 slots): *entangle, fog cloud, thunderwave*

2nd level (3 slots): *gust of wind, hold person*

3rd level (3 slots): *call lightning, dispel magic*

False Appearance. While the treant remains motionless, it is indistinguishable from a normal dead tree.

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

Turn Immunity. The treant is immune to any effect that turns undead.

Actions

Multiattack. The treant makes three slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 25 (4d8+7) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/180 ft., one target.
Hit: 29 (4d10+7) bludgeoning damage.

Troll, Dread

The dread troll lurks at the fringes of cities, near bridges and anywhere else where people walk alone. Dread trolls primarily eat humanoids and enjoy nothing more than taste of the flesh of the innocent. Dread trolls have green or brown, wart skin and are bald. They share the regenerative abilities of their common brethren and can elongate their body and their already unnaturally long limbs.

Malicious Bargainers. Dread trolls enjoy to bargain with people for their life. Knowing that they are vastly more powerful than any commoner, these trolls often trade the life of their victims for that of other innocent people. They negotiate slowly and contemplate long about any trade they are begin offered while their victims tremble in fear of being killed at any moment.

Dread Troll

Large giant, lawful evil

Armour Class 15 (natural armour)

Hit Points 115 (11d10+55)

Speed 30 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	21 (+5)	14 (+2)	10 (+0)	13 (+1)

Skills Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages Common, Giant

Challenge 7 (2,900 XP)

Alter Form. The troll can use its action to stretch or compress its body. It can compress its body sufficiently to become a Medium creature. The troll's statistics are the same independently from its size.

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 15 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Rend. When the troll deals damage to a creature with both of its claw attacks during the same round, the second attack deals an additional 11 (2d10) slashing damage.

Actions

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 12 (2d6+5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 16 (2d10+5) slashing damage.

Unicorn, Shadow

Shadow unicorn is an evil relative of the common unicorn that roams the wilderness of Darkon and Falknovia. Shadow unicorns resemble their benevolent cousins, but have black to pale grey fur. Their manes and tails are always coal black, and their eyes burn with malevolent fire. Their hooves are viciously sharp, and a shadow unicorn's horn burns with fire.

Fiendish Equines. The first shadow unicorn were the results of corrupted unicorns drawn to Ravenloft mating with nightmares. The first such unicorn was apparently called Addar. Shadow unicorns are still comparably rare, but breed true and lack natural enemies. Stories tell of people of evil disposition who tried to ally with shadow unicorns and employ them as mounts, but whether or not these rumours are true has never been confirmed.

Valpurleiche

The valpurleiche, also known as the hanged man, is the undead corpse of a creature unlawfully executed by hanging. Still in the world of mortals and filled with lust for vengeance, the valpurleiche wanders the world in search for its murderers. Its senses blurred, a valpurleiche is likely to attack other creatures it believes to be its killers.

Restless Corpse. The valpurleiche is easily identified as its former living self, but no longer resembles a normal being. Its skin

is unnaturally pale and its neck broken, and it emits the stench of death. Many valpurleichen still carry their rope around. They have the uncanny ability to animate ropes and similar objects, and use them to choke those that stand in their way.

Shadow Unicorn

Large fiend, neutral evil

Armour Class 12

Hit Points 67 (8d10+16)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	12 (+1)	15 (+2)	14 (+2)

Damage Immunities fire, poison

Conditions Immunities charmed, paralysed, poisoned

Senses passive Perception 12

Languages Abyssal, Common, Infernal

Challenge 5 (1,800 XP)

Charge. If the unicorn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

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

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

Actions

Multiattack. The unicorn makes two attacks: one with its hooves and one with its horn.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 14 (3d6+4) bludgeoning damage.

Horn. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 8 (1d8+4) piercing damage plus 9 (2d8) fire damage.

Terror Scream (Recharge 5-6). The unicorn utters a terrifying scream. All creatures within a 30-foot-radius that can hear the unicorn must succeed on a DC 14 Wisdom saving throw or be 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 for it, the creature is immune to the unicorn Terror Scream for the next 24 hours.

Teleport (Recharge 5-6). The unicorn magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see. Before or after teleporting, the unicorn can make one horn attack. This ability does not work if the unicorn is exposed to direct sunlight.

Valpurleiche

Medium undead, chaotic evil

Armour Class 14 (natural armour)

Hit Points 78 (12d8+24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	15 (+2)	10 (+0)	13 (+1)	12 (+1)

Damage Resistances cold, necrotic

Damage Immunities poison

Conditions Immunities poisoned

Senses darkvision 60 ft., passive Perception

Languages understands Common but can't speak

Challenge 5 (1,800 XP)

Innate Spellcasting (3/Day). The valpurleiche can innately cast *animate objects*, requiring no material components. It can only animate ropes and similar objects, and its innate spellcasting ability is Charisma.

Regeneration. The valpurleiche regains 15 hit points at the start of its turn.

Rejuvenation. If valpurleiche is destroyed, it reforms after 2d4 days within 1 mile of the place where it was destroyed unless its death is avenged.

Actions

Multiattack. The valpurleiche makes two slam attacks, or each creature the valpurleiche is grappling, has to forfeit a slam attack.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 9 (1d10+4) bludgeoning damage plus 5 (1d10) necrotic damage. If the target is a Large or smaller creature, it is grappled (escape DC 14). As long as the target is grappled, it takes 11 (2d10) bludgeoning damage at the beginning of its turn. The valpurleiche can't grapple more than two creatures.

Vampire

Vampires are as common in Ravenloft as they are feared. Among them are infamous vampires such as Count Strahd von Zarovich, darklord of Barovia. Ravenloft is home to many different kinds of vampires, some of which share only a few traits with common vampires.

Fledgling Vampire

Fledgling vampires are young by vampire standards and have not yet fully developed their vampiric abilities. Nevertheless, they are fearsome creatures with powers far beyond those of common mortals.

Elder Vampire

Vampires do not age like living creatures do, and their power only grows when they become older. Many ancient vampires cope with some of their weaknesses better than their younger kin, or even shed them completely. Some change in appearance and have skin as white as chalk, lose all their hair, or have eyes that are completely red. However, not all vampires undergo physical changes, and those who were turned as young people easily deceive others about their true nature.

Druidic Vampire

Druidic vampires are vampires that retained most of their druidic abilities despite their transformation into an undead. Commonly, a druid transformed by a vampire will lose its connection to

nature. However, those who are not turned by another vampire but through a curse suffer a different fate.

Dark Betrayal. The few vampiric druids known to scholars betrayed their ideals, their fellow druids, and ultimately nature itself. Some killed their kin to become the grand druid of their circle, others abused their powers for their own goals and committed unspeakable crimes. Now undead, these druidic vampires are bound to their forest for all eternity. They can still force animals to obey their commands, but a druidic vampire's connection to nature is forever tainted.

Elf Vampire

The elven vampire is a tragic creature and quite different from other vampires. While most other vampires resemble their former living self, elf vampires are a twisted, with distorted facial features and a mouth full of wolf-like teeth; they are a mockery of their former grace and beauty. Furthermore, elven vampires do not only tolerate sunlight, but do in fact draw power from the sun and avoid darkness.

Solitary Undeath. Elf vampires value solitude even higher than others of their kind. Their horrid features do not allow them to walk among living elves, and they can most often be found in groves surrounded by animals or hollow treants, provided they have any thralls at all. Elven vampires are frustrated by the beauty of nature that withers as soon as they touch it. They will often attack those who disturb them without warning. They are often armed with longbows and arrow made of humanoid bones.

Gnome Vampire

The gnome vampire is a rare creature, even compared to other nonhuman vampires. It appears to have even more wrinkles than a common gnome, and where other undead retain their appearance, the passage of time alters a gnome vampire's features visibly. The oldest gnome vampires have skin like parchment and look almost mummified. For some reason, gnomes never talk, though they can utter a hideous laughter.

Draining Touch. Gnome vampires sustain themselves by draining the power of others, leaving their victims as withered corpses. They seldom create other of their kind and, like dwarf vampires, prefer to live in solitude. Gnome vampire dwell deep underground and rest in stone sarcophagi. They value gems and can sometimes be bribed with them.

Halfling Vampire

A halfling vampire superficially resembles a living albeit pale halfling. However, halfling vampires can no longer enjoy a good meal, the warmth of a fire in the hearth, or the chatter and laughter in a tavern. They live in dark and depressing places as different as possible from the comforts they enjoyed in life. Nevertheless, halfling vampires are frustrated creatures, jealous of their living kind and filled with anger. They avoid civilization and anything else that reminds them of their former life, though there are reports of halfling vampires that slaughtered entire peasant families and burned down their homes. Some of these vampires can be found in dark forests, surrounded by an entourage of wild animals.

Fledgling Vampire

Medium undead, chaotic evil

Armour Class 15 (natural armour)

Hit Points 105 (14d8+42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	14 (+2)	12 (+1)	14 (+2)

Saving Throws Dex +6, Wis +4

Skills Perception +4, Stealth +6

Damage Vulnerabilities

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 14

Languages the languages it knew in life

Challenge 8 (3,900 XP)

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

While in mist 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.

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 1 hour or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralysed 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.

Regeneration. The vampire regains 15 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

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 20 acid damage if it ends its turn in running water.

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 paralysed until the stake is removed.

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.

Actions

Multiattack (Vampire Form Only). The vampire makes two attacks, only one of which can be a bite attack.

Slam (Vampire Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8+3) bludgeoning damage. In stead of dealing damage, the vampire can grapple the target (escape DC 16).

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 6 (1d6+3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and 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.

Charm. 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 be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favourable way it can, and it is a willing target for the vampire's bite attack.

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.

Kender Vampire

The kender vampire is a hideous kind of vampire only found in the domain of Sithicus. Superficially still a kender, this vampire has lost its disturbing childlike personality and is now grim and corrupted. Kender vampires have clawlike hand, sharp teeth like those of a predator, and pale skin that stretches tightly over their bones.

Servants of Soth. It is believed that this strain of vampirism has been created by Lord Soth, darklord of Sithicus. This theory is supported by the fact that kender vampires are unable to create others of their kind, or in fact any other vampires. Kender vampires lack the strength that other vampire strains possess, but have power far beyond that of most common creatures nevertheless. Kender vampires serve Lord Soth and usually lead bands of undead such as skeleton warriors, ghosts, or spectres.

Elder Vampire

Medium undead (shapechanger), chaotic evil

Armour Class 18 (natural armour)

Hit Points 170 (20d8+100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	19 (+4)	21 (+5)	18 (+4)	16 (+3)	21 (+5)

Saving Throws Dex +10, Wis +9, Cha +11

Skills Insight +9, Perception +9, Stealth +10

Damage Resistances necrotic, poison

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Conditions Immunities poisoned

Senses darkvision 120 ft., passive Perception 19

Languages the languages it knew in life

Challenge 17 (18,000 XP)

Shapechanger. If the vampire isn't in sunlight, it can use its action to polymorph in to a Medium bat or a Medium cloud of mist, or back into its true form.

While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 40 feet. Its statistics, other than its 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 mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 30 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.

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

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 3 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralysed 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.

Regeneration. The vampire regains 25 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Undead Master. The vampire and any undead allied to the vampire within 60 feet of it have advantage on saving throws against effects that turn undead.

Vampire Weaknesses. The vampire has the following flaws:

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

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 paralysed until the stake is removed.

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.

Actions

Multitack (Vampire Form Only). The vampire makes two attacks, only one of which can be a bite attack.

Slam (Vampire Form Only). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 15 (2d8+6) bludgeoning damage. In stead of dealing damage, the vampire can grapple the target (escape DC 19).

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 13 (2d6+6) piercing damage plus 17 (5d6) 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.

Charm. 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 18 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favourable way it can, and it is a willing target for the vampire's bite attack.

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 Night (1/Day). The vampire magically calls 3d4 giant bats or 4d4 giant rats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 worgs 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.

Legendary Actions

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

Move. The vampire moves up to its speed without provoking opportunity attacks.

Slam. The vampire makes one slam attack.

Bite (Costs 2 Actions). The vampire makes one bite attack.

Vampire Matriarch

Medium undead (shapechanger), chaotic evil

Armour Class 19 (natural armour)

Hit Points 220 (21d8+126)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	22 (+6)	23 (+6)	18 (+4)	18 (+4)	23 (+6)

Saving Throws Dex +13, Wis +11, Cha +13

Skills Deception +13, Insight +11, Perception +11, Stealth +13

Damage Resistances cold, necrotic, poison

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Conditions Immunities charmed, frightened, poisoned

Senses truesight 120 ft., passive Perception 21

Languages the languages it knew in life

Challenge 21 (33,000 XP)

Shapechanger. If the vampire isn't in sunlight, it can use its action to polymorph in to a Medium bat, a Large dire wolf or a Medium cloud of mist, or back into its true form.

While in bat form, the vampire's walking speed is 5 feet, and it has a flying speed of 60 feet. While in wolf form, the vampire's walking speed is 40 feet. The vampire can't speak in either form. Its statistics, other than its 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 mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 30 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.

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

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

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 3 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralysed 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.

Regeneration. The vampire regains 30 hit points at the start of its turn if it has at least 1 hit point. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Undead Master. The vampire and any undead allied to the vampire within 60 feet of it have advantage on saving throws against effects that turn undead.

Vampire Weaknesses. The vampire has the following flaws:

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

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 paralysed until the stake is removed.

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

Actions

Multiattack (Vampire Form Only). The vampire makes two attacks, only one of which can be a bite attack.

Slam (Vampire Form Only). *Melee Weapon Attack:* +14 to hit, reach 5 ft., one creature. *Hit:* 20 (3d8+7) bludgeoning damage, and the target is grappled (escape DC 19).

Animal Frenzy (Recharge 5-6). All beasts within a 60-foot-radius around the vampire must succeed on a DC 18 Wisdom saving throw or enter a frenzy. On its turn, a frenzied beast attacks the nearest creature other than the vampire and its allies. If there is more than one creature, it attacks a random creature. If the beast can't attack a creature on its turn, the beast spends its movement to move as close as possible to a creature. A frenzied beast can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a beast's saving throw is successful or the effect ends for it, the beast is immune to the vampire's Animal Frenzy for the next 24 hours.

Bite (Bat, Vampire or Wolf Form Only). *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 16 (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.

Charm. The vampire targets one humanoid it can see within 30 feet of it. The target must succeed on a DC 19 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target obeys the vampire's verbal commands.

Each time the target receives a suicidal command, or 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 Night (1/Day). The vampire magically calls 3d4 swarms of bats or 4d4 giant bats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 dire wolves 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.

Legendary Actions

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

Move. The vampire moves up to its speed without provoking opportunity attacks.

Slam. The vampire makes one slam attack.

Bite (Costs 2 Actions). The vampire makes one bite attack.

Aura of Fear (Costs 2 Actions). The vampire radiates supernatural fear.

All creatures within a 15-foot-radius around the vampire succeed on a DC 16 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the vampire's Aura of Fear for the next 24 hours.

Cerebral Vampire

Medium undead (*shapechanger*), chaotic evil

Armour Class 17 (natural armour)

Hit Points 170 (20d8+80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	18 (+4)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Dex +9, Wis +7, Cha +8

Skills Perception +7, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 17

Languages the languages it knew in life

Challenge 15 (13,000 XP)

Shapechanger. The vampire can use its action to polymorph into a Medium cloud of mist, or back into its true form. While in mist 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.

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

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious. While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralysed 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.

Regeneration. The vampire regains 25 hit points at the start of its turn if it has at least 1 hit point. If the vampire takes damage from holy water or is exposed to alcohol, this trait doesn't function at the start of the vampire's next turn.

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 Alcohol. The vampire has disadvantage on attack rolls and ability checks if it was exposed to alcohol during its last turn.

Spectrophobia. The vampire has disadvantage on attack rolls and ability checks if it is within a 30-foot-range of a mirror and can see the mirror.

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 paralysed until the stake is removed.

Cerebral Vampire

Cerebral vampires are a rare breed of vampire primarily found in and around the domain of Dominia. Cerebral vampires have allegedly been created by Dominia's ruler Dr. Dominiani, formerly known as Dr. Daclaud Heinfroth. Cerebral vampires resembles their blood-drinking kin, but feed on cerebral fluid instead of blood. They are not harmed by sunlight, but have a strong dislike of alcohol and mirrors. Cerebral vampires do not cast a shadow and have no reflection. They live near humanoid communities surrounded by ghoulish servants and others of their kind. Many cerebral vampires, especially older ones, show a high degree of culture and social sophistication.

Actions

Multiattack (Vampire Form Only). The vampire makes two attacks, only one of which can be a bite attack.

Slam (Vampire Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6+5) bludgeoning damage, and the target has to succeed on a DC 17 Wisdom saving throw or will become confused for 1 minute. A confused creature uses all its movement to move in a random direction during its turn. To determine the direction, roll a d8 and assign a direction to each die face. A confused creature doesn't take an action during its turn. The creature can repeat the saving throw at the end of each of its turns, ending the effect early on a success.

Bite (Vampire Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one willing creature, or a creature that is confused, incapacitated, or restrained. *Hit:* 12 (2d6+5) piercing damage plus 7 (2d6) necrotic damage, and the target's Intelligence score is reduced by 1d4. The target dies if this reduces its Intelligence to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a humanoid dies from this attack, it rises as a ghoul under the vampire's control 1d4 hours later.

Charm. 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 17 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favourable way it can, and it is a willing target for the vampire's bite attack. 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 Wild (1/Day). The vampire magically calls 3d4 swarms of seagulls. While outdoors, the vampire can call 4d6 wolves 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.

Legendary Actions

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

Move. The vampire moves up to its speed without provoking opportunity attacks.

Slam. The vampire makes one slam attack.

Bite (Costs 2 Actions). The vampire makes one bite attack.

Variant: Swarm of Seagulls

The swarm of seagulls is a variant of the swarm of ravens (see *Monster Manual*, p. 339). The swarm of seagulls is identical to the swarm of ravens, but has swim speed 30 ft.

Desert Vampire

Medium undead (shapechanger), chaotic evil

Armour Class 16 (natural armour)

Hit Points 136 (16d8+64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	19 (+4)	17 (+3)	10 (+0)	11 (+0)

Saving Throws Dex +9, Wis +5, Cha +5

Skills Perception +5

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 15

Languages Common

Challenge 13 (10,000 XP)

Shapechanger. The vampire can use its action to polymorph in to a Medium jackal or vulture, or back into its true form. While in jackal or vulture form, the vampire can't speak. In jackal form, its walking speed is 40 feet. In vulture form, the vampire's walking speed is 10 feet and its has a flying speed of 60 feet. The vampire's 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.

Aquaphilia. Whenever the vampire is subjected to damage from holy water, it takes no damage and instead regains a number of hit points equal to the radiant damage dealt.

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

Regeneration. The vampire regains 25 hit points at the start of its turn if it has at least 1 hit point and isn't exposed to moonlight. If the vampire drinks water, this trait doesn't function at the start of the vampire's next turn. If it is submerged in water, it regains 40 hit points instead.

Vampire Weaknesses. The vampire has the following flaws:

Eternal Thirst. The vampire takes 20 acid damage when it drinks water.

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

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 paralysed until the stake is removed.

Actions

Multiattack. The vampire makes two attacks, only one of which can be a Desiccating Touch.

Bite (Jackal Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (4d8+4) piercing damage.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage.

Desiccating Touch. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature other than a construct or undead. *Hit:* 14 (4d6) 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 whose corpse dries out rises the following day as a desert zombie under the vampire's control.

Talons (Vulture Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (3d8+4) slashing damage.

Charm. 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 17 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favourable way it can, and it is a willing target for the vampire's bite attack.

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.

Create Desert Zombie. The vampire targets the dried-out body of a Small or Medium humanoid it can see within in the space of its corpse or in the nearest unoccupied space. The desert zombie is under the vampire's control. The vampire can have no more than twelve desert zombies under its control at one time.

Children of the Sand (1/Day). The vampire magically calls 3d8 jackals, 2d10 vultures, or 1d6 giant vultures provided it is in or near a desert. 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.

Legendary Actions

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

Move. The vampire moves up to its speed without provoking opportunity attacks.

Strike. The vampire uses its slam, bite, or talons.

Desiccating Touch (Costs 2 Actions). The vampire uses its Salt Drain.

Desert Vampire

The desert vampire is a tragic figure. Unlike its nocturnal kin, it is not harmed neither by the rays of the sun nor by running water. In fact, desert vampires desire nothing more than water to rehydrate their scarred, dried-out bodies. Their touch suck the moisture out the bodies of living creatures. This process sustains desert vampires and relieves the constant pain they are in.

Jackal Lords. Desert vampires are cursed creatures. Though they can pass on their curse, they rarely do so and prefer to kill any humanoid they come across instead. Their only companions are jackals and vultures as well as desert zombies; dried-out undead that obey their master's every word. Desert vampires sometimes find relief by bathing in the water of an oasis - but

whenever they do so, the water becomes acidic or poisonous, leaving them frustrated and with more hatred for the world around them.

Drow Vampire

Medium undead (shapechanger), chaotic evil

Armour Class 16

Hit Points 127 (17d8+51)

Speed 30 ft., climb 40 ft. (spider for only)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	16 (+3)	16 (+3)	14 (+2)	17 (+3)

Saving Throws Dex +11, Wis +7, Con +7

Skills Perception +7, Stealth +11

Damage Vulnerabilities radiant

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception

Languages Elvish, Undercommon

Challenge 13 (10,000 XP)

Shapechanger. If the vampire isn't in moonlight or running water, it can use its action to polymorph in to a Medium spider or a Medium cloud of poisonous mist, or back into its true form. While in spider form, the vampire can't speak. Its statistics, other than its 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 mist 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 moonlight. A creature that starts its turn in a space occupied by the vampire in mist form takes 14 (4d6) poison damage.

Fey Ancestry. The vampire has advantage on saving throws against being charmed, and magic can't put the vampire to sleep.

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

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

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

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

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of poisonous mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in moonlight. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralysed 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.

Regeneration. The vampire regains 25 hit points at the start of its turn if it has at least 1 hit point and isn't in moonlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the following flaws:

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

Halophobia. The vampire can't cross a line of salt.

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

Light Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in moonlight. While in moonlight, it has disadvantage on attack rolls and ability checks. If exposed to sunlight, the vampire is destroyed.

Actions

Multiattack. The vampire makes two attacks.

Rapier (Vampire Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d6+6) piercing damage plus 10 (3d6) poison damage.

Bite (Spider Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 8 (1d4+6) piercing damage plus 21 (6d6) poison damage.

Life Drain (Vampire Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 25 (4d8+6) necrotic damage, and the target's hit point maximum is reduced by an amount equal to the damage taken, and the vampire regains hit points equal to that amount. This 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 wight under the vampire's control.

Paralysing 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 17 Wisdom saving throw against this magic or become paralysed 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.

Children of the Underdark (1/Day). The vampire magically calls 2d4 swarms of bats or spiders, or 3d6 giant wolf spiders, provided that it is underground. 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.

Legendary Actions

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

Move. The vampire moves up to its speed without provoking opportunity attacks.

Bite. The vampire makes one bite attack.

Rapier. The vampire makes one rapier attack.

Life Drain (Costs 2 Actions). The vampire uses its Life Drain.

Dark Spawns. Drow vampires resemble their living kin, but have burning red eyes and withered skin. They tend to live in the deepest of caverns surrounded by driders and other slaves. One of the reasons for their dark habitat is the drow vampire's extreme weakness to light. Direct exposure to sunlight destroys a drow vampire outright and reduces it to dust. Even moonlight harms it, though starlight is tolerable. Due to this sensitivity, these vampires are almost never seen at the surface or even in the upper layers of the underground.

Drow Vampire

Most cultures view the curse of vampirism as something terrible that turns people into bloodsucking monsters. The drow view vampirism as a blessing and refer to it as the Kiss of Lolth. It is assumed that drow vampires cannot pass on their curse and that only Lolth can create new vampires of this kind. Most drow vampires are females, though some males have been reported as well.

Druidic Vampire

Medium undead (shapechanger), neutral evil

Armour Class 16

Hit Points 153 (18d8+72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	19 (+4)	15 (+2)	18 (+4)	16 (+3)

Saving Throws Dex +11, Wis +9, Cha +8

Skills Nature +7, Perception +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 19

Languages Druidic, Elven, Common

Challenge 16 (15,000 XP)

Shapechanger. If the vampire isn't in sunlight or outside its forest, it can use its action to polymorph in to a Large dire wolf or a Medium cloud of mist, or back into its true form.

While in wolf form, the vampire can't speak, and its walking speed is 40 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 mist 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.

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

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or outside its forest. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralysed 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.

Regeneration. The vampire regains 25 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or outside its forest. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Shrivel. When the vampire hits with a melee weapon, it deals an extra 18 (4d8) necrotic damage (included in the attack).

Spellcasting. The vampire is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +8 to hit with spell attacks). The vampire has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *poison spray*, *resistance*

1st level (4 slots): *detect magic*, *entangle*, *faerie fire*

2nd level (3 slots): *flaming sphere*, *heat metal*, *hold person*

3rd level (3 slots): *conjure animals*, *call lightning*, *dispel magic*

4th level (3 slots): *freedom of movement*, *stone shape*

5th level (1 slot): *conjure elemental*

Trackless Step. While in its forest, the vampire leaves no trail. It can only be tracked if it desires to leave a trail.

Vampire Weaknesses. The vampire has the following flaws:

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

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

Stonebound. The vampire is bound to the forest holds its druidic stone circle. While outside this forest, the vampire takes 20 radiant damage at the end of its turn.

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.

Actions

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Sickle (Vampire Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 8 (1d4+6) slashing damage plus 18 (4d8) necrotic damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (3d8+4) piercing damage. If the target is a creature and the vampire is in wolf form, it must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is grappled by the vampire, incapacitated, or restrained, it takes additional 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.

Charm. 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 17 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favourable way it can, and it is a willing target for the vampire's bite attack.

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 Forest (1/Day). The vampire magically calls 2d4 giant badgers or giant owls, or 3d6 wolves, provided that the vampire is in its forest and the sun isn't up. 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.

Legendary Actions

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

Move. The vampire moves up to its speed without provoking opportunity attacks.

Sickle. The vampire makes a sickle attack.

Bite (Costs 2 Actions). The vampire makes one bite attack.

Dwarf Vampire

Medium undead (*shapechanger*), *neutral evil*

Armour Class 18 (plate armour)

Hit Points 157 (15d8+90)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	23 (+6)	12 (+1)	15 (+2)	14 (+2)

Saving Throws Dex +7, Wis +7, Cha +7

Skills Athletics +11, Perception +7

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Conditions Immunities poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Dwarf, Undercommon

Challenge 13 (10,000 XP)

Shapechanger. The vampire can use its action to polymorph into a Medium cloud of mist, or back into its true form. While in mist 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.

Haunted Weapons. When the vampire hits with a metal melee weapon, it deals an extra 10 (3d6) necrotic damage (included in the attack).

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

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious. While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralysed 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.

Regeneration. The vampire regains 25 hit points at the start of its turn if it has at least 1 hit point. If the vampire is exposed to clean spring water, this trait doesn't function at the start of the vampire's next turn.

Stonewalk. The vampire can pass through stone and earth.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence that isn't at least partially made of stone or earth.

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

Metal Barrier. The vampire can't cross a line of powdered metal.

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

Actions

Multiattack. The vampire makes two attacks.

Greataxe. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target.

Hit: 13 (2d6+6) slashing damage plus 10 (3d6) necrotic damage.

Life Drain (Vampire Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 15 (2d8+6) necrotic damage, and the target's hit point maximum is reduced by an amount equal to the damage taken, and the vampire regains hit points equal to that amount. This 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 ghoul under the vampire's control.

Children of the Underdark (1/Day). The vampire magically calls 2d4 swarms of bats or rats, or 3d6 giant badgers or giant centipedes, provided that it is underground. 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.

Legendary Actions

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

Move. The vampire moves up to its speed without provoking opportunity attacks.

Greataxe. The vampire makes one attack with its greataxe.

Life Drain (Costs 2 Actions). The vampire uses its Life Drain.

Dwarf Vampire

Many dwarven cultures despise undead. They fight them whenever possible and consider undeath an unworthy for a warrior. For this reason, dwarf vampires are filled with even ore hatred than others of their kind. They avoid dwarven communities and feed on other inhabitants of the underground instead. Occasionally a dwarf vampire creates a vampire companion, but most of these vampires live in solitude.

Lonely Monsters. Despite dwelling in the deepest of caverns, dwarven vampires are not harmed by sunlight. Fresh spring water is harmful to them, though. A dwarf vampire resembles its living self, but has pale skin as well as silver or unnaturally black hair.

Eastern Vampire

The Eastern vampire, also known as the *chiang-shi*, is quite similar to its Western relative. Eastern vampires represent a different strain of vampirism, though this strain is not limited to humans from any specific regions. A Falknovian turned by an Eastern vampire will turn into such a vampire, just like an inhabitant of Rokushima Táiyoó bitten by a common vampire will turn into a Western vampire. Eastern vampires are often solitary creatures, and not particularly attached to old churches or graveyards. They like to collect art and spend much of their time meditating.

Clawed Horror. The Eastern vampire looks much like it did in life, but is surrounded by a faint glow. Its most striking feature are the vampire's claw-like nails, which are also its preferred weapon. While walking among mortals, Eastern vampires hide these nails in the sleeves of their robes. Painting on a vampire's nails indicate their status among their fellow vampires. How exactly these ranks are determined is unclear. High-ranking vampires seem to have more subtle and simple ornaments, whereas those of lower status feel the need to display their wealth and sophistication more blatantly.

Eastern Vampire

Medium undead, chaotic evil

Armour Class 16 (natural armour)

Hit Points 150 (20d8+60)

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	21 (+5)	16 (+3)	17 (+3)	16 (+3)	19 (+4)

Saving Throws Dex +10, Wis +8, Cha +9

Skills Deception +9, Perception +8, Stealth +10

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 18

Languages the languages it knew in life

Challenge 15 (13,000 XP)

Corroding Aura. Any nonmagical weapon made of metal that hits the vampire corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the vampire is destroyed after dealing damage.

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

Passwall. The vampire can move through other creatures and objects as if they were difficult terrain. It takes 11 (2d10) force damage if it ends its turn inside an object.

Regeneration. The vampire regains 25 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Unseen Escape. When it drops to 0 hit points outside its resting place, the vampire turns invisible instead of falling unconscious. While it has 0 hit points and is invisible, it can't become visible, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it becomes visible. It is then paralysed 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 vampire has the following flaws:

Harmed by Incense. The vampire has disadvantage on attack rolls and ability checks while it smells the burning incense of rosemary or myrrh.

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

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.

Actions

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.

Hit: 14 (2d8+5) slashing damage plus 14 (4d6) necrotic damage. Instead of dealing damage, the vampire can grapple the target (escape DC 14).

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 8 (1d6+5) piercing damage plus 14 (4d6) 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 an Eastern vampire spawn under the vampire's control.

Invisibility. The vampire magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the vampire wears or carries is invisible with it.

Paralysing Gaze. The vampire targets one creature it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 18 Wisdom saving throw against this magic or be paralysed 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 for it, the creature is immune to the vampire's Paralysing Gaze for the next 24 hours.

Children of the Dark (1/Day). The vampire magically calls 2d4 swarms of insects, or 2d6 tigers, or 3d6 panthers, provided that provided that the sun isn't up. 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.

Legendary Actions

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

Move. The vampire moves up to its speed without provoking opportunity attacks.

Claw. The vampire makes one claw attack.

Bite (Costs 2 Actions). The vampire makes one bite attack.

Eastern Vampire Spawn

Medium undead, chaotic evil

Armour Class 15 (natural armour)

Hit Points 84 (13d8+26)

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	15 (+2)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +7, Wis +4

Skills Perception +4, Stealth +7

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 14

Languages the languages it knew in life

Challenge 6 (2,300 XP)

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Vampire Weaknesses. The vampire has the following flaws:

Harmed by Incense. The vampire has disadvantage on attack rolls and ability checks while it smells the burning incense of rosemary or myrrh.

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

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

Actions

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 9 (2d4+4) slashing damage plus 3 (1d6) necrotic damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, 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.

Invisibility (Recharge 5-6). The vampire magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the vampire wears or carries is invisible with it.

Goblin Vampire

Medium undead, chaotic evil

Armour Class 15 (natural armour)

Hit Points 104 (16d8+32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	14 (+2)	5 (-3)	13 (+1)	10 (+0)

Saving Throws Dex +8, Wis +5, Cha +4

Skills Perception +5, Stealth +8

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 15

Languages —

Challenge 9 (5,000 XP)

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

Vampire Weaknesses. The vampire has the following flaws:

Stake to the Heart. If a piercing weapon made of obsidian is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is destroyed.

Moonlight Hypersensitivity. The vampire takes 15 radiant damage when it starts its turn in moonlight. While in moonlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire uses its claws and bite, or its claws and its Horrid Gaze.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 22 (4d8+4) slashing damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 22 (4d8+4) piercing damage plus 9 (2d8) 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.

Horrid Gaze. The vampire targets one creature it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 16 Wisdom saving throw against this magic or be frightened for 1 minute, and the vampire regains 14 (4d6) hit points. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The goblin vampire is a creature cursed with a strange strain of vampirism. This strain has been developed by the Three Hags of Tepest, a triumvirate of hags that rules Tepest. These hags committed many sins against nature, among them the creation of Blackroot, a powerful and evil treant. The Three Hags cursed their possessions, and anyone who steals them will gradually be turned into a goblin vampire.

Fanged Beasts. Goblin vampires are twice as tall as a common goblin. They have leathery skin, blackened claws, and long fangs - not unlike those of a smilodon - that reach all the way down to their chest. The most striking feature of this kind of vampire are its glowing orange eyes. These eyes strike fear into the heart of

anyone who dares to look at them. Vampire goblins feed on the fear of other creatures, just as they consume their life force.

Savage Cannibals. A goblin vampire is not a creature of the night - quite the opposite, as moonlight is lethal to them. Goblin vampires instead hunt during the day. They are dimly sapient beasts that do little but hunt and kill. They do not spare their living kin and do in fact seem to prey on common goblins specifically.

Elf Vampire

Medium undead (shapechanger), lawful evil

Armour Class 15 (natural armour)

Hit Points 120 (15d8+45)

Speed 30 ft. (10 ft. in eagle form), fly 60 ft. (eagle form only)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	21 (+5)	16 (+3)	18 (+4)	16 (+3)	15 (+2)

Saving Throws Dex +9, Wis +7, Cha +6

Skills Insight +7, Perception +7, Stealth +9

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

Senses darkvision 120 ft., passive Perception 17

Languages Common, Elvish, Sylvan

Challenge 12 (8,400 XP)

Shapechanger. If exposed to sunlight, the vampire it can use its action to polymorph in to a Medium giant eagle, or back into its true form. While in eagle form, the vampire can't speak. Its statistics, other than its 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.

Keen Sight. In eagle form, the vampire has advantage on Wisdom (Perception) checks that rely on sight.

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

Plant Door. Once on her turn, the vampire can use 10 feet of her movement to step magically into one plant within her reach and emerge from a second plant within 1 mile of the first plant, appearing in an unoccupied space within 5 feet of the second tree. Both plants must be Medium or bigger. Upon the vampire leaving the second plant, both plants wither and die.

Plant Escape. When it drops to 0 hit points outside its resting place, the vampire does not become unconscious. While it has 0 hit points, it can't take actions, and it must reach its resting place within 2 hours, usually using its Plant Door trait, or be destroyed. Once in its resting place, it is paralysed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, the vampire regains 1 hit point.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and is exposed to sunlight. If the vampire takes necrotic damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Vampire Weaknesses. The vampire has the following flaws:

Flower Aversion. The vampire can't cross a line of freshly plucked flowers.

Harmed by Tree Sap. The vampire has disadvantage on attack rolls and ability checks if it was exposed to fresh tree sap during its last turn.

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

Withering Touch. The vampire's weapon attacks deal additional 7 (2d6) necrotic damage against plants.

Actions

Multiattack. The vampire makes two attacks, only one of which can be its Spirit Drain.

Longsword (Vampire Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8+3) slashing damage.

Longbow (Vampire Form Only). *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8+5) piercing damage.

Talons (Eagle Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) slashing damage.

Spirit Drain (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6+5) necrotic damage, and the target's hit point maximum is reduced by an amount equal to the damage taken, and the vampire regains hit points equal to that amount. This reduction lasts until the target finishes a long rest. While a creature's hit point maximum is reduced this way, the creature has disadvantage on saving throws and ability checks based on Charisma. The target dies if this effect reduces its hit point maximum to 0. An elf or half-elf slain in this way and then buried in the ground rises the following night as an elf vampire under the vampire's control.

Paralysing Gaze (Vampire Form Only). The vampire targets one creature it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 16 Wisdom saving throw against this magic or be paralysed 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 for it, the creature is immune to the vampire's Paralysing Gaze for the next 24 hours.

Children of the Forest (1/Day). The vampire magically calls 3d6 wolves, giant badgers, or giant owls, provided that provided that the sun is up and the vampire is outdoors. 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.

Legendary Actions

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

Move. The vampire moves up to its speed without provoking opportunity attacks.

Weapon Attack. The vampire makes attack with its longsword or longbow, or with its talons.

Change Shape (Costs 2 Actions). The vampire turns into a giant eagle, or back into its true form.

Gnome Vampire

Small undead (shapechanger), chaotic evil

Armour Class 15 (natural armour)

Hit Points 120 (16d6+64)

Speed 25 ft.

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

Saving Throws Dex +9, Wis +7, Cha +6

Skills Perception +6, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 16

Languages understands Gnomish and Undercommon but can't speak

Challenge 11 (7,200 XP)

Shapechanger. The vampire can use its action to shapeshift into a small sphere of light, or back into its true form. 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 can enter a hostile creature's space and stop there. In addition, the sphere can pass through nonorganic objects and creatures, 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.

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

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

Regeneration. The vampire regains 15 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spectral Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a sphere of light (as in the Shapechanger trait) instead of falling unconscious. While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralysed 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.

Spider Climb. The vampire can climb difficult surfaces made of stone or earth, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the following flaws:

Immortal Greed. When the vampire is presented with a valuable gem, it can't turn its attention from the gem and has disadvantage on attack rolls and ability checks until the end of its next turn.

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 paralysed until the stake is removed.

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.

Actions

Strength Drain. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8+4) necrotic damage, and the target's Strength score is reduced by 2d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a long rest.

If a gnome dies from this attack, it rises as a gnome vampire 24 hours later unless it is resurrected or the body is destroyed.

Hideous Grin. The vampire targets a creature it can see within 60 feet. The target must succeed on a DC 17 Wisdom saving throw or start to laugh uncontrollably and fall prone, becoming incapacitated and 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, and each time it takes damage, the target can make another Wisdom saving throw. On a success, the effect ends.

Charm Beast. The vampire targets one beast it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 16 Wisdom saving throw against this magic or be charmed by the vampire. The charmed beast obeys the vampire's commands.

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.

Legendary Actions

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

Move. The vampire moves up to its speed without provoking opportunity attacks.

Strength Drain (Costs 2 Actions). The vampire uses its Strength Drain.

Charm Beast. The vampire uses its Charm Beast ability.

Halfling Vampire

Small undead (shapechanger), chaotic evil

Armour Class 17 (natural armour)

Hit Points 110 (17d6+51)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	17 (+3)	14 (+2)	16 (+3)	19 (+4)

Saving Throws Dex +8, Wis +7, Cha +8

Skills Perception +7, Stealth +7

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 17

Languages Common, Elvish, Gnome, Halfling

Challenge 11 (7,200 XP)

Shapechanger. If the vampire isn't in sunlight or running water, it can use its action to polymorph into a Small beast or a Small cloud of smoke, or back into its true form. While in beast form, the vampire can't speak. Its statistics, other than its 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 smoke 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 rain.

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

Aura of Fatigue. Any creature that starts its turn within 20 feet of the vampire must succeed on a DC 16 Charisma saving throw or have disadvantage on attack rolls and ability checks until the start of its next turn.

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

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't exposed to rain. If the vampire takes acid damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn. While exposed to the light of the full moon, the vampire regains 30 hit points instead.

Smoky Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of smoke (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight. If it can't transform, it is destroyed.

While it has 0 hit points in smoke form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed.

Once in its resting place, it reverts to its vampire form. It is then paralysed 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.

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

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence where a fire is burning in the hearth.

Ombrophobia. The vampire takes 15 acid damage when it starts its turn in rain. While in rain, it has disadvantage on attack rolls and ability checks. Snow and hail do not harm the vampire.

Harmed by Incense. The vampire has disadvantage on attack rolls and ability checks while it smells the smoke of a burning pipe.

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

Actions

Multiattack. The vampire makes two attacks, only one of which can be a Life Drain.

Shortsword (Vampire Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6+4) piercing damage.

Life Drain. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature.

Hit: 15 (2d8+6) necrotic damage, and the target's hit point maximum is reduced by an amount equal to the damage taken, and the vampire regains hit points equal to that amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A halfling slain in this way and then buried in the ground rises the following night as a halfling vampire.

Children of the Forest (1/Day). The vampire magically calls 2d4 swarms of ravens, 2d6 brown bears, or 3d6 boars, provided that it is in or near a forest. 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.

Legendary Actions

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

Move. The vampire moves up to its speed without provoking opportunity attacks.

Weapon Attack. The vampire uses its shortsword.

Life Drain (Costs 2 Actions). The vampire uses its Life Drain.

Kender Vampire

Small undead (shapechanger), lawful evil

Armour Class 15 (natural armour)

Hit Points 104 (16d6+48)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	17 (+3)	10 (+0)	14 (+2)	15 (+2)

Saving Throws Dex +6, Wis +6, Cha +6

Skills Sleight of Hand +6, Stealth +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 12

Languages Common, Kenderspeak

Challenge 9 (7,200 XP)

Shapechanger. The vampire can use its action to polymorph into a Medium spirit, or back into its true form. While in spirit form, the vampire can't take any actions, speak, or manipulate objects. It is invisible, 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. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage.

Ghostly Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a spirit (as in the Shapechanger trait) instead of falling unconscious. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralysed 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.

Regeneration. The vampire regains 15 hit points at the start of its turn if it has at least 1 hit point and can't see shimmerweed within a range of 30 feet. If the vampire takes damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Rotting Aura. A nonmagical weapon made of wood that hit the vampire rots away and is destroyed. Nonmagical ammunition made of wood that hits the vampire is destroyed after dealing damage.

Vampire Weaknesses. The vampire has the following flaws:

Shimmerweed Aversion. The vampire has disadvantage on attack rolls and ability checks while it is within 30 feet of fresh shimmerweed. If the moon is additionally illuminating the shimmerweed, the vampire takes 15 radiant damage at the end of its turn.

Turned Tables. A creature that uses the vampire's own hoopak against the vampire has advantage on attack rolls against it. If the vampire is reduced to 0 hit points by an attack made with its hoopak, it is permanently destroyed.

Actions

Multitack. The vampire makes two attacks, only one of which can be a bite attack.

Hoopak. *Melee Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one creature. *Hit:* 6 (1d6+3) bludgeoning damage, or 5 (1d4+3) bludgeoning damage if used as a ranged weapon.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 16 Constitution saving throw or be paralysed 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.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 6 (1d6+3) piercing damage plus 9 (2d8) 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.

Hideous Laughter (Recharge 5-6). The vampire issues a hideous laugh. All creatures within a 30-foot-radius that can hear the vampire must succeed on a DC 16 Wisdom saving throw or be 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 for it, the creature is immune to any kender vampire's Hideous Laughter for the next 24 hours.

Mind flayer, Vampiric

The vampiric mind flayer is a curiosity mainly found in Bluetspur, a domain filled with mind flayers that is horrible even if compared to other domains in the Land of Mists. Most of Bluetspur's non-illithid inhabitants are kept as cattle by the mind flayers. They live a life in fear, waiting only for their brains to be consumed by a hungry illithid.

Renegade Experiments. The vampire mind flayer is a being even feared by other mind flayers. All of them are thought to be the result of experiments conducted by Lyssa von Zarovich and the illithid High Master. The vampire mind flayer proved to be virtually impossible to control and were supposed to be destroyed, but their exceptional regenerative capabilities allowed some of them to escape and survive. Vampire mind flayer cannot create others of their kind.

Everhungry Hunters. Vampiric illithids resemble their living kin, but never wear clothes. Their skulls are slightly smaller than those of a living mind flayer, and their feeding tendrils are thicker and longer. Vampire mind flayers thrive on blood instead of drain tissue. They are savage creatures that seem to possess little intelligence and are apparently unable to communicate with other being, and possibly even with others of their kind.

Nosferatu

The nosferatu are a less common group of vampires. Nosferatu can be of any humanoid stock, though almost all nosferatu were once human. Few visual clues distinguish the nosferatu from the common vampire. Their skin is pale and cold to the touch. Once a nosferatu has fed on another creature and drained its blood, its skin becomes flushed and warm like that of a living person. This change usually lasts until the nosferatu spends time to rest in its coffin.

Bloodsucking Socialisers. Every human can be turned into a nosferatu, but nosferatu tend to turn only specific people into one of their own. Nosferatu enjoy the company of others of their race and usually show a high degree of sophistication. Some even live in cities as entrepreneurs, aristocrats, or artists, their true nature hidden from everybody else. Though a nosferatu can live on animal blood, only delicious humanoid blood allows it to regain its full strength.

Vampiric Mind Flayer

Medium undead, chaotic evil

Armour Class 17 (natural armour)

Hit Points 136 (16d8+64)

Speed 30 ft.

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

Saving Throws Int +2, Wis +8, Cha +5

Skills Perception +8, Stealth +8

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 18

Languages —

Challenge 16 (15,000 XP)

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

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

Rejuvenation. A destroyed vampire gains a new body in 2d4 hours, regaining all its hit points and becoming active again. The new body appears within 5 feet of the spot where the vampire was destroyed. If the vampire's remains are put into a Tiny container, the vampire's body can't reform and it is permanently destroyed if it isn't released within 24 hours.

Regeneration. The vampire regains 20 hit points at the start of its turn. If the vampire takes damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Turn Resistance. The vampire has advantage on saving throws against any effect that turns undead.

Actions

Tentacles. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 16 (3d10) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 18) and must succeed on a DC 16 Intelligence saving throw or be stunned until this grapple ends.

Blood Drain. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 8 (1d8+4) piercing damage plus 14 (4d6) 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.

Mind Blast (Recharge 5-6). The vampire magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 16 Intelligence saving throw or take 27 (6d8) psychic damage and be stunned 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.

Legendary Actions

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

Move. The vampire moves up to its speed without provoking opportunity attacks.

Weapon Attack. The vampire uses its tentacles.

Life Drain (Costs 2 Actions). The vampire uses its blood drain.

Penanggalan

The penanggalan is lesser vampire. Penanggalan do not share many of the weaknesses common vampires have, but also lack some of their powers. Just like a common vampire, a penanggalan resembles a pale col-skinned member of its former race. This chance once the penanggalan detaches its head from its body, a process terrifying to behold. The head then floats off followed rubbery black tail. A penanggalan seeks a victim, overwhelms it with its mesmerising gaze and drains its blood to sustain itself and its dormant body, occasionally creating a new penanggalan. All penanggalan seem to be female, and a penanggalan that was not human in life has never been reported.

Sea Vampire

Sea vampires are a strain of vampires only found at sea or near the coast. They lack some of the powers of common vampires, such as the ability to turn into a cloud of fog, but also lack some of their weaknesses, and are not harmed at all by running water. Sea vampires appear much as they did in life, albeit with pale, slightly greenish skin, and often wrapped in rotten clothes. They sustain themselves by draining salt instead of blood - which is just as deadly for their victims.

Vampiric Buccaneers. Sea vampires seem to be cursed, and it is unclear whether they can transform other humanoids. Many sea vampires were or become pirates. They hide with their ship at the bottom of the sea or in a dark cave during the day and hunt sailors at night. Ships like this are usually manned by a crew of sea zombies commanded by jolly rogers.

Velya

The velya is an aquatic vampire. Once surface dwellers, velya are now under an ancient curse that turned them into hideous blue-skinned undead. Velya have long dark hair, long fingernails, webbed teeth, and gills. They never cover themselves in clothes, but sometimes wear rings, bracelets or other ornaments. Like common vampires, velya rest during the day. They usually have a lair in form of an submerged crypt.

Bane of the Seas. Velya can transform other humanoids into wight by draining them, but can only pass on their curse by transfusing blood to another creature. The reason why the velya were originally cursed has long been forgotten, but whatever the cause was, it left them as evil and hateful creatures.

Vrykolakas

The vrykolakas are a debased strain of vampires. Disease-ridden monstrosities, these vampires are avoided even by other undead. A vrykolakas resembles a ghoul more than a vampire; it has long claws, is unnaturally thin and famished, and often hairless. Vrykolakas exhibit signs of all kinds of diseases, though all the symptoms are superficial. Those who are injured by a vrykolakas are more than likely to contract them, though.

Ravenous Monsters. Vrykolakas do not have fangs. Instead, they suck blood through an elongated hollow tongue. Vrykolakas are virtually feral and show none of the sophistication or romanticism of their vampiric kin. They are cunning hunters, though, and sometimes lead packs of ghouls and ghosts. The vrykolakas sucks the victims of these gangs dry and leaves the corpses for its underlings. More than one outbreak of a terrible diases has been caused by a plague-ridden vrykolakas or its minions.

Nosferatu

Medium undead (*shapechanger*), neutral evil

Armour Class 16 (natural armour)

Hit Points 136 (16d8+64)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	16 (+3)	14 (+2)	19 (+4)

Saving Throws Dex +6, Wis +6, Cha +9

Skills Deception +8, Perception +6, Stealth +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 16

Languages the languages it knew in life

Challenge 12 (8,400 XP)

Shapechanger. If the vampire isn't in sunlight or running water, it can use its action to polymorph into a Medium cloud of mist, or back into its true form. Its statistics, other than its 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 mist 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 rain.

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

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and is exposed to moonlight. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralysed 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 vampire has the following flaws:

Aversion to Wine. If the vampire drinks red wine, it takes 20 acid damage.

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

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 paralysed until the stake is removed.

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

Actions

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 7 (1d6 + 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. A bitten target is marked by the vampire. The mark can be removed with a remove curse spell.

Dominate. The vampire targets one humanoid it can see within 30 feet of it. The target must succeed on a DC 16 Wisdom saving throw against this magic or be charmed by the vampire. Alternatively, the vampire can target a creature within 360 feet that previously has been marked by the vampire. The target must succeed on a DC 16 Wisdom saving throw against this magic or be charmed by the vampire. The target has disadvantage on its saving throw. The charmed target obeys the vampire's commands, and is a willing target for the vampire's bite attack. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, the target is immune to this vampire's Dominate for the next 24 hours. The vampire can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

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. Being bitten by the vampire is not considered to be harmful.

Legendary Actions

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

Move. The vampire moves up to its speed without provoking opportunity attacks.

Weapon Attack. The vampire uses its rapier.

Bite (Costs 2 Actions). The vampire makes one bite attack.

Penanggalan

Medium undead, lawful evil

Armour Class 13

Hit Points 90 (12d8+36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	10 (+0)	14 (+2)	12 (+1)

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 5 (1,800 XP)

Body Horror. The vampire can use its action to detach its head from its body, or to reattach its head. The Tiny detached head has a flying speed of 40 feet. Its statistics are otherwise identical to those of the vampire. If the detached head is exposed to sunlight, it falls prone and is paralysed. If it is not united with the body 7 hours after having been paralysed by sunlight, the vampire is destroyed. While the head is detached from the body, the body is immobile and can't take actions. The head becomes aware of any creature within 60 feet of the body. If either head or body are destroyed while separated, the other is destroyed too. When body and head reunite, the vampire has hit points equal to the body's hit points before the reattachment.

Actions

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Longsword (Full Body Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8+4) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 7 (1d6+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 female human slain in this way rises the following night as a penanggalan.

Constrict (Head Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8+4) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the creature is restrained, and the vampire can't constrict another target.

Hypnotic Gaze (Head Only). The vampire targets a creature within a range of 30 feet. The target must succeed on a DC 15 Wisdom saving throw or become paralysed 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. The effect also ends when the vampire is further than 60 feet away from the target. A target that succeeds on its initial saving throw is forever immune to the Hypnotic Gaze of this specific vampire.

Sea Vampire

Medium undead (*shapechanger*), chaotic evil

Armour Class 18 (natural armour)

Hit Points 142 (15d8+75)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	20 (+5)	15 (+2)	13 (+1)	16 (+3)

Saving Throws Dex +9, Int +7, Wis +6

Skills Perception +6, Survival +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 16

Languages Aquan, Common

Challenge 13 (10,000 XP)

Shapechanger. If the vampire isn't in sunlight, it can use its action to polymorph in to a Large octopus, or back into its true form. While in octopus form, the vampire can't speak, its walking speed is 10 feet, and it has a swim 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.

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

Regeneration. The vampire regains 25 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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.

Water Walk. The vampire can walk across water as if it were a solid surface if it desires to do so.

Actions

Multiattack (Vampire Form Only). The vampire makes two attacks, only one of which can be a Salt Drain attack.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature.

Hit: 13 (2d8+4) bludgeoning damage. In stead of dealing damage, the vampire can grapple the target (escape DC 18).

Salt Drain. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 8 (1d8+4) bludgeoning damage plus 14 (4d6) 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 submerged in water rises the following night as a sea zombie under the vampire's control.

Charm. 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 17 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favourable way it can, and it is a willing target for the vampire's bite attack.

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 Sea (1/Day). The vampire magically calls 3d8 octopuses, 2d4 reef sharks, or 1d6 giant octopuses, provided that the sun isn't up and it is near the sea. 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.

Legendary Actions

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

Move. The vampire moves up to its speed without provoking opportunity attacks.

Slam. The vampire uses its slam.

Salt Drain (Costs 2 Actions). The vampire uses its Salt Drain.

Velya

Medium undead (shapechanger), chaotic evil

Armour Class 15 (natural armour)

Hit Points 120 (16d8+48)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	17 (+3)	12 (+1)	15 (+2)	14 (+2)

Saving Throws Dex +8, Wis +6, Cha +6

Skills Perception +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 16

Languages Aquan, Common

Challenge 12 (8,400 XP)

Shapechanger. If the vampire isn't in sunlight or on dry land, it can use its action to polymorph in to a Large shark or a Medium current of water, or back into its true form.

While in shark form, the vampire can't speak, its walking speed is 0 feet, and it has a swimming speed of 50 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 current form, the vampire can't take any actions, speak, or manipulate objects. It has a land speed of 20 ft. and a swimming speed of 40 feet, and can enter a hostile creature's space and stop there. In addition, if water can pass through a space, the current 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.

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

Aquatic Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a water current (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or on dry land. If it can't transform, it is destroyed.

While it has 0 hit points in current form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralysed 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.

Regeneration. The vampire regains 15 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or on dry land. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Vampire Weaknesses. The vampire has the following flaws:

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

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 paralysed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 15 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Waterbound. The vampire takes 15 necrotic damage if it ends its turn on dry land. The vampire's resistance to necrotic damage is not applied to this damage.

Actions

Multitack (Vampire Form Only). The vampire makes two attacks, only one of which can be a bite attack.

Slam (Vampire Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8+4) bludgeoning damage. In stead of dealing damage, the vampire can grapple the target (escape DC 17).

Vampiric Bite (Vampire Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 7 (1d6+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 left submerged by water rises the following night as a wight under the vampire's control.

Shark Bite (Shark Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (3d6+4) piercing damage.

Charming Song. The vampire begins to sing a song. Any creature within a range of 60 feet that can hear the song must succeed on a DC 14 Wisdom saving throw against this magic or be charmed by the vampire. A charmed target regards the vampire as a trusted friend. Although the target isn't under the vampire's control, it is a willing target for the vampire's bite attack.

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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the vampire's song for the next 24 hours.

Children of the Sea (1/Day). The vampire magically calls 2d4 reef sharks, provided that the sun isn't up. 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.

Legendary Actions

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

Move. The vampire moves up to its speed without provoking opportunity attacks.

Slam. The vampire uses its slam.

Bite (Costs 2 Actions). The vampire makes one vampiric bite or shark bite attack.

Variant: Swamp Velya

Some velyas live in swamps instead of the ocean. They are identical to their marine kin, but can turn into a Large white crocodile instead of a shark, giving them a land speed of 30 feet. Swamp velya can summon crocodiles instead of reef sharks. Their restrictions regrading dry land do not apply to swamps.

Vrykolakas

Medium undead, chaotic evil

Armour Class 16 (natural armour)

Hit Points 114 (12d8+60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	20 (+5)	6 (-2)	16 (+3)	10 (+0)

Saving Throws Dex +8, Wis +7, Cha +4

Skills Perception +7, Stealth +8

Damage Resistances necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Conditions Immunities poisoned

Senses darkvision 120 ft., passive Perception 17

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

Challenge 10 (5,900 XP)

Infectious. A creature that took damage from a tongue attack by the vampire must succeed on a DC 16 Constitution saving throw after the fight or contract a disease. Until the disease is cured, the target can't regain hit points, and the target's hit point maximum decreases by 10 (3d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.

Regeneration. The vampire regains 15 hit points at the start of its turn if it has at least 1 hit point and isn't in sun light or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

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 20 acid damage if it ends its turn in running water.

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 paralysed until the stake is removed.

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

Actions

Multiattack. The vampire uses its claws and tongue, or its claws and its Fever Gaze.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 22 (4d8+4) slashing damage.

Tongue. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 22 (4d8+4) piercing damage plus 9 (2d8) 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.

Fever Gaze. The vampire targets one creature it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 16 Wisdom saving throw against this magic or fall asleep. The target is unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake.

Children of the Night (1/Day). The vampire magically calls 2d4 diseased giant rats, provided that the sun isn't up. 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.

Vampyre

Vampyres are a race of human-like monsters that drink the blood of other creatures. Often mistaken for the undead vampire or vampiric strains such as the nosferatu, vampyres are actually living creatures that breed and dies like any other. The only features that betray a vampyre are its fangs and its clawlike hands. Vampyres are very diverse, but are slender and tall more often than not.

Monsters in Disguise. Vampyres live among the humans they prey on. They claim that it is their destiny and mandate to keep the human population in check. Even if this legend is true, at this point, vampyres are first and foremost killers. A group of vampyres has a hierarchy that is constantly contested, with the leading alpha being challenged when it shows any sign of weakness. From time to time, vampyres join together in a murtherous feast of blood and violence.

Vampyre

Medium humanoid, chaotic evil

Armour Class 12

Hit Points 91 (14d8+28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	15 (+2)	12 (+1)	16 (+3)

Skills Deception +5, Stealth +4

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Common

Challenge 4 (1,100 XP)

Actions

Multiattack. The vampyre makes one attack with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 11 (2d8+2) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 14 Constitution saving throw or be charmed for 1 minute. While charmed this way, the target will no resist attacks of the vampyre. The vampyre has advantage on melee attacks rolls against the target, and its hits against the targets are critical hits if the vampyre is within 5 feet of the target. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 9 (2d6+2) piercing damage.

Vanished

When the Dread Domains were young, a group of fey tried to escape them. They wandered into the Mists in hope to find a less dreadful place. Cut off from their lands and unable to sustain their nomadic lifestyle, they eventually turned on one another in a cannibalistic manner. Those who survived became known as the vanished and were forever shunned by other fey.

Soul Eaters. The vanished barely resemble their former selves. They are still humanoid, but their bodies are entirely white, and their heads lack eyes, a mouth, or any other features. Instead, souls consumed by the vanished struggle under their membranous skin, lashing with their arms and trying to escape. These souls, reaped whenever the vanished ate another being, can be liberated only by the vanished's destruction.

Vanished

Medium fey, chaotic evil

Armour Class 13

Hit Points 27 (5d8+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	7 (-2)	12 (+1)	15 (+2)

Skills Perception +3

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 13

Languages understands Sylvan and Elvish but can't speak

Challenge 2 (450 XP)

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

Mist Creature. The vanished has advantage on Dexterity (Stealth) checks while surrounded by mist. It is immune to any spell or effect that would alter its form.

Sprouting Arms. The vanished has advantage on rolls made to grapple an opponent.

Soul Drink. As a bonus action, the vanished can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 11 (2d8+2) bludgeoning damage.

Soul Reap. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target.
Hit: 7 (2d6) psychic damage.

Ether Step. The vanished magically enters the Ethereal Plane from the Material Plane, or vice versa.

Vistana

The Vistani are a mysterious nomadic people that resembles gypsies in dress, manner and custom. The Vistani have wandered the Dread Realm since the dawn of time and keep no written records of their history. As a result, the story of their origin has been lost. Legends say that they came from a land far away, fleeing from an unknown enemy, which still seems to pursue them.

Evil Eyes. Vistani like to wear vibrant clothes. Many of them have black hair, but some are brown-haired, blond, or ginger. Features and skin colour varies both between and within tribes, but all Vistani have dark eyes. Though they resemble humans in almost every way, Vistani have some distinguishing features, with the most common being the evil eyes. The evil eyes is an ability possessed by many Vistani that allows them to channel negative emotions towards other creatures. The evil eye's effect manifests itself in many different ways.

Wanderers of the Mists. Many other creatures are both fascinated and repulsed by the Vistani. They are feared for their prescience, curses, and ability to wander the mists of Ravenloft, but also valued as great entertainers and sought out for advice. Vistani remain neutral in most conflicts, especially those involving a local darklord.

Colourful Tribes. There are many Vistani clans and families, several of which form so-called tribes. The Boem are known as expert entertainers and count many musicians, bard, jugglers and dancers among their numbers. This tribes includes the Naiat and the Corvara clans. The Kaldresh are travelling merchants.

They show little interest in intentions of their customers and sell to the highest bidder. Some Kaldresh are of evil disposition and have been known to supply both sides in armed conflicts. The Kamii, Equaar, and Vatraska belong to this tribe. The Manusa are the rarest and most reclusive of the major Vistani clans. They are involved in arcana mysteries, potion brewing, and fortune telling. Of all Vistani, they know the most about the ancient evil that still follows them. The Canjar and Zarovan clans are part of this tribe.

Vistana

Medium humanoid, neutral good (15%), neutral (75%) or neutral evil (10%)

Armour Class 12 (leather armour)

Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	10 (+0)	13 (+1)	10 (+0)

Skills Insight +3, Performance +2

Senses passive Perception 11

Languages Common, Vistana

Challenge 1/4 (50 XP)

Actions

Short Sword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature.
Hit: 4 (1d6+1) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target.
Hit: 4 (1d6+1) piercing damage.

Evil Eye (3/Day). The Vistana targets a creature within a range of 30 feet. If the creature is looking at the Vistana, it must succeed on a DC 10 Wisdom saving throw or become paralysed 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.

Darkling

The darkling is a Vistana that has been cursed and expelled from its tribe, often for a crime against its family. Most Vistana outcasts simply become so-called mortu, sedentary Vistani, but some undergo a dark transformation. They still look like Vistani, but have hollow eyes, grey skin and are unnaturally gaunt. Darklings shun humans and Vistani, and often live as thieves and robbers. Darklings retain the Vistani evil eye - which has a sickening effect on its target - and can use their precognitive abilities to catch a glimpse of the future, which gives them an advantage in combat.

Variant: Vistani Curses

Most Vistani that possess the evil eye can use it to paralyse other creatures, but some can cause creatures to become frightened instead, or reproduce the effects of the spells *charm person*, *suggestion* or *bestow curse* instead.

Darkling

Medium humanoid, chaotic evil

Armour Class 14 (studded leather)

Hit Points 22 (4d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	13 (+1)	11 (+0)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +4

Senses passive Perception 12

Languages Common, Vistana

Challenge 1/2 (100 XP)

Foresight. The darkling can't be surprised. If it is subjected to an effect that allows it to make a saving throw to take only half damage, the darkling instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Actions

Short Sword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature.

Hit: 4 (1d6+1) piercing damage plus 7 (2d6) poison damage.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Evil Eye (3/Day). The Darkling targets a creature within a range of 30 feet. If the creature is looking at the Darkling, it must succeed on a DC 10 Wisdom saving throw or become poisoned 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.

Vorlog

Most vampire are content with an unlife in solitude or surround themselves with vampire spawn and other slaves. From time to time, a vampire desire to spends its eternal life with a companion as its side. To turn a living creature into a companion, the vampire has to feed the chosen creature some of its blood and then spend a night alongside it, with both creature sleeping. During this time, the vampire is vulnerable, and should it be slain, its companion will not become and undead, but a vorlog.

Vampire Tears. Vorlog are not undead, but share the vampire's pale skin and are sensitive to the rays of the sun. Forever saddened by the death of its creature, a vorlog will try to replace the vampire with an different creature, a so-called surrogate. However, a surrogate will never truly be able to replace the vampire and end the vorlog's pain. Despite their tragic origin, vorlog are evil creatures. Forever corrupted, they only care about their own desires and never hesitate to sue others for their goals.

Wight

Wights are corporeal undead and appear as twisted and cruel reflections of their former selves. Like so many undead, wights are at home in the Dread Domains.

Dread Wight

Dread wights are relatives of the common wight found in the Lands of Mist. Dread wights look more natural than common wights, appearing much as they did in life, albeit with black eyes and pale dry skin that stretches over their bones. Especially tall dread wight are known as greater dread wights and were often trolls, ogres or lesser giants in life.

King Wight

A king wight was once a mortal king. When it died, it became undead, and continued to rule over a kingdom of the dead.

The death of a king wight is often voluntary, prolonging its life beyond its natural mortal lifespan. A king wight resembles its former self, but is pale with skin like parchment. In dim light, a king wight can be mistaken for a living being.

Death Court. King wights rule over underground complexes, where they keep a court of undead servants. These will always include common wights. They rarely leave this barrow and prefer to send out their henchmen instead. A king wight sometimes appears courteous and hospitable, but such behaviour will always be part of a plan to betray whomever the king wight is dealing with.

Vorlog

Medium humanoid, chaotic evil

Armour Class 12

Hit Points 65 (10d8+20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	14 (+2)	10 (+0)	12 (+1)	12 (+1)

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Regeneration. While the vorlog's surrogate is within 30 feet of the vorlog and the vorlog isn't in sunlight, the vorlog regains 10 hit points at the start of its turn.

Sunlight Sensitivity. If exposed to sunlight, the vorlog takes 10 radiant damage at the start of its turn.

Actions

Multiaction. The vorlog makes two attacks, only oen of which can be its Draining Touch.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8+4) slashing damage.

Draining Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6+4) psychic damage, and the target's Wisdom score is reduced by 1d4. The target dies if this reduces its Wisdom to 0. If the target is a humanoid and this reduces its Wisdom 5 or lower, the vorlog can charm the victim and it becomes its surrogate. A charmed target regards the vorlog as someone to be protected and follows the vorlog's commands. This effect ends when the target's Wisdom is restored to 6 or higher. If the vorlog does not charm the target, the reduction lasts until the target finishes a long rest.

Animal Rage (Recharge 5-6). All beasts within a 60-foot-radius around the vorlog must succeed on a DC 14 Wisdom saving throw or become enraged. On its turn, an enraged beast attacks the nearest creature. If there is more than one creature, it attacks a random creature. If the beast can't attack a creature on its turn, the beast spends its movement to move as close as possible to a creature. An enraged beast can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a beast's saving throw is successful or the effect ends for it, the beast is immune to the vorlog's Animal Rage for the next 24 hours.

Dread Wight

Medium undead, lawful evil

Armour Class 14 (natural armour)

Hit Points 67 (9d8+27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	12 (+1)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities poison

Conditions Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception

Languages the languages it knew in life

Challenge 4 (1,100 XP)

Actions

Multiattack. The wight makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 12 (2d8+3) slashing damage plus 5 (2d4) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This 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 by this attack rises 24 hours later as a common wight under the wight's control, unless the humanoid is restored to life or its body is destroyed. The dread wight can have no more than twelve common wights under its control at one time.

Greater Dread Wight

Large undead, lawful evil

Armour Class 14 (natural armour)

Hit Points 104 (11d10+44)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	19 (+4)	13 (+1)	14 (+2)	17 (+3)

Skills Perception +5, Stealth +5

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities poison

Conditions Immunities exhaustion, poisoned

Senses darkvision 120 ft., passive Perception

Languages the languages it knew in life

Challenge 6 (2,300 XP)

Actions

Multiattack. The wight makes two claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.

Hit: 18 (3d8+5) slashing damage plus 9 (2d8) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This 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 by this attack rises 24 hours later as a dread wight under the wight's control, unless the humanoid is restored to life or its body is destroyed. The greater dread wight can have no more than twelve dread wights under its control at one time.

King Wight

Medium undead, lawful evil

Armour Class 18 (chain armour and shield)

Hit Points 157 (21d8+63)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	15 (+2)	13 (+1)	15 (+2)

Saving Throws Dex +8, Wis +6, Cha +7

Skills Stealth +8, Perception +6

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities necrotic, poison

Conditions Immunities charmed, exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages the languages it knew in life

Challenge 13 (10,000 XP)

Death Throes. When the king wight is destroyed, it causes an earthquake, and each creature within 100 feet of it must make a DC 17 Dexterity saving throw, taking 42 (12d6) bludgeoning damage and falling prone on a failed save, or half as much damage on a successful one. An area with a 100-foot-radius around the king wight becomes difficult terrain.

Deathly Weapons. When the king wight hits with a weapon, it deals an extra 10 (3d6) necrotic damage (included in the attack).

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

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

Turn Resistance. The king wight has advantage on saving throws against any effect that turns undead.

Actions

Multiattack. The king wight makes four attacks, only one of which can be a Life Drain attack.

Life Drain. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature.

Hit: 18 (4d6+4) necrotic damage. The target must succeed on a DC 17 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This 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 by this attack rises as a wight under the king wight's control at the end of the king wight's next turn, unless the humanoid is restored to life or its body is destroyed.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 8 (1d8+4) slashing damage plus 10 (3d6) necrotic damage.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target.

Hit: 7 (1d8+3) piercing damage plus 10 (3d6) necrotic damage.

Barrow Door (1/Day). The king wight teleports from its barrow to a location it has been to before within a range of 100 miles, or teleports back to its barrow from any location.

Wisp

Wisps are spherical creatures that appear to be made of coloured light. They are easily mistaken for lanterns, especially in the dark and damp places where they reside. Ravenloft is home to a number of different wisps, some good, some evil.

Will-o'-Dawn

The will-o'-dawn is as mysterious as it is elusive. Though almost indistinguishable from the malevolent will-o'-wisp, the will-o'-dawn is a benevolent creature that assists travellers. When it briefly appears at dawn, it aids those that are lost or otherwise in trouble.

Colour Patterns. Communicating with a will-o'-dawn seems to be all but impossible, though their language - a sign language based on colour patterns and brightness - can be read by those who study it long enough. It has been speculated that the will-o'-dawn gains nourishment from positive emotions such as happiness.

Will-o'-Dawn

Tiny aberration, chaotic good

Armour Class 17

Hit Points 25 (10d4)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	25 (+7)	10 (+0)	15 (+2)	14 (+2)	10 (+0)

Damage Immunities fire, poison

Damage Resistances acid, cold, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Conditions Immunities exhaustion, grappled, paralysed, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Ephemeral. The wisp can't wear or carry anything.

Incorporeal Movement. The wisp 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.

Spell Immunity. The wisp is destroyed if a darkness spell is cast on it, but is otherwise not affected by the effects of spells.

Variable Illumination. The wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The wisp can alter the radius as a bonus action.

Actions

Blinding Light. The wisp emits a 15-foot-cone of bright light. All creatures in the cone must succeed on a DC 13 Dexterity saving throw or become blinded. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Prismatic Pattern. The wisp magically creates a swirl of colours within a 30-foot-area around the wisp. It lasts as long as the wisp concentrates on it. All creatures in the area that can see the pattern must succeed on a DC 13 Wisdom saving throw or become charmed. While charmed this way, a creature is incapacitated and has a speed of 0. The effect ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor, or if the wisp stops concentrating on the pattern.

Will-o'-Deep

Tiny aberration, neutral evil

Armour Class 19

Hit Points 44 (8d4+8)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	12 (+1)	13 (+1)	16 (+3)	11 (+0)

Damage Immunities fire, poison

Damage Resistances acid, cold, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Conditions Immunities exhaustion, grappled, paralysed, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 13

Languages —

Challenge 1 (200 XP)

Ephemeral. The wisp can't wear or carry anything.

Incorporeal Movement. The wisp 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.

Spell Immunity. The wisp takes damage from spells that cause lightning damage, but is otherwise not affected by the effects of spells.

Variable Illumination. The wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The wisp can alter the radius as a bonus action.

Actions

Spark. *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature.

Hit: 9 (2d8) fire damage.

Will-o'-Mist

Small aberration, chaotic neutral

Armour Class 18

Hit Points 28 (8d6)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	26 (+8)	10 (+0)	13 (+1)	18 (+4)	10 (+0)

Damage Immunities lightning, poison

Damage Resistances acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Conditions Immunities exhaustion, grappled, paralysed, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 14

Languages —

Challenge 2 (450 XP)

Ephemeral. The wisp can't wear or carry anything.

Incorporeal Movement. The wisp 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.

Spell Immunity. The wisp is not affected by the effects of any spell with the exception of vampiric touch.

Variable Illumination. The wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The wisp can alter the radius as a bonus action.

Actions

Shock. *Melee Spell Attack:* +6 to hit, reach 5 ft., one creature.

Hit: 18 (4d8) lightning damage.

Will-o'-Deep

The will-o'-deep is a sinister energy being that lives underground. It thrives on the feeling of those who are desperate and afraid. Will-o'-deeps can slightly alter their shape and brightness, and ability that they use to imitate torches or other lights that give hope to those who are lost in the underground. However, those who follow the light of will-o'-deep will find a dead end at best, or more likely a deadly trap.

Will-o'-Mist

The will-o'-mist appears like a blue strip of radiant energy, though will-o'-mists with other colours such as gold or deep green have been reported too. In the Dread Domains, the will-o'-mist enjoys unparalleled freedom. It can cross the mists of Ravenloft freely, even when a domain lord closes the borders of its domain. Rumours say that the will-o'-mist is even able to lead others through the mists, but very rarely does so.

Will-o'-Sea

Huge aberration, neutral evil

Armour Class 16

Hit Points 91 (14d12)

Speed 0 ft., fly 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	23 (+6)	10 (+0)	12 (+1)	15 (+2)	11 (+0)

Damage Immunities lightning, poison

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

Conditions Immunities exhaustion, grappled, paralysed, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 14

Languages —

Challenge 5 (1,800 XP)

Ephemeral. The wisp can't wear or carry anything.

Incorporeal Movement. The wisp 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.

Spell Immunity. The wisp takes damage from spell that cause cold damage, but is otherwise not affected by the effects of spells.

Variable Illumination. The wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The wisp can alter the radius as a bonus action.

Actions

Multiattack. The wisp makes two shock attacks.

Shock. *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature.
Hit: 13 (3d8) lightning damage.

Thunderbolt. The wisp emits electricity in a line 100 feet long and 5 feet wide. Each creature in the line must make a DC 14 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried.

Will-o'-Sea

The will-o'-sea appears as a long, shifting cascade of light, not unlike the aurora borealis. The will-o'-sea is significantly larger than its relatives, and as deadly as it is beautiful. Just like other wisps imitate lanterns or torches, the will-o'-sea is known to imitate ships or lighthouses. After luring a ship into dangerous waters, the will-o'-sea sometimes attacks its sailors. It is generally known to be more aggressive than other wisps. Ghost and aquatic zombies are especially common in areas where will-o'-seas hunt.

Will-o'-Wisp

The will-o'-wisp is a strange creature that resembles a floating orb of light, most commonly yellow, white, green, or blue. Will-o'-wisps are easily mistaken for lanterns or torches. They like to mislead those who travellers through swamps, watching them from above while they drown or desperately try to find their way back to the next road.

Will-o'-Wisp

Tiny aberration, chaotic evil

Armour Class 19

Hit Points 25 (10d4)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	16 (+3)	14 (+2)	10 (+0)

Damage Immunities lightning, poison

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

Conditions Immunities exhaustion, grappled, paralysed, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Ephemeral. The wisp can't wear or carry anything.

Incorporeal Movement. The wisp 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.

Spell Immunity. The wisp is not affected by the effects of any spell with the exception of magic missile and maze.

Variable Illumination. The wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The wisp can alter the radius as a bonus action.

Actions

Shock. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature.
Hit: 13 (3d8) lightning damage.

Invisibility. The will-o'-wisp and its light magically become invisible until it attacks, or until its concentration ends (as if concentrating on a spell).

Wolf, Mist

The mist wolf appears as a large white wolf. Its outline seems to be blurry, and its eyes filled with mist. The mist wolf is connected to the Mists of Ravenloft, and it is said that it wanders other worlds, taking those it defeats in battle to the Dread Domains.

Mist Wolf

Large monstrosity, neutral evil

Armour Class 14 (natural armour)

Hit Points 52 (7d10+14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	15 (+2)	10 (+0)	14 (+2)	13 (+1)

Skills Perception +4

Damage Resistances cold; bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 3 (700 XP)

Keen Smell. The wolf bear has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The wolf makes two bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 9 (1d10+4) piercing damage plus 4 (1d6) cold damage.

Mist Door. The wolf magically teleports up to 60 feet to an unoccupied space it can see.

Wolfwere

The wolfwere is a malevolent shapechanger and often confused for a werewolf. Like a werewolf, a wolfwere can assume the shape of a wolf, a humanoid, or a hybrid of both. Unlike a werewolf, a wolfwere's natural form is that of a huge wolf. In this intimidating shape, the wolfwere sometimes leads packs of common wolves and worgs.

Wolf Songs. Despite its feral nature, the wolfwere has great bardic talents, and many wolfweres travel the world as bards in humanoid shape. The song of a wolfwere is as beautiful as it is dangerous; those who hear it become lethargic and easy prey of the wolfwere and its pack. A rare breed of wolfwere are the so-called greater wolfwere, lethal and sophisticated beasts.

Wolfwere

Large beast (shapechanger), chaotic evil

Armour Class 11 in humanoid form, 13 (natural armour) in wolf or hybrid form

Hit Points 91 (14d8+28)

Speed 30 ft. (40 ft. in wolf or hybrid form)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	14 (+2)	12 (+1)	15 (+2)

Skills Deception +5, Perception +4, Performance +5

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

Senses passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 6 (2,300 XP)

Shapechanger. The wolfwere can use its action to polymorph into a Medium wolf-humanoid hybrid or into a Medium humanoid, or back into its true form, which is that of a wolf. Its statistics, other than its AC, size, and speed, 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.

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

Actions

Multiattack. The wolfwere makes two melee attacks, only one of which can be a bite attack unless the wolfwere is in wolf form.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (3d8+3) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 14 (2d10+3) slashing damage.

Greatsword (Hybrid or Humanoid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6+3) slashing damage.

Song of Weariness (Hybrid or Humanoid Form Only). The wolfwere sings a song or plays on its musical instrument. All creatures within a 90-foot-radius that can hear the song and aren't allies of the wolfwere must succeed on a DC 15 Charisma saving throw or become lethargic. A lethargic creature'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 a lethargic creature casts a spell with a casting time of 1 action, 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 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 this wolfwere's Song of Weariness for the next 24 hours.

Greater Wolfwere

Large beast (shapechanger), neutral evil

Armour Class 11 in humanoid form, 14 (natural armour) in wolf or hybrid form

Hit Points 161 (19d8+76)

Speed 30 ft. (40 ft. in wolf or hybrid form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	16 (+3)	14 (+2)	18 (+4)

Saving Throws Con +8, Wis +6

Skills Deception +8, Perception +6, Performance +8, Stealth +6

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

Senses passive Perception 16

Languages Common (can't speak in wolf form)

Challenge 9 (5,000 XP)

Shapechanger. The wolfwere can use its action to polymorph into a Medium wolf-humanoid hybrid or into a Medium humanoid, or back into its true form, which is that of a wolf. Its statistics, other than its AC, size, and speed, 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.

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

Regeneration. The wolfwere regains 15 hit points at the start of its turn.

Actions

Multiattack. The wolfwere makes two melee attacks, only one of which can be a bite attack unless the wolfwere is in wolf form.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 20 (3d10+4) piercing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 16 (3d8+3) slashing damage.

Greatsword (Hybrid or Humanoid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6+4) slashing damage.

Song of Weariness (Hybrid or Humanoid Form Only). The wolfwere sings a song or plays on its musical instrument. All creatures within a 90-foot-radius that can hear the song and aren't allies of the wolfwere must succeed on a DC 16 Charisma saving throw or become lethargic. A lethargic creature'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 a lethargic creature casts a spell with a casting time of 1 action, 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 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 this wolfwere's Song of Weariness for the next 24 hours.

Lupine Call (1/Day). The wolfwere magically calls 2d6 wolves, 2d4 worgs, or 1d4 dire wolves, provided such creatures are nearby. The called creatures arrive in 1d4 rounds, acting as allies of the wolfwere and obeying its spoken commands. The beasts remain for 1 hour, until the wolfwere dies, or until the wolfwere dismisses them as a bonus action.

Wraith-Spider

Wraith-spiders are incorporeal undead that appears as dark spiders. More shadow and mist than spider, their eight legs trail off into dark mist. Wraith-spider are not necessarily created from living spiders, but can in fact turn any creature into one of their own. Communicating with wraith-spiders is all but impossible, though they have been reported to be employed by dark elves and necromancers of other races. When not under the control of a spellcaster, wraith-spiders retreat into the underground. There they spin webs that faintly glow in the dark and wait for prey with unlimited patience.

Wraith-Spider

Medium undead, lawful evil

Armour Class 14

Hit Points 45 (6d8+12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (4)	14 (+2)	10 (+0)	12 (+1)	6 (-2)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities necrotic, poison

Conditions Immunities charmed, exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception

Languages —

Challenge 3 (1,100 XP)

Incorporeal Movement. The wraith-spider 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.

Spider Climb. The wraith-spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The wraith-spider ignores movement restrictions caused by webbing.

Actions

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6+4) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. Small to Large creatures killed this way rise as a wraith-spider 1 hour after their death unless they are resurrected.

Ghost Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 14 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; immunity to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered, poison, and psychic damage).

Guardian Yugoloth

Guardian yugoloths are type of yugoloth employed by powerful spellcasters to guard their lairs and riches. They come in a variety of forms and shapes. Least guardian yugoloths often look like hideous oversized frog, lesser ones like demonic apes or boars, and greater ones like winged bears with claws and the horns of a ram.

Dangerous Guards. Summoning and binding a guardian yugoloth is a risky endeavour; the call might go unanswered, and the summoned yugoloth sometimes slays a caster he deems to be an unworthy master. As long as it is in the service of another being, a guardian yugoloth can only stray so far from the object or locaton its guards.

Least Guardian Yugoloth

Medium fiend (yugoloth), neutral evil

Armour Class 16 (natural armour)

Hit Points 39 (6d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	10 (+0)	12 (+1)	7 (-2)

Skills Perception +3

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from non magical weapons

Damage Immunities acid, poison

Conditions Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages all, telepathy 60 ft.

Challenge 3 (700 XP)

Guardian's Bond. The yugoloth can't willingly move beyond a radius of 90 feet around the object or place it is guarding.

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

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 8 (1d10+3) piercing damage.

Fire Breath (Recharge 5-6). The yugoloth exhales fire in a 15-foot cone. Each creature in the area must make a DC 12 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

Teleport. The yugoloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Lesser Guardian Yugoloth

Medium fiend (yugoloth), neutral evil

Armour Class 16 (natural armour)

Hit Points 75 (10d8+30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	12 (+1)	14 (+2)	7 (-2)

Skills Perception +5

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from non magical weapons

Damage Immunities acid, poison

Conditions Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages all, telepathy 60 ft.

Challenge 5 (1,900 XP)

Guardian's Bond. The yugoloth can't willingly move beyond a radius of 90 feet around the object or place it is guarding.

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

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

Actions

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 13 (2d8+4) bludgeoning damage.

Fire Breath (Recharge 5-6). The yugoloth exhales fire in a 20-foot cone. Each creature in the area must make a DC 14 Dexterity saving throw, taking 27 (5d10) fire damage on a failed save, or half as much damage on a successful one.

Teleport. The yugoloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Greater Guardian Ygloth

Large fiend (ygholoth), neutral

Armour Class 18 (natural armour)

Hit Points 126 (12d10+60)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+7)	10 (+0)	20 (+5)	14 (+2)	16 (+3)	10 (+0)

Saving Throws Dex +3, Con +8, Int +5

Skills Perception +6, Insight +6

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from non magical weapons

Damage Immunities acid, poison

Conditions Immunities poisoned

Senses darkvision 120 ft., passive Perception 16

Languages all, telepathy 60 ft.

Challenge 8 (3,900 XP)

Guardian's Bond. The ygholoth can't willingly move beyond a radius of 90 feet around the object or place it is guarding.

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

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

Actions

Multiattack. The ygholoth makes two claw attacks.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.

Hit: 16 (2d8+7) slashing damage.

Fire Breath (Recharge 5-6). The ygholoth exhales fire in a 30-foot cone. Each creature in the area must make a DC 15 Dexterity saving throw, taking 38 (7d10) fire damage on a failed save, or half as much damage on a successful one.

Teleport. The ygholoth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Zombie

Zombie are animated corpses and among the weaker undead. Most zombies are almost mindless, though some retain their intellect or are even independent.

Cannibal Zombie

The cannibal zombie is a variant of the common zombie. Cannibal zombies look much fresher than common zombies and have an insatiable desire to devour the flesh of the living. At times, they even turn on one another. Cannibal zombies hunt in groups and sometimes besiege villages or farmsteads, retreating during the day and returning during the night.

Desert Zombie

Desert zombies are animated corpses that serve the evil mummy Senmet, darklord of Har'Akir, though other powerful spellcasters can apparently create desert zombies too. Desert zombies are dried-out and as not prone to decay as common zombies. They have the ability to swim through sand, and are sometimes deployed to grab intruders and drag them under the sand.

Cannibal Zombie

Medium undead, chaotic evil

Armour Class 10

Hit Points 19 (3d8+6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Damage Immunities poison

Conditions Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages the languages it knew in life

Challenge 1/2 (100 XP)

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 5 (1d8+1) piercing damage. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 4 (1d8) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies. If the target is a humanoid, it rises as a cannibal zombie 1 hour later.

Desert Zombie

Medium undead, lawful evil

Armour Class 10

Hit Points 25 (3d8+12)

Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities poison

Conditions Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 1/2 (100 XP)

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

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6+1) slashing damage, and the target is grappled (escape DC 12).

As long as the target is grappled, other creatures have advantage on attack rolls against it, and the zombie can't use this attack against other targets.

Juju Zombie

The juju zombie is created when the life force of a humanoid is magically drained. Juju zombie rise as undead right after their death and have hardened grey skin instead of begin shambling corpses. Their are also faster, smarter, and more dexterous than a common zombies, and are often employed as assassins and infiltrators. Juju zombies remember bits of their past and have a vivid hatred for the living.

Juju Zombie

Medium undead, neutral evil

Armour Class 13

Hit Points 32 (5d8+10)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	6 (-2)	10 (+0)	6 (-2)

Skills Perception +2

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities lightning, poison

Conditions Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages understands Common but can't speak

Challenge 1/2 (100 XP)

Missile Protection. The zombie is not harmed by magic missiles.

Undead Fortitude. If damage reduces the zombie 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 drops to 1 hit point in stead.

Actions

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

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Mud Zombie

Medium undead, neutral evil

Armour Class 12 (natural armour)

Hit Points 19 (3d8+6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+2)	10 (+0)	14 (+2)	3 (-4)	9 (-1)	4 (-3)

Damage Immunities poison

Conditions Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge 1/2 (100 XP)

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

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 5 (1d8+1) piercing damage. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or contract a disease. Until the disease is cured, the target's Strength score decreases by 2 (1d4) every 24 hours. If the target's Strength drops to 0 as a result of this disease, the target dies.

Mud Zombie

A mud zombie consists of a layer of slimy mud over a framework of bones. Similar to skeletons in appearance, mud zombies lie dormant until awakened - usually by an intruder entering the

area. Mud zombies are the creation of Azalin of Darkon, though they sometimes arise spontaneously as well.

Sea Zombie

Sea zombies are the animated bodies of drowned humanoids.

They look like rotting bloated corpses, with black lips and swollen tongues. Sea zombies are surprisingly fast and good swimmers. They pollute whatever water body they inhabit, and the water they ooze is sickening. Sea zombies rarely move away from the coast, but sometimes do so on an especially foggy night.

Sea Zombie

Medium undead, chaotic evil

Armour Class 13

Hit Points 60 (8d8+24)

Speed 25 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities poison

Conditions Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

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

Challenge 3 (700 XP)

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 12 (2d8+3) bludgeoning damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn.

Voodan Zombie

Voodan zombies are - as the name implies - zombies created by a voodan, a dark priest. Voodan and voodan zombies are primarily found in the domain of Souragne. Whereas common zombies are slow and dim, voodan zombies are fast, stealthy, and surprisingly cunning. Their creation apparently involves a rather lengthy ritual unknown to many necromancers. Voodan zombies are often used as assassins and bodyguards.

Voodan Zombie

Medium undead, lawful evil

Armour Class 13 (natural armour)

Hit Points 32 (5d8+10)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	10 (+0)	4 (-3)

Skills Perception +2, Stealth +4

Damage Immunities poison

Conditions Immunities poisoned

Senses darkvision 60 ft., passive Perception

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

Challenge 1 (200 XP)

Actions

Multiattack. The zombie makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 8 (2d4+3) bludgeoning damage

Wolf Zombie

Zombie wolves are undead wolves created by the domain of Forlorn itself. Originally only encountered in the forest's of Forlorn, these wolves have since spread to other domains. Zombie wolves howl like other wolves. This howl, a terrifying sound coming from their rotting vocal cords, puts fear into the heart of everyone who hears it, even other living wolves.

Wolf Zombie

Medium undead, neutral evil

Armour Class 14 (natural armour)

Hit Points 22 (3d8+9)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	3 (-4)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +3

Senses passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Pack Tactics. The wolf zombie has advantage on attack rolls 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.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 7 (2d4+2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Wolf Howl. The wolf zombie howls. All creatures within a 30-foot-radius that can hear the wolf zombie must succeed on a DC 10 Wisdom saving throw or be 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 for it, the creature is immune to any wolf zombie's Wolf Howl for the next 24 hours.

Zombie fog

The zombie fog is a vaporous creature that emerges from the mists of Ravenloft to feed on the remaining life force of freshly dead bodies. A zombie fog is unable to physically attack creature itself and relies on animated corpses to defend it. These corpses - eerie undead surrounded by a faint green glow- always stay

within the zombie fog, giving the impression of an organised pack of zombies. During the day, the zombie lies dormant and its servants immobilised. After nightfall, it rises and seeks out fresh bodies to drain.

Zombie fog

Gargantuan aberration, neutral evil

Armour Class 13

Hit Points 168 (16d20)

Speed 0 ft., fly 40 ft. (hover)

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

Damage Resistances acid, cold, fire, lightning, thunder

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

Conditions Immunities charmed, exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained

Senses blindsight 240 ft. (blind beyond this radius), passive Perception

Languages —

Challenge 8 (3,900 XP)

Aura of Despair. A creature that sees the zombie fog must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. Beasts have disadvantage on their saving throw. 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 for it, the creature is immune to the zombie fog's Aura of Despair for the next 24 hours.

Consume Life. As a bonus action, the zombie fog can target one creature it shares a space with that has that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the zombie fog regains 21 (6d6) hit points.

Misty Presence. The zombie fog can't wear or carry anything. It can occupy another creature's space and vice versa, and the zombie fog can move through any opening that air can pass through without squeezing.

Sunlight Sensitivity. While in sunlight, the zombie fog can't take actions and creature are not affected by its Aura of Despair.

Actions

Create Cadaver. The zombie fog targets a humanoid it shares a space with that has been dead for no longer than 1 month. The target rises as a fog cadaver in the space of its corpse or in the nearest unoccupied space. The cadaver is under the zombie fog's control. The zombie fog can have no more than twelve cadavers under its control at one time.

Fog Cadaver

Medium undead, unaligned

Armour Class 9

Hit Points 45 (6d8+18)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	17 (+3)	1 (-5)	7 (-2)	3 (-4)

Damage Immunities poison

Conditions Immunities charmed, poisoned

Senses passive Perception 8

Languages —

Challenge 1/2 (XP)

Mistbound. When the cadaver does not occupy the same space as its zombie fog, it is prone, can't take actions, and can't move.

Sunlight Sensitivity. While in sunlight, the cadaver is prone, can't take actions, and can't move.

Turn Resistance. The cadaver has advantage on saving throws against any effect that turns undead while it occupied the same space as the zombie fog that created it.

Unnatural Aura. Beasts have disadvantage on attack rolls against the cadaver,

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 11 (2d8+2) bludgeoning damage.

Zombie Lord

The zombie lord is a powerful independent zombie and assumed to be the result of life-giving magic gone awry. Unlike a common zombie, it is quite intelligent and retains most of the agility it had in life. Zombie lords have power of common zombie and the ability to create them at will. They look just as rotten and horrific as other zombies, though their eyes shine with a malign glare.

Crypt Lords. Zombie lords make their homes in graveyards, underground cemeteries and other places associated with death and decay. They have a vivid hatred for the living and do little more than to terrorise them and turn them into even more zombies.

Zombie Lord

Medium undead, neutral evil

Armour Class 14 (natural armour)

Hit Points 136 (16d8+64)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	19 (+4)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Dex +5, Con +7, Int +3

Damage Resistances necrotic

Damage Immunities poison

Conditions Immunities poisoned

Senses darkvision 120 ft., passive Perception

Languages Common, telepathy 120 ft. (undead only)

Challenge 7 (2,900 XP)

Aura of Death. A creature that starts its turn in a 30-foot-radius around the zombie lord must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour. If this effect ends for a creature, the creature is immune to the zombie lord's Aura of Death for the next 24 hours. A creature that isn't immune to becoming poisoned and that fails its saving throw by 10 or more dies. Small and Medium Humanoids that die this way rise as zombies under the zombie lord's control at the start of the zombie lord's next turn.

Dead Awaken. The zombie lord can use its bonus action to magically create a zombie from the corpse of a Small or medium humanoid it can see within a range of 120 feet. The zombie obeys the zombie lord's verbal and telepathic commands.

Turn Resistance. The zombie lord has advantage on saving throws against any effect that turns undead.

Zombie Master. The zombie lord can use its bonus action to magically charm a zombie it can see within a range of 120 feet. While charmed this way, the zombie obeys the zombie lord's verbal and telepathic commands.

Actions

Multiattack. The zombie makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 17 (3d8+4) bludgeoning damage.

Zombify (1/Day). The zombie lord touches a creature within a range of 5 feet. The target must succeed on a DC 14 Constitution saving throw or die. Small and Medium Humanoids that die this way rise as zombies under the zombie lord's control at the start of the zombie lord's next turn.

Juju Zombie

Medium undead, neutral evil

Armour Class 13

Hit Points 32 (5d8+10)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	6 (-2)	10 (+0)	6 (2-)

Skills Perception +2

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities lightning, poison

Conditions Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages understands Common but can't speak

Challenge 1/2 (100 XP)

Missile Protection. The zombie is not harmed by magic missiles.

Undead Fortitude. If damage reduces the zombie 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 drops to 1 hit point in stead.

Actions

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6+3) slashing damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target.

Hit: 6 (1d6+3) piercing damage.

Zweifalk

The zweiflaks are a breed of two-headed hawks. Zweifalks are fierce and aggressive, and only allow another zweifalk to hunt in their territory when it is their mated partner. According to local lore, zweifalks shred their prey apart to consume its heart. Zweifalks can be trained, and will be vicious hunting animals. They will only ever obey their original falconer, though.

Zweifalk

Tiny beast, unaligned

Armour Class 13

Hit Points 10 (4d4)

Speed 10 ft., 60 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	10 (+0)	2 (-4)	15 (+2)	6 (-2)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 1/2 (50 XP)

Two Heads. The zweiflak has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Actions

Multiattack. The zweiflak makes two beak attacks.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 5 (1d4+4) piercing damage.

Monsters by Challenge Rating

CHALLENGE RATING 0

Maggot, Giant
Pale Steed

CHALLENGE RATING 1/8

Animator, Possessed Knife
Cat, Skeletal
Death's Head
Familiar, Dread, Crab
Familiar, Pseudo-, Frog
Gremishka
Living Tattoo, Grandfather Raven
Raven, King's
Sea Spawn Minion
Silver Fox

CHALLENGE RATING 1/4

Animator, Possessed Scarf
Arak, Fir
Baobhan Sith
Bat, Sentinel
Bloodrose
Boowray
Caliban
Carcass Eater
Cat, Crypt
Catwere
Ghost Camel
Golden Dog
Insectoid, Giant Ant
Living Tattoo, Dark Man
Living Tattoo, Living Spear
Living Tattoo, Silver Wolf
Living Tattoo, Violet Panther
Paka
Scavyt
Vistana

CHALLENGE RATING 1/2

Alchemical Warrior
Animator, Possessed Candelabra
Arak, Alven
Arak, Brag
Arak, Portune
Arak, Redcap
Arcane Head
Bakhna Rakhna
Bat, Carrion
Bat, Skeletal
Blood Stag
Bloodroot
Boneless
Cat, Midnight
Dreamweaver
Drownling
Figurine, Crystal Spider
Figurine, Obsidian Gorilla
Fog Cadaver
Ghost Boar

Goblin Beast, Goblin Boar
Hound, Bog
Insectoid, Giant Tick
Lycanthrope, Seawolf, Lesser
Lycanthrope, Wereleopard Servitor
Mist Claimer Noble
Raven, King's, Swarm
Ravenkin
Razorback
Scarecrow, Dread
Scourged
Skeleton, Archer
Skeleton, Strahd
Tentacle Rat
Vistana, Darkling
Zombie, Cannibal
Zombie, Desert
Zombie, Mud
Zombie, Wolf
Zweifalk

CHALLENGE RATING 1

Animator, Possessed Oven
Animator, Possessed Table
Arak, Muryan
Arak, Teg
Arak, Waff
Bony Hands
Bowlyn
Broken One
Carrion Stalker
Carrionette
Cat, Great Crypy
Cat, Plains
Cemetery Spirit
Copper Automaton
Crimson Bones
Crocodile, Albino
Devil, Wishing Imp
Figurine, Ceramic Lizard
Grave Scarabs, Swarm of
Insectoid, Giant Stag Beetle
Kalij
Lebendtod
Living Tattoo, Winged Snake
Lycanthrope, Wereweasel
Siren, Dread
Skeleton, Skeletal Steed
Skeleton, Strahd's Skeletal Steed
Skin Thief
Will-o'-Dawn
Will-o'-Deep
Zombie, Juju
Zombie, Toben

CHALLENGE RATING 2

Animator, Possessed Bed
Arak, Umbra

Arayashka
Broken One, Shattered Brother
Crawling Ivy
Deathlock
Devil, Assassin Imp
Dream Spawn, Grey Morph
Ermordenung
Feathered Serpent
Figurine, Ceramic Alligator
Figurine, Diamond Scorpion
Goblin Beast, Giant Goblin Spider
Goblin Beast, Giant Goblin Vulture
Goblin
Grave Scarab, Giant
Head Hunter
Hound, Fenhound
Impersonator
Lost Souls, Dreaming
Lost Souls, Wandering
Lycanthrope, Werejackal
Lycanthrope, Wereleopard
Lycanthrope, Wereraven
Marikith Hunter
Paka Cleric of the Cat Lord
Sand Weirdling
Saugh, Dearg-Due
Stitched
Vanished
Will-o'-Deep
Will-o'-Mist
Will-o'-Wisp

CHALLENGE RATING 3

Animator, Possessed Piano
Arak, Gwytune
Arak, Shee
Arak, Sith
Assassin Bug, Giant
Backward Man
Dhampir
Doom Guard
Dream Spawn, Shadow Morph
Elemental, Smoke
Entomber
Figurine, Ivory Elephant
Figurine, Porcelain Tiger
Grim
Jack Frost
Lycanthrope, Seawolf, Greater
Lycanthrope, Werebadger
Lycanthrope, Werebat
Lycanthrope, Werecobra
Lycanthrope, Werejaguar
Mist Ferryman
Odem
Reaver
Reaver of Vecna

Remnant
Saugh, Gossamer
Shadow, Salt
Vorlog
Wolf, Mist
Wraith-Spider
Yugoloth, Guardian, Least
Zombie, Sea

CHALLENGE RATING 4

Animator, Possessed Carriage
Arak, Widdernibhinn
Blood Eel
Bruja
Changeling Fog
Doppelgänger, Ravenloft
Golem, Maggot
Golem, Wax
Grave Scarab, Monstrous
Hound, Moor
Lycanthrope, Werejackal Chosen of Anubis
Lycanthrope, Wererat, Aberrant
Lycanthrope, Wereray
Mistling Swarm
Moor Man
Paka Illusionist
Pale Rider
Sewer Fiend
Skeleton, Giant
Vampyre
Wight, Dread

CHALLENGE RATING 5

Cloaker, Resplendent
Dragon, Stone
Dream Spawn, Ennui
Elemental, Blood
Elemental, Grave
Elemental, Mist
Elemental, Pyre
Ghoul Lord
Golem, Patchwork
Lycanthrope, Loup Noir
Lycanthrope, Loup-Garou, Lowland
Lycanthrope, Werefox
Lycanthrope, Werepanther
Mummy, Salt
Phooka
Rock Dancer
Skeleton Warrior
Tenebris
Unicorn, Shadow
Valpurleiche
Vampire, Penanggalan
Will-o'-Sea
Yugoloth, Guardian, Lesser

CHALLENGE RATING 6

Avanc
Brain in a Jar, Living Brain
Death's Head Tree
Doppelgänger Plant
Hag, Spectral, Green

Jolly Roger
Lycanthrope, Sea Stalker
Lycanthrope, Weregorilla
Mist Horror
Nightmare, Dread
Ooze, Grave
Porcelain Lady
Psionic Spirit
Quickwood
Sea Spawn Master
Starfish, Giant
Vampire Spawn, Eastern
Wight, Dread, Greater
Wolfwere

CHALLENGE RATING 7

Akikage
Animator, Possessed Hut
Brain in a Jar, Dark Contemplator
Devil, Amnizu
Golem, Transient
Grim Reaper
Kizoku
Lycanthrope, Loup-Garou, Mountain
Lycanthrope, Wecrocodile
Lycanthrope, Wereshark
Nightmare Tree
Ooze, Deathreap
Red Widow
Shambling Mound, Vampiric
Treat, Evil
Troll, Dread
Zombie Lord

CHALLENGE RATING 8

Cloaker, Dread
Cloaker, Shadow
Goblyn Fog
Golem, Doll
Golem, Glass
Living Wall
Marikith Queen
Mummy, Greater
Rushlight
Vampire, Fledgling
Yugoloth, Guardian, Greater
Zombie Fog

CHALLENGE RATING 9

Babau
Caller in Darkness
Golem, Doppelgänger
Radiant Spirit
Shapeless Spawn
Vampire, Goblin
Wolfwere, Greater

CHALLENGE RATING 10

Golem, Bone
Golem, Gargoyle
Golem, Snow
Lich, Vassalich
Maelephant
Pride Eater

Ravyanatha
Vampire, Vrykolakas

CHALLENGE RATING 11

Golem, Curse-Scribed
Golem, Flesh, Ravenloft
Golem, Mechanical
Treat, Hollow
Vampire, Gnome
Vampire, Halfling

CHALLENGE RATING 12

Animator, Possessed Ship
Golem, Spell-Rune
Golem, Zombie
Lich, Bardic
Mist Weird
Vampire, Elf
Vampire, Nosferatu
Vampire, Velya

CHALLENGE RATING 13

Golem, Coin
King Wight
Vampire, Desert
Vampire, Drow
Vampire, Dwarf
Vampire, Sea

CHALLENGE RATING 14

Golem, Mist
Soul-Kraken

CHALLENGE RATING 15

Vampire, Cerebral
Vampire, Eastern

CHALLENGE RATING 16

Hebi-no-onna
Lake Horror
Vampire, Druidic

CHALLENGE RATING 17

Vampire, Elder
Wraith-King

CHALLENGE RATING 21

Vampire Matriarch

CHALLENGE RATING 23

Lich, Defiler

CHALLENGE RATING 24

Lich, Elemental

Monsters by Size

TINY

Animator, Possessed Knife
Animator, Possessed Scarf
Arak, Alven
Arak, Fir
Arak, Portune
Arak, Redcap
Arcane Head
Baobhan Sith
Bat, Carrion
Bat, Sentinel
Bat, Skeletal
Boowray
Brain in a Jar, Dark Contemplator
Brain in a Jar, Living Brain
Carrion Stalker
Carrionette
Cat, Crypy
Cat, Midnight
Cat, Skeletal
Death's Head
Devil, Assassin Imp
Devil, Wishing Imp
Dreamwaver
Familiar, Dread, Crab
Familiar, Pseudo-, Frog
Figurine, Ceramic Alligator
Figurine, Ceramic Lizard
Figurine, Crystal Spider
Figurine, Diamond Scorpion
Figurine, Ivory Elephant
Figurine, Obsidian Gorilla
Figurine, Porcelain Tiger
Head Hunter
Living Tattoo, Grandfather Raven
Maggot, Giant
Odem
Raven, King's
Sea Spawn Minion
Silver Fox
Tentacle Rat
Will-o'-Dawn
Will-o'-Deep
Will-o'-Wisp
Zweifalk

SMALL

Animator, Possessed Candelabra
Arak, Brag
Arak, Teg
Bloodrose
Bony Hands
Carcass Eater
Dream Spawn, Grey Morph
Drownling
Golem, Maggot
Gremishka

Impersonator
Jack Frost
Living Tattoo, Living Spear
Living Tattoo, Winged Snake
Mistling Swarm
Razorback
Rushlight
Scavyt
Shadow Asp
Vampire, Gnome
Vampire, Halfling
Will-o'-Mist

MEDIUM

Akikage
Alchemical Warrior
Animator, Possessed Bed
Animator, Possessed Oven
Animator, Possessed Table
Arak, Gwytune
Arak, Muryan
Arak, Shee
Arak, Sith
Arak, Umbra
Arak, Waff
Arak, Widderrbhinn
Arayashka
Babau
Backward Man
Blood Stag
Bloodroot
Boneless
Bowlyn
Broken One
Broken One, Shattered Brother
Bruja
Caliban
Cat, Great Crypy
Catwere
Cemetery Spirit
Copper Automaton
Crimson Bones
Deathlock
Devil, Amnizu
Dhampir
Doom Guard
Doppelgänger, Ravenloft
Dragon, Stone
Dream Spawn, Ennui
Dream Spawn, Shadow Morph
Elemental, Smoke
Entomber
Ermordenung
Fenhound
Fog Cadaver
Ghost Boar
Ghoul Lord

Goblin Beast, Goblin Boar
Goblyn
Golden Dog
Golem, Bone
Golem, Doll
Golem, Doppelgänger
Golem, Flesh, Ravenloft
Golem, Gargoyle
Golem, Glass
Golem, Mechanical
Golem, Patchwork
Golem, Transient
Golem, Wax
Golem, Zombie
Grave Scarabs, Swarm of Grim
Grim Reaper
Hag, Spectral, Green
Hebi-no-onna
Hound, Bog
Hound, Moor
Insectoid, Giant Ant
Insectoid, Giant Tick
Jolly Roger
Kalij
King Wight
Kizoku
Lebentod
Lich, Bardic
Lich, Defiler
Lich, Vassalich
Living Tattoo, Dark Man
Living Tattoo, Silver Wolf
Living Tattoo, Violet Panther
Lycanthrope, Loup Noir
Lycanthrope, Loup-Garou, Lowland
Lycanthrope, Loup-Garou, Mountain
Lycanthrope, Sea Stalker
Lycanthrope, Seawolf, Greater
Lycanthrope, Seawolf, Lesser
Lycanthrope, Werebadger
Lycanthrope, Werebat
Lycanthrope, Werecobra
Lycanthrope, Werecocodile
Lycanthrope, Werefox
Lycanthrope, Weregorilla
Lycanthrope, Werejackal
Lycanthrope, Werejackal Chosen of Anubis
Lycanthrope, Werejaguar
Lycanthrope, Wereleopard
Lycanthrope, Wereleopard Servitor
Lycanthrope, Werepanther
Lycanthrope, Wererat, Aberrant
Lycanthrope, Wereraven
Lycanthrope, Wereray
Lycanthrope, Wereweasel

Lycanthrope, Wereshark
Marikith Hunter
Mist Claimer Noble
Mist Ferryman
Mist Horror
Moor Man
Mummy, Greater
Mummy, Salt
Paka
Paka Cleric of the Cat Lord
Paka Illusionist
Pale Rider
Porcelain Lady
Pride Eater
Psionic Spirit
Radiant Spirit
Raven, King's, Swarm
Ravenkin
Ravyanatha
Reaver
Reaver of Vecna
Red Widow
Remnant
Rock Dancer
Sand Weirdling
Saugh, Dearg-Due
Saugh, Gossamer
Scarecrow, Dread
Scourged
Shadow, Salt
Siren, Dread
Skeleton Warrior
Skeleton, Archer
Skeleton, Strahd
Skin Thief
Stitched
Tenebris
Valpurleiche
Vampire Matriarch
Vampire Spawn, Eastern
Vampire, Cerebral
Vampire, Desert
Vampire, Drow
Vampire, Druidic
Vampire, Dwarf
Vampire, Eastern
Vampire, Elder
Vampire, Elf
Vampire, Fledgling
Vampire, Gnome
Vampire, Nosferatu
Vampire, Penanggalan
Vampire, Sea
Vampire, Velya
Vampire, Vrykolakas
Vampyre
Vanished
Vistana
Vistana, Darkling
Vorlog
Wight, Dread
Wraith-King

Wraith-Spider
Yugoloth, Guardian, Least
Yugoloth, Guardian, Lesser
Zombie Lord
Zombie, Cannibal
Zombie, Desert
Zombie, Juju
Zombie, Sea
Zombie, Toben
Zombie, Wolf

LARGE

Animator, Possessed Piano
Assassin Bug, Giant
Blaspheme
Blood Eel
Caller in Darkness
Cat, Plains
Cloaker, Dread
Cloaker, Resplendent
Cloaker, Shadow
Crocodile, Albino
Elemental, Blood
Elemental, Grave
Elemental, Mist
Elemental, Pyre
Feathered Serpent
Ghost Camel
Goblin Beast, Giant Goblin Spider
Goblin Beast, Giant Goblin Vulture
Golem, Coin
Golem, Curse-Scribed
Golem, Mist
Golem, Snow
Golem, Spell-Rune
Grave Scarab, Giant
Insectoid, Giant Stag Beetle
Lost Souls, Dreaming
Lost Souls, Wandering
Maelephant
Mist Weird
Nightmare Tree
Nightmare, Dread
Ooze, Deathreap
Ooze, Grave
Pale Steed
Phooka
Quickwood
Sea Spawn Master
Sewer Fiend
Shambling Mound, Vampiric
Shapeless Spawn
Skeleton, Skeletal Steed
Skeleton, Strahd's Skeletal Steed
Troll, Dread
Unicorn, Shadow
Wight, Dread, Greater
Wolf, Mist
Wolfwere
Wolfwere, Greater
Yugoloth, Guardian, Greater

HUGE

Animator, Possessed Carriage
Animator, Possessed Hut
Avanc
Changeling Fog
Crawling Ivy
Death's Head Tree
Doppelgänger Plant
Goblyn Fog
Grave Scarab, Monstrous
Living Wall
Marikith Queen
Skeleton, Giant
Starfish, Giant
Treant, Evil
Treant, Hollow
Will-o'-Sea
GARGANTUAN
Animator, Possessed Ship
Lake Horror
Soul-Kraken
Zombie Fog

Monsters by Type and Subtype

Monsters by Type

ABERRATION

Animator, Possessed Bed
Animator, Possessed Candelabra
Animator, Possessed Carriage
Animator, Possessed Hut
Animator, Possessed Knife
Animator, Possessed Oven
Animator, Possessed Piano
Animator, Possessed Scarf
Animator, Possessed Ship
Animator, Possessed Table
Backward Man
Cloaker, Dread
Cloaker, Resplendent
Cloaker, Shadow
Head Hunter
Impersonator
Marikith Hunter
Marikith Queen
Mistling Swarm
Sea Spawn Master
Sea Spawn Minion
Shapeless Spawn
Soul-Kraken
Tentacle Rat
Will-o'-Dawn
Will-o'-Deep
Will-o'-Mist
Will-o'-Sea
Will-o'-Wisp
Zombie Fog

BEAST

Assassin Bug, Giant
Bat, Carrion
Blood Eel
Carcass Eater
Cat, Plains
Grave Scarab, Giant
Grave Scarab, Monstrous
Grave Scarabs, Swarm of
Maggot, Giant
Raven, King's
Raven, King's, Swarm
Razorback
Scavyt
Silver Fox
Starfish, Giant
Wolfwere
Wolfwere, Greater
Zweifalk

CELESTIAL

Grim

CONSTRUCT

Alchemical Warrior
Carrionette
Copper Automaton
Doom Guard
Figurine, Ceramic Alligator
Figurine, Ceramic Lizard
Figurine, Crystal Spider
Figurine, Diamond Scorpion
Figurine, Ivory Elephant
Figurine, Obsidian Gorilla
Figurine, Porcelain Tiger
Golem, Bone
Golem, Coin
Golem, Curse-Scribed
Golem, Doll
Golem, Doppelgänger
Golem, Flesh, Ravenloft
Golem, Gargoyle
Golem, Glass
Golem, Maggot
Golem, Mechanical
Golem, Mist
Golem, Patchwork
Golem, Snow
Golem, Spell-Rune
Golem, Transient
Golem, Wax
Golem, Zombie
Hound, Bog
Hound, Moor
Living Tattoo, Dark Man
Living Tattoo, Grandfather Raven
Living Tattoo, Living Spear
Living Tattoo, Silver Wolf
Living Tattoo, Violet Panther
Living Tattoo, Winged Snake
Living Wall
Scarecrow, Dread

ELEMENTAL

Changeling Fog
Dragon, Stone
Elemental, Blood
Elemental, Grave
Elemental, Mist
Elemental, Pyre
Elemental, Smoke
Goblyn Fog
Mist Weird
Rock Dancer

FEY

Arak, Alven
Arak, Brag
Arak, Fir
Arak, Gwytune
Arak, Muryan

Arak, Portune
Arak, Redcap
Arak, Shee
Arak, Sith
Arak, Teg
Arak, Waff
Baobhan Sith
Boowray
Bruja
Drownling
Familiar, Pseudo-, Frog
Grim Reaper
Jack Frost
Vanished

FIEND

Babau
Devil, Amnizu
Devil, Assassin Imp
Devil, Wishing Imp
Maelephant
Phooka
Sewer Fiend
Tenebris
Unicorn, Shadow
Yugoloth, Guardian, Greater
Yugoloth, Guardian, Least
Yugoloth, Guardian, Lesser

GIANT

Troll, Dread

HUMANOID

Bakhna Rakhna
Broken One
Broken One, Shattered Brother
Caliban
Catwere
Dhampir
Ermordenung
Goblyn
Gremishka
Kizoku
Lycanthrope, Loup Noir
Lycanthrope, Loup-Garou, Lowland
Lycanthrope, Loup-Garou, Mountain
Lycanthrope, Sea Stalker
Lycanthrope, Seawolf, Greater
Lycanthrope, Seawolf, Lesser
Lycanthrope, Werebadger
Lycanthrope, Werecoobra
Lycanthrope, Werecoodile
Lycanthrope, Werefox
Lycanthrope, Weregorilla
Lycanthrope, Werejackal
Lycanthrope, Werejackal Chosen of Anubis
Lycanthrope, Werejaguar
Lycanthrope, Wereleopard

Lycanthrope, Wereleopard Servitor
Lycanthrope, Werepanther
Lycanthrope, Wererat, Aberrant
Lycanthrope, Wereraven
Lycanthrope, Wereray
Lycanthrope, Wereweasel
Lycanthrope, Wereshark
Mist Claimer Noble
Moor Man
Paka
Paka Cleric of the Cat Lord
Paka Illusionist
Reaver
Skin Thief
Vampyre
Vistana
Vistana, Darkling
Vorlog

MONSTROSITY

Avanc
Bat, Sentinel
Brain in a Jar, Living Brain
Carrion Stalker
Cat, Midnight
Crocodile, Albino
Doppelgänger, Ravenloft
Dream Spawn, Ennui
Dream Spawn, Grey Morph
Dream Spawn, Shadow Morph
Dreamwaver
Feathered Serpent
Fenhound
Goblin Beast, Giant Goblin Spider
Goblin Beast, Giant Goblin Vulture
Goblin Beast, Goblin Boar
Golden Dog
Hebi-no-onna
Ravenkin
Red Widow
Sand Weirdling
Shadow Asp
Wolf, Mist

OOZE

Ooze, Grave
Ooze, Deathreap

PLANT

Bloodroot
Bloodrose
Crawling Ivy
Death's Head
Death's Head Tree
Doppelgänger Plant
Nightmare Tree
Quickwood
Treant, Evil

UNDEAD

Akikage
Arak, Umbra
Arak, Widderribhinn
Arayashka

Arcane Head
Bat, Skeletal
Blaspheme
Blood Stag
Boneless
Bony Hands
Bowlyn
Brain in a Jar, Dark Contemplator
Caller in Darkness
Cat, Crypy
Cat, Great Crypy
Cat, Skeletal
Cemetery Spirit
Crimson Bones
Deathlock
Entomber
Familiar, Dread, Crab
Fog Cadaver
Ghost Boar
Ghost Camel
Ghoul Lord
Hag, Spectral, Green
Insectoid, Giant Ant
Insectoid, Giant Stag Beetle
Insectoid, Giant Tick
Jolly Roger
Kalij
King Wight
Lake Horror
Lebendtod
Lich, Bardic
Lich, Defiler
Lich, Vassalich
Lost Souls, Dreaming
Lost Souls, Wandering
Mist Ferryman
Mist Horror
Mummy, Greater
Mummy, Salt
Odem
Pale Rider
Pale Steed
Porcelain Lady
Pride Eater
Psionic Spirit
Radiant Spirit
Ravyanatha
Reaver of Vecna
Remnant
Rushlight
Saugh, Dearg-Due
Saugh, Gossamer
Scourged
Shadow, Salt
Shambling Mound, Vampiric
Siren, Dread
Skeleton Warrior
Skeleton, Archer
Skeleton, Giant
Skeleton, Skeletal Steed
Stitched
Treant, Hollow

Valpurleiche
Vampire Matriarch
Vampire Spawn, Eastern
Vampire, Cerebral
Vampire, Desert
Vampire, Drow
Vampire, Druidic
Vampire, Dwarf
Vampire, Eastern
Vampire, Elder
Vampire, Elf
Vampire, Fledgling
Vampire, Gnome
Vampire, Halfling
Vampire, Nosferatu
Vampire, Penanggalan
Vampire, Sea
Vampire, Velya
Vampire, Vrykolakas
Wight, Dread
Wight, Dread, Greater
Wraith-King
Wraith-Spider
Zombie Lord
Zombie, Cannibal
Zombie, Desert
Zombie, Juju
Zombie, Mud
Zombie, Sea
Zombie, Toben
Zombie, Wolf

Monster by Subtype

ARAK

Arak, Alven
Arak, Brag
Arak, Fir
Arak, Gwytune
Arak, Muryan
Arak, Portune
Arak, Redcap
Arak, Shee
Arak, Sith
Arak, Teg
Arak, Waff

DEMON

Babau

DWARF

Lycanthrope, Werebadger

ELF

Lycanthrope, Werefox

HUMAN

Lycanthrope, Loup Noir
Lycanthrope, Loup-Garou, Lowland
Lycanthrope, Loup-Garou, Mountain
Lycanthrope, Sea Stalker
Lycanthrope, Werebat
Lycanthrope, Werecobra
Lycanthrope, Werecrocodile
Lycanthrope, Weregorilla

Lycanthrope, Werejackal
Lycanthrope, Werejackal Chosen of Anubis
Lycanthrope, Werejaguar
Lycanthrope, Wereleopard
Lycanthrope, Wereleopard Servitor
Lycanthrope, Werepanther
Lycanthrope, Wererat, Aberrant
Lycanthrope, Wereraven
Lycanthrope, Wereray
Lycanthrope, Wereweasel
Lycanthrope, Wereshark

SHAPECHANGER

Arak, Alven
Arak, Brag
Arak, Fir
Arak, Muryan
Arak, Portune
Arak, Redcap
Arak, Shee
Arak, Sith
Arak, Teg
Baobhan Sith
Catwere
Doppelgänger, Ravenloft
Dreamweaver
Golden Dog
Golem, Doppelgänger
Grim
Impersonator
Jack Frost
Lycanthrope, Loup Noir
Lycanthrope, Loup-Garou, Lowland
Lycanthrope, Loup-Garou, Mountain
Lycanthrope, Sea Stalker
Lycanthrope, Seawolf, Greater
Lycanthrope, Seawolf, Lesser
Lycanthrope, Werebadger
Lycanthrope, Werebat
Lycanthrope, Werecobra
Lycanthrope, Werekrocodile
Lycanthrope, Werefox
Lycanthrope, Weregorilla
Lycanthrope, Werejackal
Lycanthrope, Werejackal Chosen of Anubis
Lycanthrope, Werejaguar
Lycanthrope, Wereleopard
Lycanthrope, Wereleopard Servitor
Lycanthrope, Werepanther
Lycanthrope, Wererat, Aberrant
Lycanthrope, Wereraven
Lycanthrope, Wereray
Lycanthrope, Wereweasel
Lycanthrope, Wereshark
Mist Horror
Paka
Paka Cleric of the Cat Lord
Paka Illusionist
Red Widow
Vampire Matriarch
Vampire, Cerebral
Vampire, Desert

Vampire, Drow
Vampire, Druidic
Vampire, Dwarf
Vampire, Elder
Vampire, Elf
Vampire, Fledgling
Vampire, Gnome
Vampire, Nosferatu
Vampire, Sea
Vampire, Velya
Wolfwere
Wolfwere, Greater

SWARM

Grave Scarabs, Swarm of
Mistling Swarm
Raven, King's, Swarm
Devil
Devil, Assassin Imp
Devil, Wishing Imp
Devil, Amnizu

YUGOLOTH

Yugoloth, Guardian, Greater
Yugoloth, Guardian, Least
Yugoloth, Guardian, Lesser

Monsters by Alignment

LAWFUL GOOD

Arak, Portune

NEUTRAL GOOD

Arak, Fir
Bruja (50%)
Grim
Lich, Bardic
Living Tattoo, Grandfather Raven
Lycanthrope, Wereraven
Ravenkin
Vistana (15%)

CHAOTIC GOOD

Arak, Alven
Fenhound
Lycanthrope, Weregorilla
Will-o'-Dawn

LAWFUL NEUTRAL

Arak, Brag
Arak, Gwytune
Dream Spawn, Grey Morph
Dreamwaver
Lycanthrope, Weregaguar
Raven, King's
Raven, King's, Swarm

NEUTRAL

Alchemical Warrior
Arak, Shee
Broken One
Bruja (50%)
Caliban
Crawling Ivy
Crocodile, Albino
Dhampir
Elemental, Smoke
Golem, Snow
Golem, Transient
Grim Reaper
Living Tattoo, Living Spear
Living Tattoo, Silver Wolf
Living Tattoo, Violet Panther
Living Tattoo, Winged Snake
Nightmare Tree
Quickwood
Rock Dancer
Sand Weirdling
Vistana (75%)
Yugoloth, Guardian, Least

CHAOTIC NEUTRAL

Arak, Muryan
Catwere
Cloaker, Resplendent
Golden Dog
Golem, Flesh, Ravenloft (50%)
Golem, Spell-Rune

Golem, Wax
Living Tattoo, Dark Man
Remnant
Scarecrow, Dread
Will-o'-Mist

LAWFUL EVIL

Akikage
Arak, Sith
Bat, Sentinel
Boowray
Devil, Amnizu
Devil, Assassin Imp
Devil, Wishing Imp
Dream Spawn, Ennui
Dream Spawn, Shadow Morph
Entomber
Ermordenung
Hebi-no-onna
King Wight
Kizoku
Lycanthrope, Sea Stalker
Lycanthrope, Werejackal
Lycanthrope, Werejackal Chosen of Anubis
Lycanthrope, Wereleopard
Lycanthrope, Wereleopard Servitor
Lycanthrope, Werepanther
Maelephant
Marikith Hunter
Marikith Queen
Mummy, Greater
Nightmare, Dread
Radiant Spirit
Reaver of Vecna
Sea Spawn Minion
Skeleton, Archer
Skeleton, Strahd
Troll, Dread
Vampire, Elf
Vampire, Penanggalan
Wight, Dread
Wight, Dread, Greater
Wraith-King
Wraith-Spider
Zombie, Desert
Zombie, Toben

NEUTRAL EVIL

Arak, Teg
Arak, Widderribhinn
Arayashka
Avanc
Bakhna Rakhna
Blaspheme
Blood Stag
Boneless
Brain in a Jar, Living Brain

Broken One, Shattered Brother
Cat, Midnight
Cemetery Spirit
Changeling Fog
Deathlock
Death's Head Tree
Doppelgänger, Ravenloft
Elemental, Blood
Elemental, Grave
Elemental, Mist
Elemental, Pyre
Familiar, Pseudo-, Frog
Goblyn
Golem, Patchwork
Head Hunter
Hound, Bog
Hound, Moor
Impersonator
Jack Frost
Lebendtod
Lich, Vassalich
Lycanthrope, Loup Noir
Lycanthrope, Seawolf, Lesser
Lycanthrope, Werebat
Lycanthrope, Werecrocodile
Lycanthrope, Wereshark
Mist Ferryman
Mist Horror
Mistling Swarm
Phooka
Porcelain Lady
Pride Eater
Psionic Spirit
Red Widow
Saugh, Dearg-Due
Saugh, Gossamer
Scourged
Siren, Dread
Skeleton Warrior
Skeleton, Giant
Soul-Kraken
Tentacle Rat
Unicorn, Shadow
Vampire, Druidic
Vampire, Dwarf
Vampire, Nosferatu
Vistana (10%)
Will-o'-Deep
Will-o'-Sea
Wolf, Mist
Wolfwere, Greater
Yugoloth, Guardian, Greater
Yugoloth, Guardian, Lesser
Zombie Fog
Zombie Lord
Zombie, Juju

Zombie, Mud
Zombie, Wolf

CHAOTIC EVIL

Animator, Possessed Bed
Animator, Possessed Candelabra
Animator, Possessed Carriage
Animator, Possessed Hut
Animator, Possessed Knife
Animator, Possessed Oven
Animator, Possessed Piano
Animator, Possessed Scarf
Animator, Possessed Ship
Animator, Possessed Table
Arak, Redcap
Arak, Umbra
Arak, Waff
Arcane Head
Babau
Backward Man
Baobhan Sith
Bony Hands
Bowlyn
Brain in a Jar, Dark Contemplator
Caller in Darkness
Carrionette
Cloaker, Dread
Cloaker, Shadow
Crimson Bones
Doppelgänger Plant
Dragon, Stone
Drownling
Familiar, Dread, Crab
Feathered Serpent
Ghoul Lord
Goblin Beast, Giant Goblin Spider
Goblin Beast, Giant Goblin Vulture
Goblin Beast, Goblin Boar
Goblyn Fog
Golem, Doppelgänger
Golem, Flesh, Ravenloft (50%)
Golem, Mist
Gremishka
Hag, Spectral, Green
Jolly Roger
Kalij
Lake Horror
Lich, Defiler
Living Wall
Lost Souls, Dreaming
Lost Souls, Wandering
Lycanthrope, Loup-Garou, Lowland
Lycanthrope, Loup-Garou, Mountain
Lycanthrope, Seawolf, Greater
Lycanthrope, Werebadger
Lycanthrope, Werecoobra
Lycanthrope, Werefox
Lycanthrope, Wererat, Aberrant
Lycanthrope, Wereray
Lycanthrope, Wereweasel
Mist Claimer Noble
Mist Weird

Moor Man
Mummy, Salt
Odem
Paka
Paka Cleric of the Cat Lord
Paka Illusionist
Pale Rider
Ravyanatha
Reaver
Rushlight
Sea Spawn Master
Sewer Fiend
Shadow, Salt
Shambling Mound, Vampiric
Shapeless Spawn
Skin Thief
Stitched
Tenebris
Treant, Evil
Treant, Hollow
Valpurleiche
Vampire Matriarch
Vampire Spawn, Eastern
Vampire, Cerebral
Vampire, Desert
Vampire, Drow
Vampire, Eastern
Vampire, Elder
Vampire, Fledgling
Vampire, Gnome
Vampire, Gnome
Vampire, Halfling
Vampire, Sea
Vampire, Velya
Vampire, Vrykolakas
Vampyre
Vanished
Vistana, Darkling
Vorlog
Will-o'-Wisp
Wolfwere
Zombie, Cannibal
Zombie, Sea

UNALIGNED

Assassin Bug, Giant
Bat, Carrion
Bat, Skeletal
Blood Eel
Bloodroot
Bloodrose
Carcass Eater
Carrion Stalker
Cat, Crypy
Cat, Great Crypy
Cat, Plains
Cat, Skeletal
Copper Automaton
Death's Head
Doom Guard
Figurine, Ceramic Alligator
Figurine, Ceramic Lizard

Figurine, Crystal Spider
Figurine, Diamond Scorpion
Figurine, Ivory Elephant
Figurine, Obsidian Gorilla
Figurine, Porcelain Tiger
Fog Cadaver
Ghost Boar
Ghost Camel
Golem, Bone
Golem, Coin
Golem, Curse-Scribed
Golem, Doll
Golem, Gargoyle
Golem, Glass
Golem, Maggot
Golem, Mechanical
Golem, Zombie
Grave Scarab, Giant
Grave Scarab, Monstrous
Grave Scarabs, Swarm of
Insectoid, Giant Ant
Insectoid, Giant Stag Beetle
Insectoid, Giant Tick
Maggot, Giant
Ooze, Deathreap
Ooze, Grave
Pale Steed
Razorback
Scavyt
Shadow Asp
Silver Fox
Skeleton, Skeletal Steed
Skeleton, Strahd's Skeletal Steed
Starfish, Giant
Zweifalk

Monsters by Environment

ARCTIC MONSTERS

Arayashka
Golem, Snow
Jack Frost

COASTAL MONSTERS

Animator, Possessed Ship
Bowlyn
Jolly Roger
Reaver
Sea Spawn Master
Sea Spawn Minion
Siren, Dread
Will-o'-Sea
Zombie, Sea
Vampire, Sea
Vampire, Velya
Desert Monsters
Ghost Camel
Goblin Beast, Giant Goblin Vulture
Lycanthrope, Werejackal
Lycanthrope, Werejackal Chosen of Anubis
Mummy, Greater
Scourged
Vampire, Desert
Zombie, Desert

DESERT MONSTERS

Ghost Camel
Goblin Beast, Giant Goblin Vulture
Lycanthrope, Werejackal
Lycanthrope, Werejackal Chosen of Anubis
Mummy, Greater
Sand Weirdling
Scourged
Vampire, Desert
Zombie, Desert

FOREST MONSTERS

Animator, Possessed Hut
Arak, Teg
Arak, Waff
Baobhan Sith
Ghost Boar
Goblin Beast, Goblin Boar
Lycanthrope, Loup Noir
Lycanthrope, Loup-Garou, Lowland
Lycanthrope, Werebat
Lycanthrope, Werejaguar
Lycanthrope, Werepanther
Nightmare Tree
Quickwood
Razorback
Shambling Mound, Vampiric
Silver Fox
Tentacle Rat
Treant, Evil
Treant, Hollow

Unicorn, Shadow
Vampire, Druidic
Vampire, Elf
Zombie, Wolf

GRASSLAND MONSTERS

Bakhna Rakhna
Cat, Plains
Goblin Beast, Goblin Boar
Goblyn Fog
Nightmare, Dread
Scarecrow, Dread
Skin Thief

HILL MONSTERS

Death's Head Tree
Lycanthrope, Loup-Garou, Lowland
Lycanthrope, Wereweasel
Zweifalk
Mist Monsters
Changeling Fog
Kalij
Mist Claimer Noble
Mist Ferryman
Mist Horror
Mist Weird
Mistling Swarm
Pale Rider
Pale Steed
Vanished

MOUNTAIN MONSTERS

Goblin Beast, Giant Goblin Vulture
Golden Dog
Jack Frost
Lycanthrope, Loup-Garou, Mountain
Lycanthrope, Werebat
Swamp Monsters
Drownling
Fenhound
Hag, Spectral, Green
Hound, Bog
Hound, Moor
Impersonator
Lycanthrope, Werecocodile
Moor Man
Mummy, Bog
Rock Dancer
Shambling Mound, Vampiric
Will-o'-Dawn
Will-o'-Wisp
Zombie, Juju
Zombie, Mud

UNDERGROUND MONSTERS

Blood Eel
Bloodroot
Carrion Stalker
Cat, Crypy

Cat, Great Crypy
Ghoul Lord
Grave Scarab, Giant
Grave Scarab, Monstrous
Grave Scarabs, Swarm of
Head Hunter
Impersonator
King Wight
Lycanthrope, Werebadger
Marikith Hunter
Marikith Queen
Mummy, Salt
Scavyt
Shadow Asp
Shadow, Salt
Vampire, Drow
Vampire, Dwarf
Vampire, Gnome
Will-o'-Deep
Wraith-Spider

UNDERWATER MONSTERS

Avanc
Blood Eel
Lake Horror
Lycanthrope, Sea Stalker
Lycanthrope, Seawolf, Greater
Lycanthrope, Seawolf, Lesser
Lycanthrope, Wereray
Lycanthrope, Wereshark
Remnant
Soul-Kraken
Starfish, Giant
Vampire, Sea
Vampire, Velya

URBAN MONSTERS

Animator
Backward Man
Carrionette
Cat, Midnight
Catwere
Cemetery Spirit
Crocodile, Albino
Dhampir
Doppelgänger, Ravenloft
Golem, Doll
Golem, Wax
Gremishka
Head Hunter
Kizoku
Lycanthrope, Wererat, Aberrant
Reaver of Vecna
Red Widow
Sewer Fiend
Vampire, Nosferatu
Vampyre

Monsters by Domain

ARKANDALE

Head Hunter
Will-o'-Wisp
Avonleigh
Bloodrose
Carrion Stalker
Grave Scarabs, Swarm of
Will-o'-Wisp

BAROVIA

Babau
Bakhna Rakhna
Bat, Carrion
Blaspheme
Blood Eel
Bloodrose
Caller in Darkness
Carcass Eater
Cemetery Spirit
Crawling Ivy
Deathlock
Dhampir
Dragon, Stone
Entomber
Ghoul Lord
Goblin Beast, Goblin Boar
Golem, Bone
Golem, Curse-Scribed
Lich, Defiler
Lycanthrope, Loup-Garou, Lowland
Lycanthrope, Loup-Garou, Mountain
Lycanthrope, Werebat
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