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CRONES



ister crones, hand in hand, terrors of the sea and land, thus do go about, about: thrice to thine and thrice to mine, and thrice again, to make up nine.”—Macbeth, Act 1, Scene 3

Ancient Monstrosity. The isolated corners of our world harbor creatures older than humans, older than academics and mages, older even than elves and dwarves. The crones are such creatures. No one knows their true names, nor what breed of monstrosity they, in fact, are. Folk say they were four at first. The Mother, She-Who-Knows, the Lady of the Wood, came here from a faraway land and, since she suffered terribly from loneliness, she made daughters out of dirt and water.

Life-saving Parricide. A long, long time ago the Mother was sole ruler of all of land. Her daughters brought her the people's requests and served as her voice. Each spring, sacrifices of grain, animals, and men were made to the Lady of the Wood on her special night. Yet as the years passed, the Lady of the Wood slipped deeper and deeper into madness. Her madness eventually spread over the land—men took to abandoning their homes and setting out into the bog, where they became food for beasts. Before long, the land was drowning in blood.

The daughters saw their home nearing destruction and took it upon themselves to save it. When spring came once more, and with it the night sacrifices, they killed their mother and buried her into a bog. Her blood watered a mystical oak, and from then on the tree grew wholesome and hearty fruit for the people. As for the Lady's immortal soul, it refused to leave its beloved land, and so the daughters imprisoned it. To this day it lies trapped beneath the earth, where it thrashes about in powerless rage.

Earthly Goddesses. Common folk refer to the crones as "The Ladies of the Wood", "Norns", or simply "The Good Ladies." The crones act as the true sovereigns of their land, whose inhabitants they help survive through harsh times in return for unquestioning obedience. In foul times, when plague or famine steals the harvest, when the gods have abandoned them, when the mighty do not care for their fate, the folks turn to the Ladies for help.

A GIFT FROM THE LADIES

If one listens to tells and stories, you will learn how to plea for help from a crone; such help always comes at a price, but the ladies have the reputation to always keep their word. This is how one begs help from the Ladies:

Find a child, young and innocent, and search out the Ladies' shrine—that is where the Trail of Treats begins. Set the child off on the trail and it shall follow its sweet track and find the Good Ladies. The child will never want for anything ever again, for the Ladies are kind and generous. Standing before their shrine, pronounce your request and the Good Ladies will hear, for they see and hear all that takes place in their demesne. If you made the offering as it must be done, your supplication will be heard.

- Such boons may include but are not limited to: ability score improvements, new feats, or epic boons found in the *Dungeon Master's Guide* (page 232). The gift lasts until the crone chooses to dismiss it or the crone dies. A *wish* spell can also end the pact.
- A creature that makes a pact with a crone gains a mystical brand somewhere on its body, the brand is unique to each crone. The crone can communicate through the person over any distance, even from another plane of existence, speaking through its mouth. Once per month, the crone may charm the creature as if using the *geas* spell. The creature automatically fails the saving throw to resist the spell, and it can't be ended by any normal magic except for a *wish* spell, which also ends the pact.



Fiendish Appetite. In the more ghastly legends, crones are said to know over a dozen recipes for human soup. During their sabbath, crones truly feed on human flesh, cooking men and children in infernal pots spiced with root from the cursed trees growing in their lair. In whispered tales—for if they spoke too loudly the crones would hear it—villagers speak of the tribute demanded in the form of human ears. The ears hung from trees, allowing the crones, through the use of primeval magic, to hear all that happened in their land.

ELDER CURSE

Simple curses are easily dealt with by clerics, druids and wizards, becoming nothing more than a temporary annoyance for the wielders of the faith and arcane. However, in ancient times, magic was expressing itself differently, demanding sacrifices to be tamed, powering itself on blood, life essence, and grievous trials. Elder curses tap into these ancient powers: a form of magic that is primal and raw, brutal and cruel. Such curses are not so easily dispelled and will resist most forms of magic. Nothing short of a *wish* spell can remove an elder curse but each elder curse also must have a single means of removing the curse with some deed that the DM designates:

- The elder curse must be casted by the crone as a ritual, taking an hour to perform. The effects can target one creature, without limit of distance or planar location, as long as the crone add a part of the target (strand of hair, nail clipping, blood, etc.) as a spell component, consumed during casting.
- The elder curse can duplicate the effects of a *bestow curse*, *contagion*, *symbol*, *true polymorph*, or even, if several crones partake in the ritual, a *wish* spell (Spell DC 18, +2 per crone performing the ritual after the first). Every crone involved in the ritual cannot use their innate spellcasting ability until they completed a short rest.
- The deed to lift the curse must be something that the target can accomplish within one year, assuming the task is undertaken immediately (burning all the spinning wheels in the kingdom, climbing the tallest mountain of the world, slaughter an entire bloodline...). Killing the crone doesn't end the curse.
- The target of the elder curse can have help accomplishing the deed. In fact, someone else can accomplish the deed as long as removing the curse is the expressed purpose of the deed. If someone who doesn't know about the curse accomplishes the deed, the curse remains.

Elder Magic. Crones wield powerful magic, but one different from that of mages. They draw power from the elements and destiny and are bound to the land in which they live. The crones can hear everything that happens in their woods, predict the future, twist the threads of human lives and bring blessings as well as curses. The crones seem for all intents and purposes to be immortal. Magic elixirs keep them from aging and allow them to take the appearance of young women. These elixirs and their mystical ties to the land in which they live also give them supernatural strength and vitality.

Many Sisters. Although theoretically born from the same mother, crones do not necessarily like or even work with each other. Truly enough, some form covens, gather for great sabbath and maintain correspondence with distant sisters, but it is equally true that some hate each other viscerally and wage war against their brethren over feuds so ancient that none but them can remember why. The simple truth is that crones are very unique individuals, and that no simple rule can define their complex relationships.

A CRONE'S LAIR

A crone's lair isn't usually where she lives, but a mystical center of energy, usually tied to the death of its mother. It holds great significance and importance in the performing of her magic. Sabbaths, seasonal rites and other ceremonial sacrifices are held at the lair or in close vicinity.

LAIR TRAITS

A crone's lair has all of the following effects in place:

- A crone can only cast an elder curse or control a creature that made a pact with her from within her lair.
- Creatures other than the crone can't teleport into the lair or use portals and planar travel to enter the area, as though protected by a *forbiddance* spell.
- While inside her lair a crone is shielded against divination magic, as though protected by a *nondetection* spell.

REGIONAL EFFECT

The region containing a crone lair is altered by the creature's presence, creating one or more of the following magical effects, based on the type of crone:

- **Death Crone:** Undead creatures lurk in the region. If the crone wishes so, humanoids dying in the region raise within 24 hours as foglets, drowners or other type of undead suiting the environment.
- **Flesh Crone:** Natural healing is greatly impeded in the region. When a character expands a Hit Dice to heal and obtains a "1", it cannot regain hit points by any mean until it completed a long rest or a *remove curse* spell ends the effect.
- **Norn:** People born in the area refuse to leave the region, tying their fate to the land. Any spell that can end a curse can remove this coercive effect.
- **Primeval Crone:** The crone can hear anything that is happening in the region through severed ears hanged in trees. Crow spies report any suspicious activity in the region to the crown.

When a crone is killed, its regional effects fades over 30 days.

CRONE

Medium monstrosity (shapechanger), lawful evil

Armor Class 15 (natural armor)
Hit Points 171 (18d8 + 90)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	20 (+5)	17 (+3)	13 (+1)

Saving Throws Con +10, Int +10, Wis +8, Cha +6
Skills Arcana +15, Nature +15, Religion +15
Damage Resistances acid, cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Senses truesight 60 ft., passive Perception 13
Languages Abyssal, Common, Draconic, Dwarvish, Giant
Challenge 15 (13,000 XP)

Shapechanger. The crone can use its action to polymorph into a Small or Medium female humanoid or back into its true form. While in humanoid form, its statistics, are the same. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Limited Magic Immunity. The crone is immune to spells of 5th level or lower unless it wishes to be affected. It has advantage on saving throws against all other spells and magical effects.

Magic Attacks. The crone's weapon attacks are magical.

Actions

Multiattack. The crone uses its Mistress of Hexes and makes two claw attacks.

Claw (Crone Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit* 16 (3d6 + 5) slashing damage.

Mistress of Hexes. The crone magically forces a creature it can see within 60 feet of it to make a DC 18 Wisdom saving throw. If it fails, it comes under one of the following effects, chosen by the crone:

1. **Boiling Blood.** The blood of the target starts boiling in its veins. It becomes incapacitated with excruciating pain until the end of the crone's next turn. At the beginning of the creature's turn, it takes 10 (3d6) fire damage and 10 (3d6) necrotic damage.
2. **Doomed.** The target has disadvantage on attack rolls and has vulnerability to one type of damage of the crone's choice. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
3. **Leech.** The target takes 10 (3d6) necrotic damage at the beginning of its turn, and the crone regains hit points equal to that amount. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
4. **Twisted.** The hex twists horribly the appearance of the target. The target is blinded and deafened, and its Charisma score becomes 1 until the curse is removed by a *remove curse* spell or similar magic.

Legendary Actions

The crone 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 crone regains spent legendary actions at the start of its turn.

- **Claw.** The crone makes one claw attack.
- **Mistress of Hexes (Costs 2 Actions).** The crone use its Mistress of Hexes power.
- **Cast a Spell (Costs 2 Actions).** The crone cast a spell from its list of Innate Spellcasting (if any), using a daily use as normal.



DEATH CRONE

Death Crones have power over death and the undead, especially the ones dying in their land. They have the ability to raise the fallen to serve them and can command necrotic energies. Some believe that death crones gained their abilities by dealing the killing blow to their mother, binding themselves forever to murderous magic in the process. The presence of a death crone is usually felt first by the unusual number of undead roaming the area, especially drowners and foglets. Of all the crones, they are the ones that cast the nastiest curses, usually resulting in slow agonizing death.

DEATH CRONE

Innate Spellcasting. The crone's innate spellcasting ability is Intelligence (spell save DC 18). The crone can innately cast the following spells, requiring no material components:

- At will: *feign death*, *ray of enfeeblement*, *witch bolt* (4th level)
- 2/day each: *cloudkill*, *vampiric touch* (5th level)
- 1/day: *power word kill*

Actions

Black Fog (Recharge 6). A magical fog obscures the area and brings the dead with it. A 120-foot-radius sphere of fog centered on a point within 120 feet of the crone appears. The sphere spreads around corners, and its area is heavily obscured. The crone chooses what to summon and attempts a magical summoning. The crone can summon 1d6 drowners, 1d3+1 foglets or 1 crypt horror. A summoned creature appears in an unoccupied space within the fog and acts as an ally of its crone. It remains for 1 minute, until it or its crone dies, or until the crone dismisses it as an action.

FLESH CRONE

Flesh crones are gluttonous creatures, feasting constantly on the sacrifices made in their name. They brew stews of human flesh and bake pies filled with children meat. They are physically larger and stronger than their sisters and can regenerate wounds quickly, while dealing terrible blows, dismembering their victims with a single strike. They are the ones that know the secrets of the elixir allowing them to prolong their life indefinitely. Their curses usually turn their victims into wretched beings, especially unfaithful or desperate women, twisting them into vile hags.

FLESH CRONE

Regeneration. The crone regains 20 hit points at the start of its turn if it has at least 1 hit point.

Uncanny Strength. The crone's melee attacks score a critical hit on a roll of 18-20. A creature taking damage from the attack suffers from a Lingering Injury (See p. 272 of the *Dungeon Master's Guide*).

Actions

Witch Sabbath (Recharge 6). The crone chooses what to summon and attempts a magical summoning. The crone can summon 1d4 sea hags, 1d2 green hags or 1 night hag. A summoned creature appears in an unoccupied space within 60 feet of the crone, acts as an ally of its crone. It remains for 1 minute, until it or its crone dies, or until the crone dismisses it as an action.



NORN

The enigmatic norns, also called Fates, are crones that rule and prophecy the destinies of men. They are often blamed for tragic fates, as they weave destinies to reach a dramatic ending, causing all the malevolent and tragic events in the land. Not all aspects of the norns are negative though, for they are known for visiting newborn children in order to determine his or her future. Sometimes, when a child has an exceptional destiny, they will bestow freely their blessing to assure it will fulfill its fate. The curses cast by norns manipulate events in unforeseeable and tragic ways.

NORN

Innate Spellcasting. The crone's innate spellcasting ability is Intelligence (spell save DC 18). The crone can innately cast the following spells, requiring no material components:

- At will: *dissonant whisper* (6th level), *shield*, *tongues*
- 2/day each: *commune*, *forcecage*, *legend lore*
- 1/day each: *astral projection*, *foresight*

Actions

Etherealness. The crone magically enters the Ethereal Plane from the Material Plane, or vice versa.

Unravel Destiny (Recharge 5-6). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 33 (5d10 + 5) psychic damage. The target must make a DC 18 Wisdom saving throw or be afflicted with short-term madness (p. 259 in the *Dungeon Master's Guide*).

PRIMEVAL CRONE

Primeval crones have an unparalleled connection with their land: They are aware of anything that happens in it thanks to their many crow spies and the ears they hang in trees. They can control the weather and command to beasts throughout their demesne. They can tame the wildest of monstrosities and make them do their bidding. They have a strong affinity with Fiends and Chorts and use them to destroy their enemy or seek the ones that attempt to escape their pact. When they curse a creature, they usually turn it into mindless beast, afflicting it with lycanthropy or driving it insane.

PRIMEVAL CRONE

Innate Spellcasting. The crone's innate spellcasting ability is Intelligence (spell save DC 18). The crone can innately cast the following spells, requiring no material components:

- At will: *speak with animals*
- 2/day each: *grasping vine*, *insect plague*, *polymorph*
- 1/day each: *control weather*, *shapechange*

Actions

Call Chort (1/Day). The crone summons 1 chort. A summoned creature appears in an unoccupied space within 60 feet of the crone, and acts as an ally of its crone. It remains for 1 minute, until it or its crone dies, or until the crone dismisses it as an action.



GOREBULL

Great was the blood letting that day! The ice became red slush for a league or more. The minotaurs went mad with it, shrieking at the sky. Some of them, they drop their axes and leap on my fellows, biting off limbs and heads with their teeth. We cut them bad, sliced them open and still they would not stop eating the spilt gore. Dere is no wit in their heads when the blood song sings, only the desire to maim and eat. Several of my cousins and one of my brothers died like this. He died screaming. It was not a good death. —Holger Algersson, Norse Mercenary.

Gore and Violence. Gorebulls are the leaders of a minotaur tribe, and though they may not be as strong or favored as a Chosen of Baphomet, they are nonetheless ferocious behemoths clad in powerful armor and hefty war-axes. When the time is right, when the hour has come to enter the labyrinth, the Gorebulls roar out a bellowing call that resounds around the forest for many miles, attracting yet more minotaurs and invoking the bloodgreed that runs through all of their kind.

Primal Call. Soon the forest will echo to the thunder of gargantuan hooves as minotaurs gather by the dozens at the labyrinth gate, pawing the ground in their haste to trample and crush. Consumed by bloodgreed after the ritual, the minotaurs lay waste to their prey in an orgy of slaughter, smashing through barricades and buildings alike to get at the still-living weaklings that cower within. It is not only minotaurs who heed the call of the bloodgreed, for sometimes druidic circles or totemic barbarians will be swept up in the rush of primal instinct to fight and to feed. The gorebull at the head of the homed army lowers his head and charges at full speed towards any who defies him, gouging his horns deep into the foe and maiming everything within reach with its axes. When all is laid to waste the minotaur gorges itself on the choicest of prey while his followers fight over the corpse-harvest at their feet.

OPTIONAL: CALL OF THE HORNED KING

Gorebull and Chosen of Baphomet can conduct brutal and simple ceremonies inside a labyrinth, stirring the rage and greed for destruction inside those connected to primal forces. Barbarians, druids, rangers and their kin are especially vulnerable to these brutal inclinations, no matter where their allegiance lies. When the ceremony is happening these characters experience a sudden burst of rage and hunger, like nothing they felt before:

- While the Call of the Horned King is in effect, all barbarians, druids and rangers within a mile (as determined by the DM) must succeed on a DC 15 Wisdom saving throw or suffer from the indefinite madness of Baphomet, until cured.

MADNESS OF BAPHOMET

d100 Indefinite Madness

- 01- "My anger consumes me. I can't be reasoned with when my rage has been stoked."
20
- 21- "I degenerate into beastly behavior, seeming more like a wild animal than a thinking being."
40
- 41- "The world is my hunting ground. Others are my prey."
60
- 61- "Hates comes easily to me and explodes into rage."
80
- 81- "I see those who oppose me not as people, but as beasts meant to be preyed upon."
00



GOREBULL

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 144 (14d10 + 70)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	7 (-2)	16 (+3)	9 (-1)

Saving Throws Str +8, Con +8

Skills Perception +9

Senses darkvision 60ft., passive Perception 19

Languages Abyssal, Common

Challenge 7 (2,900 XP)

Banquet of Flesh. When the minotaur reduces a creature to 0 hit points with a melee attack on its turn, it can take a bonus action to feast on the creature. The target suffers 14 (3d8) piercing damage and the minotaur regains hit points equal to that amount.

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

Charge. If the minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 13 (3d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Actions

Multiattack. The minotaur uses its Primal Fury, if available, and makes three melee attacks, only one of which can be a gore attack.

Battleaxe. *Melee Weapon Attack:* +8 to hit, reach 5ft., one creature. *Hit:* 14 (2d8 + 5) slashing damage.

Gore. *Melee Weapon Attack:* +8 to hit, reach 5ft., one creature. *Hit:* 14 (2d8 + 5) piercing damage.

Primal Fury (Recharge 4-6). The minotaur enters a state of furious rage. Until the end of its next turn its speed is doubled, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only) or Dash action.

CHOSEN OF BAPHOMET

Lord of Carnage. Chosen of Baphomet, also known as Bloodcallers, the Fathers of Rage or simply as Minotaur Lords are the strongest and most ferocious of all minotaurs, towering bull-headed and cloven-hoofed beasts almost as broad as they are tall. Little more intelligent than their lesser kin, they are instead set above others of their kind by the sheer animal intensity of their hunger for flesh, and their inherent ability to invoke this intense bloodlust in others. As with human champions, a chosen of Baphomet may swear allegiance to the demon lord and this is often reflected in their appearance. Chosen of Baphomet often have red-tinged flesh and fur, and their horns are sheathed in heavy brass. They decorate their bodies with many gory trophies, and jewelry looted from others is hammered into their bare flesh and hung on their horns.

Leader of the Herd. Though no master of strategy or battle doctrine, a chosen of Baphomet is capable of leadership, of a sort. It is he that bellows the raw will of the Horned King, triggering a terrifying stampede that can only end when the horde's unnatural thirst is quenched with the blood of men. As the chosen's army smashes its way through the dark woods, the undergrowth is flattened and trees toppled all around. This is a truly horrifying sight for the occupants of any settlement in its path, for it spells certain and violent death. Yet even forewarned by the cacophony of the stampede's approach, the defenders of such fortifications are truly doomed, for the chosen of Baphomet and his minotaurs will be upon them in short order.



CHOSEN OF BAPHOMET

Large fiend, chaotic evil

Armor Class 18 (plate armor)
Hit Points 218 (19d10 + 114)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	23 (+6)	7 (-2)	16 (+3)	14 (+2)

Saving Throws Str +10, Con +10, Wis +7

Skills Perception +11

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

Senses darkvision 60ft., passive Perception 21

Languages Abyssal, Common

Challenge 15 (13,000 XP)

Charge. If the minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 17 (3d10) piercing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be pushed up to 20 feet away and knocked prone.

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Actions

Multiattack. The minotaur makes two melee attacks, only one of which can be a gore attack. If an attack hits, it can cause it to create an additional effects of his choice or at random (each effect can be used only once per Multiattack):

1. The attack deals an extra 18 (4d8) necrotic damage.
2. The target must succeed on a DC 17 Constitution saving throw or be stunned until the start of the minotaur's next turn.
3. If the target has 25 hit points or fewer after taking the damage of the attack, it must succeed on a DC 17 Constitution saving throw or die.

Greataxe. *Melee Weapon Attack:* +10 to hit, reach 5ft., one creature. *Hit:* 26 (3d12 + 6) slashing damage.

Gore. *Melee Weapon Attack:* +10 to hit, reach 5ft., one creature. *Hit:* 23 (3d10 + 6) piercing damage.

Legendary Actions

The minotaur can take 3 legendary action, 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 minotaur regains spent legendary actions at the start of its turn.

- **Detect.** The minotaur makes a Wisdom (Perception) check.
- **Charge (Costs 2 Actions).** The minotaur moves up to its speed, then make a gore attack.
- **Stir Rage (Costs 3 Actions).** The minotaur targets a creature that it can see within 30 feet of it. The target must succeed on a DC 17 Wisdom saving throw. On failure, the creature takes 17 (3d10) psychic damage and uses its reaction to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, it moves up to its speed to get closer to the nearest creature.



GRAVE HAG

Cremation, now that's one thing men could learn from gnomes. Burying bodies out in the fields, why, it's like laying out a welcome mat for monsters! Best case scenario, some ghouls will sniff them out, eat their fill and be on their ghoulish way. But if, gods forbid, a grave hag takes to feeding at your cemetery, you'll have no end of trouble.— Jacques de Villepin, Oxenfurt Academy

Deformed Scavenger. Few monsters' names fit as well as the grave hags'. As one might guess, these creatures resemble aged, deformed women and loiter near graveyards and battlefields. Grave hags feed on human corpses and in particular on the rotten marrow which they slurp from human bones using their long, prehensile tongues. Most grave hags rarely attack humans, preferring instead to feed on the rotten remains they dig out of graves. Yet some individuals grow bold over the years and begin sneaking into huts to steal children and kill the elderly. Once a hag has devoured all corpses within reach, she turns to killing men and burying them in the cemetery as she waits for them to decompose or raise them as servants.

Child Killer. Grave Hags are notorious child killers, making them one of the most despised monster there is. They typically kidnap wandering children or sneak in their home at night, attracted by their innocence, glowing like a beacon in the dark for them. After they ate a child, they then use its remains as magical focus, building altars of little bones to practice their magic. The skull of a child is of special importance to them, as they craft powerful talismans with it, enslaving its soul. Some hags are even known to strap the entire skeleton of the child on their back, wearing it as a protection charm.

Territorial Shrew. Grave hags are territorial and aggressive when provoked, they will put up a fierce fight, using their great speed to rapidly close on prey. The tongue of a grave hag can surprise even veteran fighter with the speed and range it can lash out. Being struck by it can cause temporary blindness, or even paralysis, leaving the victim unable to properly defend themselves. The claws of a grave hag are sharp, but not enough that skilled swordplay cannot defend against them.

Covens. Grave hags rarely join covens, as the magic they practice is more akin to necromancy. When they do, they often try to lead the rituals, bickering with Night Hags about every details, which they have an especially hard time to get along with. A grave hag that is part of a coven (see the "Hag Covens sidebar" p.176 of the Monster Manual) has a challenge rating of 10 (5,900 XP).

GRAVE HAG ITEMS

A grave hag carries two very rare magic items that she must craft for herself. If either object is lost, the grave hag will go to great lengths to retrieve it, as creating a new tool takes time and effort.

Ebon Skull. This burned black skull allows a grave hag to use her *Twist the Innocent* power while it is in her possession. A creature holding the skull can use an action to cast the *Speak with Dead* spell to communicate with the dead child. Crafting an *ebon skull* takes 10 days and the sacrifice of a humanoid child (whose skull is used to make the item).

Hand of Glory. A grave hag can craft a *hand of glory* out of the hand of an elderly humanoid. While the item is in her possession she can use her *Command Undead* feature. Only the grave hag who crafted the *hand of glory* can use its power. Crafting a *hand of glory* takes 30 days and a humanoid sacrifice (whose hand is used to craft the item).



GRAVE HAG

Medium fiend, neutral evil

Armor Class 17 (natural armor)

Hit Points 145 (17d8 + 68)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	14 (+2)	14 (+2)	18 (+4)

Skills Arcana +5, Perception +5, Stealth +5

Damage Resistances acid, cold, fire, poison; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Condition Immunities frightened, poisoned

Senses darkvision 120ft., passive Perception 15

Languages Abyssal, Common, Primordial

Challenge 8 (3,900 XP)

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

- At will: *detect magic*, *inflict wounds*
- 2/day each: *antilife shell*, *create undead*

Actions

Multiattack. The grave hag uses its Twist the Innocent, if available, and makes two attacks, only one of which can be a tongue attack.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5ft., one creature. *Hit* 13 (2d8 + 4) slashing damage.

Tongue. *Melee Weapon Attack:* +7 to hit, reach 10ft., one creature. *Hit* 6 (1d4 + 4) bludgeoning damage plus 10 (3d6) poison damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way the creature is blinded. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Twist the Innocent (Recharge 5-6). The twisted specter of a child appears near the grave hag, protecting it and attacking its enemies. The hag gains 30 temporary hit points. While it has these temporary hit points, when a creature enters a 20 foot radius area around the hag for the first time on a turn or starts its turn there, it must make a DC 15 Wisdom saving throw. On a failed save, the creature takes 14 (3d8) necrotic damage as the specter slashes the target with its claws. On a successful save, the creature takes half as much damage. If the hag takes force damage she loses all her temporary hit points, forcing the specter to retreat.

Legendary Actions

The grave hag can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The grave hag regains spent legendary actions at the start of its turn.

- **Tongue (Costs 2 Actions).** The hag makes one tongue attack.
- **Command Undead.** The grave hag commands an undead within 60 feet of it to immediately make an attack or to make a dash action as a reaction.

EERIE PIPE

This singular looking pipe is carved in the ribcage bones of a child. When used by any other creature than a grave hag it acts as a *pipe of the sewers*, but when in the hands of the hag, it reveals new powers. The hag can play an eerie tune from the pipe as an action, expanding a charge and creating the following effects:

- The tune can only be heard by humanoid children and creatures with advantage on Wisdom (Perception) checks. Only humanoid children are affected by the *erie pipe*. Children that are deafened, cannot be charmed or can't be put to sleep with magic are immune to the pipe's effects.
- While the pipe is played, all children within half a mile of it (as determined by the DM) are called. Called children move toward the music by the shortest available route.

- Whenever children come within 30 feet of the hag while it plays the pipes, the children are swayed by the pipes' music and become charmed, acting friendly toward the hag for as long as it continue to play the pipes each round as an action. Charmed children obey the hag's commands, even if they are obviously suicidal ("jump by that cliff, walk in this river..."). If no command is issued to a charmed child, it defends itself but otherwise takes no actions. If a charmed child starts its turn and can't hear the pipes' music, it is no longer charmed and behaves as it normally would. After that the child can't be swayed by the pipes' music for the next 24 hours.

GREAT COCKATRICE

"Had meself eight heifers, five of 'em milchers. Then this cockatrice sprung up nearby, and now all's I got left's dried patties in an empty field."—Jethro, peasant from Pindal

Greater Cousin. The great cockatrice is a large creature with the body of a beast and the head and legs of a rooster. Supposedly, they are born of eggs laid by roosters consorting with other roosters, the eggs must then be incubated for forty-four days by a toad. Asserting such claims proves difficult at best. Scholars cannot help but notice the similarity with their smaller cousins and instead theorize that the great cockatrice is the true form of the species, while the more common variation a diminished, flawed, subspecies. Great cockatrices do lay eggs of their own, but for some puzzling reason, only small cockatrices ever hatch from them. Regardless, the eggs hold great value as alchemical components, for they are the prime ingredient of an ointment that can cure petrification.

Recklessly Aggressive. Great cockatrices are extremely aggressive, attacking anything that comes in their sight with furious cackles, even without any provocation. These omnivores have a diet that consists of large quantities of berries, corns, fruits, and animals such as cattle, deer and the occasional lost shepherd. If left unchecked, they also greatly appreciate feasting in orchards, corn fields or any place where food is abundant. Cockatrices thrive in dark caves, abandoned ruins, cobwebbed dungeons and old basements. Though small compared to griffins and manticores, they are more than capable of killing anyone who stumbles across them in a dark corridor.

Deadly Gaze. Folktales claim that cockatrices hate everything that lives so fiercely that its glance turns the living to stone. This is not actually true, but the eyes of the beast can paralyze anyone that look at it, which might be where the confusion in the myth is coming from. However, one should watch out for its sharp beak which carries the murderous effect, turning a man into stone with a simple scratch. It is also thought that a cockatrice will die instantly upon hearing a rooster crow, which is pure nonsense, but the cockatrice seems to hate the sound nonetheless.

Agile Flyer. Cockatrices do not shun direct fights, in which they strike furiously with wings and tail in an attempt to exhaust their foes. However, the cockatrice isn't a stupid adversary, it is quite aware of the chaos its gaze and its beak can cause in a fight. Against multiple adversaries, it will weaken its foes with its gaze and dive attacks first, before landing and engaging in melee. When fighting them one should target their delicate wings, for they are extremely agile flyers, capable of maneuvering in tight spaces and feats of agility that most creatures of their size are incapable of.



CROW OF THE ROOSTER

The cockatrice has an irrational hatred for the rooster's crow. The song of the bird will make it mad with anger and the creature will charge in the direction of the noise, furiously cackling its discontentment and ravaging anything that stands in its path. For this reason, villages around a cockatrice hunting ground tend to have no chicken, for fear of angering the monster. Clever adventurers can use this hatred to their advantage, forcing the monster to show on a battlefield of their choice or distracting it during a fight.

GREAT COCKATRICE

Large monstrosity, unaligned

Armor Class 16 (natural armor), 18 while airborne

Hit Points 102 (12d10 + 36)

Speed 30ft., fly 60ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	16 (+3)	4 (-3)	13 (+1)	6 (-2)

Saving Throws Dex +8, Con +6

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages -

Challenge 8 (3,900 XP)

Agile Flyer. The great cockatrice can fly in spaces that would allow a creature of Medium size to do so. While it is airborne its AC increases by 2 and if the cockatrice is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Fragile Inner Ear. The cockatrice's balance can easily be thrown off by loud sounds. If the great cockatrice takes thunder damage, it must succeed on a DC 15 Constitution saving throw or its flying speed is reduced to 0 feet until the end of its next turn. An airborne cockatrice affected by this effect descends at 60 feet per round until it reaches the ground.

Paralyzing Gaze. If a creature starts its turn within 60 feet of the great cockatrice and the two of them can see each other, the cockatrice can force the creature to make a DC 14 Constitution saving throw if the cockatrice isn't incapacitated. On a failed save, the targeted creature is paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Actions

Multiattack. The cockatrice makes three melee attacks: one with its beak, one with its talons and one with its wings and tail.

Beak. Melee Weapon Attack: +8 to hit, reach 5ft., one creature. **Hit:** 12 (2d6 + 5) piercing damage, and the target must succeed on a DC 14 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and 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 petrified for 24 hours.

Talons. Melee Weapon Attack: +8 to hit, reach 5ft., one creature. **Hit:** 16 (3d6 + 5) slashing damage.

Wings and Tail. Melee Weapon Attack: +8 to hit, reach 5ft., one creature. **Hit:** 9 (1d6 + 5) bludgeoning damage and the target has disadvantage on attack rolls based on Strength and Dexterity until the end of its next turn.

GREAT COCKATRICE'S EGGS

The eggs of a greater cockatrice are known to be one of the few remedies besides magic that can cure petrification. Combined with other rare ingredients and plants, it can be used to make a ointment that will return a creature to its true form.

- **Stone to Flesh Ointment:** A character that has proficiency with Alchemist's Tools or Herbalism Kit, and access to the proper equipment, can prepare an ointment with the great cockatrice egg. The ointment has a value of 200gp when it comes to crafting (see crafting rules p.187 of the *Player's Handbook*). Once applied to the skin of the petrified creature, the ointment will be turning it back to flesh in an hour.



GRIFFIN

Aye, half-eagle, half tomcat, just like on the lord's crest. 'Cept this 'un was carryin' me dead cow 'stead of a scepter. — Griffin attack witness, name unknown

Mountain Hunter. Griffins were once only found high in the mountains, where they would hunt marmots and wild goats. When humans encroached on their lands, however, griffins soon discovered a new source of much more plentiful and easier-caught prey: cows, sheep and shepherds, though they are still wary of main roads and towns (where fold with the means to hire a party of adventurers are likely to dwell). Griffins prefer their meat raw and screaming, though they'll scavenge if no other prey presents itself. This is fairly rare, though, as their hunting grounds tend to range for hundreds of miles around their chosen mountain aerie. Their eyesight is a sharp as raptors and they can see motion from miles away.

Fierce and Merciless. Griffins are often mistaken for the smaller griffon, which whom they share general features with. They are also significantly larger and stronger than the classic griffon, their lesser cousin. Their bone structure differ as well, with a morphology more akin to that of a wyvern, having long feathery wings ending with deadly claws. It is impossible to tame a griffin in the way griffons can be, for they are far more cunning and rebellious, with a strong sense of vengeance and grief. Skilled and efficient fighters, griffins do not kill indiscriminately, although they show no reluctance when hunting or protecting their territory. They are fierce and merciless, but rarely cruel.

Loyal Partner. Griffins, to the contrary of griffons, are solitary creatures. Until they reach full maturity they live in isolated territories and do not interact with other members of their species. Once they are ready they find a mate to found a nest, and stay loyal for life to their partner, raising their young together. There is nothing worse than a griffin that lost its partner, for they will slaughter everything they encounter, mad with grief. The eggs, claws and feathers of griffins are frequently use as spell components for they carry strong healing abilities. It is said that the feather, or claw in some tales, of a griffin will turn black if exposed to poison, a property that most king would find appealing for their safety.

Gracious and Deadly. Survivors of griffin attacks often have dreams of being hunted down and rent limb from limb for years afterward. Despite being large and monstrous creatures, griffins have reputations as noble beasts. This is in part due to their proud and regal bearing – griffins are not ravenous and frenetic like manticores. Instead a griffin strikes with swift and precise grace, its motion poised and controlled. Yet this elegance in no way undermines its deadliness, for a griffin is more than capable of using its talons and razor beak to rip a foe apart. The cry of a griffin is often enough to send enemies running. For the griffin, this is an ideal situation as it prefers its meals on the run, and alive. They can roar at such a high pitch that even a grown man can be put off balance. From the sky, griffins try to repeatedly claw their targets as they sweep past, or attempt to dive and grab their prey, leading it to a deadly fall.



GRIFFIN

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 124 (13d10 + 52)

Speed 30ft., fly 80ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	18 (+4)	5 (-3)	14 (+2)	8 (-1)

Saving Throws Dex +5, Con +7

Skills Perception +8

Senses darkvision 60ft., passive Perception 18

Languages -

Challenge 6 (2,300 XP)

Flyby. The griffin doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Sight. The griffin has advantage on Wisdom (Perception) checks that rely on sight.

Magic Attacks. The griffin's weapon attacks are magical.

Actions

Multiattack. The griffin makes three melee attacks: one with its beak, one with its claws and one with its talons.

Beak. Melee Weapon Attack: +9 to hit, reach 5ft., one creature. *Hit:* 15 (2d8 + 6) piercing damage.

Claws. Melee Weapon Attack: +9 to hit, reach 5ft., one creature. *Hit:* 17 (2d10 + 6) slashing damage.

Talons. Melee Weapon Attack: +9 to hit, reach 5ft., one creature. *Hit:* 17 (3d6 + 6) slashing damage, and the target is grappled (escape DC 16). Until the grapple ends, the target is restrained, and the griffin can't use its talons on another target.

Stunning Screech (Recharge 5-6). The griffin emits a powerful screech. Each creature within 20 feet of it that can hear it must succeed on a DC 16 Constitution saving throw or be stunned until the end of the griffin's next turn.

ROYAL GRIFFIN

Noble Beast. Especially feared are the subspecies known as royal griffins or archgriffins. Royal griffins owe their name to the broad and thick mane that surrounds their head. Their plumage range from brown to black, snow white in cold areas or almost red in arid regions. A royal griffin distinguishes itself by its increased aggressivity, stouter frame and its majestic presence, a rare and unexplained ability that will put doubt into the heart of even the most dedicated hunter.

Fearsome Predator. Archgriffins represent a real threat for civilization, for they are not afraid to hunt in small towns and trade routes, where preys, people mostly, are abundant. Royal griffins have few natural predators and are not afraid to attack preys bigger than them, sometimes even hunting gigantic roc birds, small dragons or giants for sustenance. Surprisingly the feathers of a royal griffin makes it immune to extreme temperatures, allowing it to live under the searing sun of the desert or in arctic climate.

GRIFFIN CLAW

Wondrous item, rare

This claw is coming from the wing of a griffin. When you hold it in your hand you can use an action to cast the *detect poison and disease* spell for 1 hour at will and gain resistance to poison damage and immunity to the poisoned condition for the same duration. The claw turns black when it detects poison or disease. After the hour passes the claw loses all magic properties.

OPTIONAL : NOBLE BEAST

Very few people know that griffin are nicknamed "noble beast" for a reason. Most think it refers to their natural grace or the king-mane of a royal griffin, but in truth griffins are susceptible to overt demonstration of respect. If one is unlucky enough to stumble on a griffin, one should not draw its sword but instead bow very low, pointing its eyes at the ground. If the beast isn't hungry and the gesture is properly executed the creature will answer with a singular bow of its wings, leaving the area peacefully. This of course bears a significant risk, for there is usually no sure way to tell if the beast fed recently or is in the right mood.

ROYAL GRIFFIN

Huge monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 230 (20d12 + 100)

Speed 30ft., fly 90ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	17 (+3)	20 (+5)	6 (-2)	16 (+3)	8 (-1)

Saving Throws Dex +8, Con +10

Skills Perception +13

Damage Immunities cold, fire

Condition Immunities frightened

Senses darkvision 60ft., passive Perception 23

Languages -

Challenge 14 (11,500 XP)

Flyby. The griffin doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Sight. The griffin has advantage on Wisdom (Perception) checks that rely on sight.

Magic Attacks. The griffin's weapon attacks are magical.

Actions

Multiattack. The royal griffin uses its Stunning Screech, if available and makes four melee attacks: one with its beak, two with its claws and one with its talons.

Beak. *Melee Weapon Attack:* +12 to hit, reach 10ft., one creature. *Hit:* 18 (2d10 + 7) piercing damage.

Claws. *Melee Weapon Attack:* +12 to hit, reach 10ft., one creature. *Hit:* 20 (2d12 + 7) slashing damage.

Talons. *Melee Weapon Attack:* +12 to hit, reach 10ft., one creature. *Hit:* 20 (3d8 + 7) slashing damage, and the target is grappled (escape DC 18). Until the grapple ends, the target is restrained, and the griffin can't use its talons on another target.

Stunning Screech (Recharge 5-6). The griffin emits a powerful screech. Each creature within 20 feet of it that can hear it must succeed on a DC 18 Constitution saving throw or be stunned until the end of the griffin's next turn.

Legendary Actions

The royal griffin can take 3 legendary action, 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 royal griffin regains spent legendary actions at the start of its turn.

- **Fly.** The griffin moves up to its flying speed without provoking opportunity attacks.
- **Majestic Presence (Costs 2 Actions).** An aura of grace and majesty radiates from the griffin. Each creature within 30 feet of the griffin that can see it must succeed on a DC 18 Wisdom saving throw or become charmed until the end of the griffin's next turn. If a creature's saving throw is successful, the creature is immune to the griffin's aura for the next 24 hours.
- **Savage (Costs 3 Actions).** The royal griffin makes a claws attack against each creature within 10 feet of him.



KIKIMORE

"Kikimore workers rarely appear near human settlements, and even then, they only attack when threatened. Is there anything more beautiful than a kikimore — a symbol of hard work, resourcefulness and caution?" — Master Dorregaray in "The Wonderful World of Insectoids"

Insectoid Colony. Kikimores are insectoid monsters that live underground. They usually prefer cooler and dry environment, keeping their distance from warm and damp places, but some subspecies dwell in swamps as well. The kikimores are organized not unlike a termite colony. The queen lays eggs from which soldiers and workers then hatch. Soldiers defend the colony from enemies, while workers build structures and supply food. This division of roles is reflected in their behavior: workers turn aggressive only when attacked or when aggression is artificially induced in them, while soldiers fight any enemy they spot.

Role and Purpose. Life in a kikimore colony is centered around a great, unceasingly procreating female. The landscape around the queen's nest looks like a desert, littered with the remains of unfortunate creatures which unwisely lingered in the area. Not even birdsong can be heard. The beasts' physical appearance underlines their different places in the hierarchy. Workers are smaller, while kikimore soldiers are more massive and protected by thick, chitinous armor. Their horned heads and torsos, as well as the sharp thorns on their legs, clearly identify them as dangerous creatures.

High Proliferation. If left unchecked, kikimore nest can quickly get out of hand. The proliferation rate of the creatures is astonishingly high, as a queen can lay up to two dozen eggs per day, giving birth to a fully grown kikimore in a week or so. Kikimore eggs are thankfully easy to destroy with fire, as they are covered of a bioprotective gel which is extremely flammable. Kikimores are also immune to poison, which make common ways to get rid of vermin inefficient against them. Kikimore nest destruction jobs are a valuable source of income for adventurers, as the destructive and territorial nature of the swarm makes it easy to convince townfolks to gather a reward to get rid of the nest.

The Threat Below. A few kikimores in town is a nuisance at worst, but left unchecked they may be the downfall of a city. Signs of a kikimore infestation are subtle at start, pets and vermin will start to disappear, a few sightings of strange spider-like creatures might be reported. The work of a kikimore swarm can prove very destructive for a community, as the swarm settles under the town, their countless mandibles will start to chew through rock and earth as they burrow and build tunnels, weakening buildings and eventually collapsing them.

OPTIONAL: KIKIMORE'S VENOM

The venom emitted by kikimore warrior is one of the most tenacious toxin known to man. Its effects are instantaneous and lasting, liquefying organs and inflicting serious internal injuries after mere seconds:

- **Kikimore Venom (Injury).** This poison must be harvested from a dead or incapacitated kikimore warrior. A creature subjected to this poison must make on a DC 14 Constitution saving throw. On a failed save, it takes 13 (2d12) poison damage and is poisoned. The poisoned creature must repeat the saving throw every 24 hours, taking 13 (2d12) poison damage on a failed save. Until this poison ends, the damage the poison deals can't be healed by any means. The poison lasts until it is cured by a *lesser restoration* spell or similar magic.
- Kikimore venom costs 450 gp per dose.



KIKIMORE HATCHLING

Tiny monstrosity, unaligned

Armor Class 12

Hit Points 7 (2d4 + 2)

Speed 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	2 (-5)	10 (+0)	4 (-3)

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

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

Swarm Mind. While the kikimore can see a warrior or queen kikimore friendly to it, the kikimore ignores the effects of being frightened.

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 2 (1d4) poison damage.

KIKIMORE HATCHLING

Wandering Youngs. These juvenile kikimores are at best a couple of days old, they usually linger under the warrior's protection until their exoskeleton hardens, but will often wander away from the swarm. If nothing is left to eat, other kikimore will start to feed on the hatchlings. Kikimore hatchlings are still covered in the nutritious gel of their clutch of eggs, that they consume over a week to grow to their adult size. The gel is still extremely flammable, making fire attacks and spells a sure way to easily dispose of them.

KIKIMORE WORKER

Lifblood of the Colony. In the kikimores colonies, the workers are the lifblood that allows the rest of the swarm to function and prosper. A worker on its own can be easily killed by even a weak person. It is rare indeed, however, to come across an isolated individual, for kikimore workers usually move in groups of a few to a dozen or so members. The only defense against a swarm of kikimores available to a normal person is to flee. Workers will usually not attack a creature keeping its distance, unless they are on the hunt for the colony, in which case they will swarm mercilessly any prey they can detect.

KIKIMORE WORKER

Small monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 13 (3d6 + 3)

Speed 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	3 (-4)	12 (+1)	4 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

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

Swarm Mind. While the kikimore can see a warrior or queen kikimore friendly to it, the kikimore ignores the effects of being frightened.

Virulent Venom. If the kikimore deals poison damage to a creature, the target's hit point maximum is reduced by an amount equal to the poison damage taken. If this effect reduces the target hit point maximum to 0, it has disadvantage on death saving throws. The reduction lasts until the target finishes a short or long rest, unless the target is poisoned.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage plus 3 (1d6) poison damage.

KIKIMORE WARRIOR

Protect the Colony. A kikimore warrior is a massive insectoid recovered by a protective chitinous exoskeleton. Kikimore warriors defend the workers and the kikimore queen from intruders. They are very dutiful in this, killing anything that comes near the colony. Their hardy build and venomous bite allows them to stand against any foe, and should the enemy attack from afar, they can dig underground, protected until they reach it. Kikimore workers react to pheromones emitted by kikimore warriors. On command, a swarm of workers might begin burrowing tunnels near potential prey to allow for a surprise mass attack. However, if the warrior guiding a swarm is eliminated, the swarm will disperse and the workers cease digging. Other creatures exposed to kikimore warrior pheromones will react aggressively, attacking allies and foes at random.

KIKIMORE SWARM

Large swarm of Small monstrosities, unaligned

Armor Class 14 (natural armor)
Hit Points 45 (7d10 + 7)
Speed 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	13 (+1)	3 (-4)	12 (+1)	4 (-3)

Damage Resistances bludgeoning, piercing, slashing
Damage Immunities poison
Condition Immunities charmed, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 11
Languages —
Challenge 3 (700 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 Small kikimore. The swarm can't regain hit points or gain temporary hit points.

Virulent Venom. If the kikimore deals poison damage to a creature, the target's hit point maximum is reduced by an amount equal to the poison damage taken. If this effect reduces the target hit point maximum to 0, it has disadvantage on death saving throws. The reduction lasts until the target finishes a short or long rest, unless the target is poisoned.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (3d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer. The target 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.

KIKIMORE WARRIOR

Large monstrosity, unaligned

Armor Class 17 (natural armor)
Hit Points 73 (7d10 + 35)
Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	20 (+5)	4 (-3)	15 (+2)	5 (-3)

Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 12
Languages —
Challenge 4 (1,100 XP)

Aggression Pheromone. If a creature that isn't an undead, construct, or elemental starts its turn within 5 feet of the kikimore, the kikimore can force the creature to make a DC 13 Wisdom saving throw if the kikimore isn't incapacitated. On a failure, the target becomes charmed until the start of its next turn, a creature can choose to fail this saving throw if it wishes. While charmed by the kikimore, the creature has advantage on melee attack rolls against any creature that doesn't have all its hit points. If a creature's saving throw is successful, the creature is immune to the kikimore's Aggression Pheromone for the next 24 hours.

Fortitude. The kikimore has advantage on Strength and Constitution checks and saving throws.

Virulent Venom. If the kikimore deals poison damage to a creature, the target's hit point maximum is reduced by an amount equal to the poison damage taken. If this effect reduces the target hit point maximum to 0, it has disadvantage on death saving throws. The reduction lasts until the target finishes a short or long rest, unless the target is poisoned.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 13 (2d12) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned. The poisoned creature must repeat the saving throw every 24 hours, taking 13 (2d12) poison damage on a failed save. The poison lasts until it is removed by the *lesser restoration* spell or similar magic.

Reactions

Stalwart. When the kikimore is subjected to an effect that would move it, knock it prone or stun it, it can use its reaction to be neither moved, stunned nor knocked prone.





KIKIMORE QUEEN

Queen of the Deep. Kikimore Queens are amongst the largest and most formidable insectoid breeds to ever plague the world, so large and terrifying that she can beat a giant prey into submission and dig entire networks of spacious tunnels in a region. Growing larger than a townhouse, these kikimores are an ancient species that had lived below the ground long before the arrival of mankind, where she was said to stalk and entrap whole herds of deep rothé and umber hulk into its ravenous mouth, or fight and kill larger prey such as fomorians in single combat. With civilization flourishing over time, the echoes of life reached to the kikimore's deep burrows, intriguing the queens as to what might cause such promising ruckus.

Insect Abomination. Life in a kikimore colony is centered around a great, unceasingly procreating female. The queen bears more resemblance to the soldiers, mainly because of her bulky body. She is a mass of insect abominations with no eyes, which would be useless at the bottom of her dark lair. The pieces of flesh that resemble ribs and hang from her abdomen can either be ovipositors or atrophied limbs that have no use in her function as a constant reproducer. Once the kikimore queen subdues her prey with flesh-dissolving venom, the monster would begin to drink up the liquefied innards of its victim.

FOOLING KIKIMORES

Naturalists know that kikimores can communicate with long lasting pheromones, marking areas as dangerous or as a source of food. A character that has proficiency with Alchemist's Tools or Herbalism Kit, and access to the proper equipment, can prepare an oil from the pheromone gland of a kikimore. The oil has a value of 60 gp when it comes to crafting (see crafting rules p.187 of the *Player's Handbook*).

Kikimore Oil. One bottle of oil is enough to cover the ground in a 20-foot square, lasting for 24 hours, unless washed away by water prematurely. Once applied to a surface the oil can have one of the following effect, chosen at its creation:

- **Threat:** A kikimore that enters the area or ends its turn there must succeed on a DC 12 Intelligence saving throw or become frightened until it leaves the area.
- **Food:** When a kikimore comes within 60 feet of the area, the creature must succeed on a DC 12 Intelligence saving throw or use its movement on each of its turns to enter the area. When the creature has done so, it can't willingly move away from the area. If an affected creature takes damages or is otherwise harmed, the affected creature can make an Intelligence saving throw to end the effect on itself.

A KIKIMORE QUEEN'S LAIR

The lair of a kikimore queen usually consists of an unstable network of tunnels and caverns, deep below the ground. Navigating this labyrinth is a challenge on its own, as the risk of getting lost or be victim of hidden pitfalls and cave-ins is a constant threat. Deep inside the lair, in complete darkness, lies the eggs chamber, filled with countless clutch of kikimore eggs and the kikimore queen.

A kikimore queen encountered in her lair has a challenge rating of 9 (5,000 XP).

KIKIMORE QUEEN

Huge monstrosity, unaligned

Armor Class 20 (natural armor)

Hit Points 149 (13d12 + 65)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	6 (-2)	20 (+5)	4 (-3)	17 (+3)	5 (-3)

Saving Throws Str +9, Con +8

Damage Immunities poison

Condition Immunities blinded, exhaustion, poisoned

Senses blindsight 60 ft. or 10 ft. while deafened (blind beyond this radius), tremorsense 30 ft., passive Perception 13

Languages —

Challenge 8 (3,900 XP)

Pheromone Aura. If a creature that isn't an undead, construct, or elemental starts its turn within 20 feet of the kikimore, the kikimore can force the creature to make a DC 15 Wisdom saving throw if the kikimore isn't incapacitated. On a failure, the creature suffers from one of the following effects, chosen by the kikimore:

Aggression. The creature becomes charmed until the start of its next turn; a creature can choose to fail this saving throw if it wishes. While charmed by the kikimore, the creature has advantage on melee attack rolls against any creature that doesn't have all its hit points. If a creature's saving throw is successful, it is immune to this effect for the next 24 hours.

Threat. The creature becomes frightened until the start of its next turn. While frightened, it must immediately use its reaction, if available, to move as far as its speed allows away from the kikimore. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. If a creature's saving throw is successful, it is immune to this effect for the next 24 hours.

Pacified. The creature is charmed, and is incapacitated while charmed in this way. Whenever the charmed target takes damage, it can repeat the saving throw, ending the effect on itself on a success. If a creature's saving throw is successful, it is immune to this effect for the next 24 hours.

Virulent Venom. If the kikimore deals poison damage to a creature, the target's hit point maximum is reduced by an amount equal to the poison damage taken. If this effect reduces the target hit point maximum to 0, it has disadvantage on death saving throws. The reduction lasts until the target finishes a short or long rest, unless the target is poisoned.

Actions

Multiattack. The kikimore makes two attacks: one with its bite and one with its stinger.

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Dexterity saving throw or be swallowed by the kikimore. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the kikimore, and it takes 10 (3d6) acid damage at the start of each of the kikimore's turns. The kikimore can have only up to two creatures swallowed at a time.

If the kikimore takes 20 damage or more on a single turn from a creature inside it, the kikimore must succeed on a DC 18 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the kikimore. If the kikimore dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Stinger. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 26 (4d12) poison damage on a failed save, or half as much damage on a successful one.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the kikimore queen takes a lair action to cause one of the following effects; the kikimore queen can't use the same effect two rounds in a row:

- Part of the ceiling collapses above one creature inside the lair. The creature must succeed on a DC 13 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone and buried. The buried target is restrained and unable to breathe or stand up. A creature can take an action to make a DC 10 Strength check, ending the buried state on a success.

- The lair trembles violently for a moment. Each creature on the floor of the lair must succeed on a DC 13 Dexterity saving throw or be knocked prone. Kikimores automatically succeed the saving throw.
- A swarm of kikimore hatchlings emerges from a clutch of eggs. The swarm fills a 20-foot-radius space centered on a point the kikimore queen chooses within 60 feet of it. The swarm remains until the kikimore queen uses this lair action again, or dies. A creature that starts or ends its turn in the swarm's space takes 7 (2d6) piercing damage plus 7 (2d6) poison damage.

LESHEN

Humans have long been fascinated by the wildwood—living in its vicinity was the source of tales about creatures ferocious and benign, friendly and hostile. As they started to settle deeper and deeper into the forests, respect for the unknown diminished. Lumber was gathered, stone abodes were built. As the pestilence that was humanity grew bigger, so did the forest's and its inhabitants' wrath.

Wrath of nature. At the heart of the forest lies a secret. In a place born of darkness and primeval nature, resides a mighty and terrifying guardian. Immune to human steel, it is believed the leshen is nature's way of protecting the forest and the animals that live within it from the threat humans started to pose upon their ravaging expansion deeper into the lands. Sometimes called leshii or leszi, leshens are ancient and powerful forest spirits. Possessing a deer skull as a head and tree-like limbs, the sight of a leshen is a terrifying one. Villagers sighting one passing between trees will usually be clever enough to leave the woods at peace, a preferable fate than to risk the ire of the creature.

All seeing Watcher. A leshen will turn nature itself against those that trespass on his lands. They use their inborn magic to control the plants and animals within their territory — and so when stalking them, half the battle is merely getting near enough to strike. Animals, even timid and harmless ones, will be taken by a frenzy that will only stop with the death of the intruders, attacking on sight anyone they cross path with. Roots will sprout from the ground, trying to grapple, crush and strangle the unwary, burying them into deep earthy tombs, never to be seen again.

Thankfully, it's difficult to unknowingly stumble into the territory of a leshen. The borders of its charge are warded with totems made of roots, stones, plants and animal bones, hanging from trees or stacked on mounds. One may also have to destroy a leshen's warding totems to rid a forest of its presence. The totems are the eyes and ears of the leshen throughout the forest and crossing or destroying one is a sure way to declare war on the creature. leshens are also known to be able to appear and disappear unexpectedly near their totems.

Primeval Keeper. Leshens are the herald of nature in many ways, sometimes worshipped, this creature can heal other woodland animals and fey, and are known to care for the ones left at their totems, even domestic pets. With time and efforts, a druids can work in collaboration with them if a leshen comes to recognize the druid as part of his forest. Some call them the Old Gods, and believe they were here before the divinities even existed. In some small and rural communities, especially the ones far from major trade routes and industrious cities, the leshen is the only god recognized by the villagers and the glade under his protection is considered sacred ground. Leshens found in this setting tend to be more lenient toward lost souls wandering into their land, giving them warning sign and trying to drive them off their territory instead of killing them outright.



VARIANT: THE MARKING

Some Leshen and Ancient Leshen can "mark" a humanoid living in the same region, leaving them alive and unhindered by the creature's magic until it needs to sap energy from them. This can allow the leshen to bring itself back to life after being slain. When it dies, the leshen can sap the life energy from its marked host, killing them and using their energy to rejuvenate. The only known way to prevent it is to kill the marked host before killing the leshen or to exile that person out of the leshen's territory. A leshen with this option has the following additional trait:

Rejuvenation. When the leshen is killed, if the humanoid it marked is alive and in the region of the leshen's lair, it starts to reform in the woods over the course of 1d10 days, regaining all its hit points and becoming active again. If both the leshen and the marked host are simultaneously dead, it can't rejuvenate.

ANCIENT LESHEN:

Deep into the darkest forest, where no man has set foot in centuries, lurk the ancient leshen. These leshens remember the primal state of the world, when civilisation didn't exist and when the forest was covering most of the land. They were already old when dwarfs and elves were still young races. Untouched by time, leshens old enough to earn the appellation "ancient" wield greater powers and use advanced tactics that make them particularly dangerous.

BLACK ROOT:

Leshens called "black root" are unnatural, twisted creatures that were corrupted or created by vile magic. All leshens are caring for their land and protecting it jealously, but the black root is actually straying away from his territory, actively leading travelers and commoners astray to slaughter them inside its land and abduct their children. A black root was created by a night hag or a crone. By kidnapping a child from a village, trapping him into a tree trunk inside the leshen's lair and letting him starve to death there, a crone can corrupt a leshen with her magic. The tree will soon grow out of proportion, turning into a twisted blighted thing, sprouting gigantic black roots where blights plants (p.31 MM) start to grow and infest the region.

A LESHEN'S LAIR

A leshen lives in deep forest, usually near a grove or a clearing with a large concentration of totems made of natural materials and animal bones.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the leshen takes a lair action to cause one of the following magical effects:

- Roots and plants burst out of the ground, grappling and lashing at creatures. The area within 60 feet around the leshen becomes difficult terrain until initiative count 20 on the next round. Huge or larger creatures are not affected.
- The leshen and allied creatures within 60 feet of the it are healed of 18 (4d8) hit points.

- A green mist fill the lair. All creatures within 60 feet of the leshen must succeed on a DC 18 Constitution saving throw, taking 13 (4d6) poison damage on a failed save, or half as much damage on a successful one.

REGIONAL EFFECTS

The region containing a leshen's lair is empowered by the creature's presence, creating the following magical effects:

- Beast creatures are empowered by the leshen's presence. Giant and Dire version of beasts creatures are more common here than anywhere else. Additionally Beast creatures within 6 miles of the lair that have an Intelligence score of 2 or lower are charmed by the leshen and are aggressive toward intruders in the area.
- The leshen can alter the weather at will in a 6-mile radius centered on its lair. The effect is identical to the *control weather* spell.
- The totems of a leshen allow him to watch over his territory within 6 miles of its lair. The effect is similar to the *arcane eye* spell, but the eye cannot move away from the totem.

When the leshen dies, all of these regional effects fade over 1d10 days.

BLACK ROOT REGIONAL EFFECTS

Use these regional effects for a Black Roots Leshen instead:

- Blights creature (p.31 MM) appear near the blighted tree in the lair of the leshen and start to spread their poison and uproot healthy plants, replacing them with brambles, toxic weeds, and others of their kind. In time, any land or forest near the region will turn into a place of corruption.
- The leshen can alter the weather at will in a 6-mile radius centered on its lair. The effect is identical to the *control weather* spell.
- Beasts creatures inside the region look sickish and unhealthy, carrying diseases. Eating game from this region expose a creature to the effects of the *contagion* spell, at DC 13.



LESHEN

Large fey, neutral

Armor Class 17 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	13 (+1)	16 (+3)	10 (+0)

Saving Throws Str +12, Con +10, Wis +8

Skills Perception +8

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

Damage Vulnerabilities fire

Condition Immunities frightened, paralyzed, poisoned

Senses darkvision 120ft, passive Perception 18

Languages Druidic, Sylvan but doesn't speak.

Challenge 14 (11,500 XP)

Innate Spellcasting. The leshen's innate spellcasting ability is Wisdom (spell save DC 16). The leshen can innately cast the following spells, requiring no material components:

- At will: *druidcraft*, *grasping vine*, *speak with plants*, *plant growth*
- 2/day each: *insect plague*, *polymorph*, *wall of thorns*

Magic Attacks. The leshen's weapon attacks are magical.

Magic Resistance. The leshen has advantage on saving throws against spells and other magic effects.

Totem Strike. Once on its turn, the leshen can use 10 feet of its movement to step magically into one of his totem within its reach and emerge from a second totem within its territory, appearing in an unoccupied space within 5 feet of the second totem.

Actions

Multiattack. The leshen makes two melee attacks.

Claws. Melee Weapon Attack: +12 to hit, reach 10ft., one target. *Hit* 25 (3d10 + 7) slashing damage.

Roots Strike (Recharge 5-6). The leshen targets up to two creatures that it can see within 90 feet of it. Each target must succeed on a DC 17 Dexterity saving throw or take 17 (3d6 + 7) bludgeoning damage and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained. When a creature ends its turn restrained by this power it takes an extra 17 (3d6 + 7) bludgeoning damage as the roots contract to crush it.

Call Primal Beast (2/Day). The leshen chooses what to summon and attempts a magical summoning. The leshen can summon 1d6 Primal Murder of Crows, 1d3 +1 Primal Wolves or 1 Primal Bear. A summoned creature appears in an unoccupied space within 60 feet of the leshen, acts as an ally of its leshen. It remains for 1 hour, until it or its leshen dies, or until the leshen dismisses it as an action.

BLACK ROOT

Large fey, neutral evil

Armor Class 18 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	13 (+1)	10 (+0)	18 (+4)

Saving Throws Str +12, Con +10, Cha +9

Skills Perception +8

Damage Immunities necrotic, poison, bludgeoning, piercing, slashing from nonmagical weapons

Damage Vulnerabilities radiant

Condition Immunities frightened, paralyzed, poisoned

Senses darkvision 120ft, passive Perception 18

Languages Abyssal, Sylvan but doesn't speak.

Challenge 16 (15,000 XP)

Innate Spellcasting. The leshen's innate spellcasting ability is Charisma (spell save DC 17). The leshen can innately cast the following spells, requiring no material components:

- 2/day each: *blight*, *cloudkill*, *dispel magic*
- 1/day each: *hallucinatory terrain*, *harm*

Magic Attacks. The leshen's weapon attacks are magical.

Magic Resistance. The leshen has advantage on saving throws against spells and other magic effects.

Rejuvenation. If the black root is destroyed, it regains all its hit points in 1d4 hours and emerge from the roots of its blighted tree unless a *greater restoration* or *wish* spell is cast on the tree and the corpses of the children are given a proper burial.

Actions

Multiattack. The leshen makes two melee attacks.

Claws. Melee Weapon Attack: +12 to hit, reach 10ft., one target. *Hit* 25 (3d10 + 7) slashing damage plus 14 (3d8) necrotic damage.

Life Drain (Recharge 5-6). The leshen targets up to three creatures that it can see within 10 feet of it. Each target must succeed on a DC 17 Constitution saving throw or take 21 (6d6) necrotic damage, and the leshen regains hit points equal to the total damage dealt to all targets.

ANCIENT LESHEN

Large fey, neutral

Armor Class 20 (natural armor)
Hit Points 311 (27d10 + 162)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	9 (-1)	22 (+6)	13 (+1)	18 (+4)	14 (+2)

Saving Throws Str +14, Con +12, Wis +10, Cha +8

Skills Perception +10

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

Damage Vulnerabilities fire

Condition Immunities frightened, paralyzed, poisoned

Senses darkvision 120ft, passive Perception 20

Languages Druidic, Sylvan but doesn't speak.

Challenge 20 (25,000 XP)

Innate Spellcasting. The leshen's innate spellcasting ability is Wisdom (spell save DC 18). The leshen can innately cast the following spells, requiring no material components:

- At will: *druidcraft*, *grasping vine*, *speak with plants*, *plant growth*
- 2/day each: *insect plague*, *polymorph*, *wall of thorns*
- 1/day: *etherealness*, *storm of vengeance*

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

Magic Attacks. The leshen's weapon attacks are magical.

Magic Resistance. The leshen has advantage on saving throws against spells and other magic effects.

Regeneration. The leshen regains 20 hit points at the start of its turn if it has at least 1 hit point. If the leshen takes fire damage this trait doesn't function at the start of the leshen's next turn.

Totem Stride. Once on its turn, the leshen can use 10 feet of its movement to step magically into one of his totem within its reach and emerge from a second totem within its territory, appearing in an unoccupied space within 5 feet of the second totem.

Actions

Multiattack. The leshen makes two melee attacks.

Claws. Melee Weapon Attack: +14 to hit, reach 10ft., one target. *Hit* 26 (3d10 + 8) slashing damage.

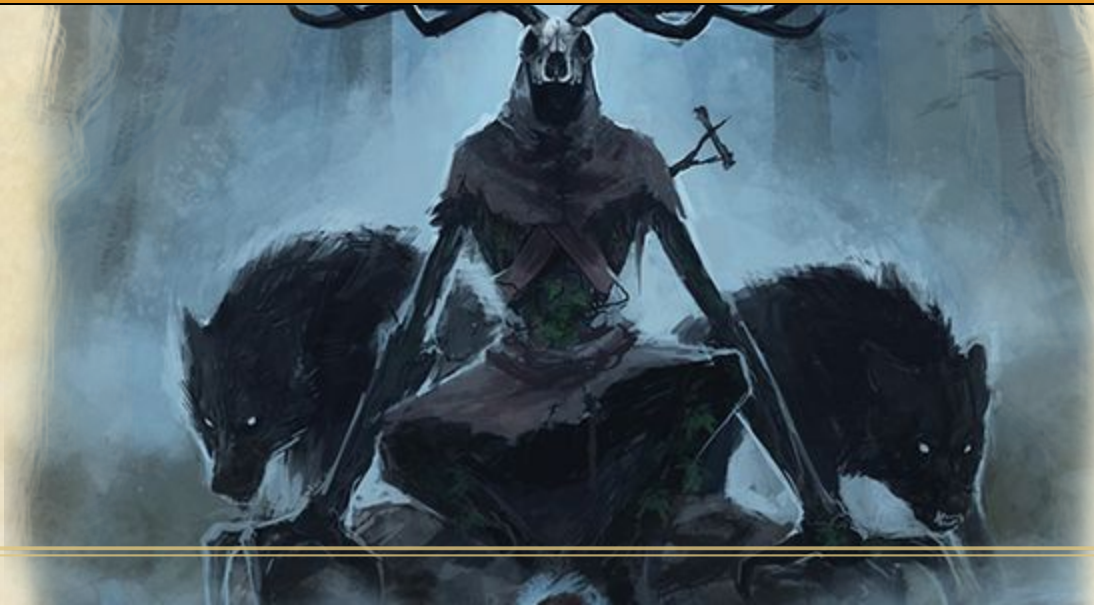
Roots Strike (Recharge 5-6). The leshen targets up to two creatures that it can see within 90 feet of it. Each target must succeed on a DC 19 Dexterity saving throw, taking 22 (3d8 + 8) bludgeoning damage and being grappled (escape DC 19) on a failed save. Until this grapple ends, the target is restrained. When a creature ends its turn restrained by this power it takes an extra 22 (3d8 + 8) bludgeoning damage as the roots contract to crush it.

Call Primal Beast (4/Day). The leshen chooses what to summon and attempts a magical summoning. The leshen can summon 1d6 Primal Murder of Crows, 1d3 +1 Primal Wolves or 1 Primal Bear. A summoned creature appears in an unoccupied space within 60 feet of the leshen, acts as an ally of its leshen. It remains for 1 hour, until it or its leshen dies, or until the leshen dismisses it as an action.

Legendary Actions

The leshen 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 leshen regains spent legendary actions at the start of its turn.

- **Claws.** The leshen makes one claws attack.
- **Cast a Spell (Costs 2 Actions).** The leshen cast a spell from its list of Innate Spellcasting, using a daily use as normal.
- **Flock of Crows (Costs 2 Actions).** The leshen turns into a flock of crows and teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.
- **Call Lightning (Costs 3 Actions).** The leshen targets on creatures that it can see within 120 feet of it. the target must succeed on a DC 19 Dexterity saving throw, taking 44 (8d10) lightning damage on a failed save, or half as much damage on a successful one.



MORVUDD

These denizens of dark and ancient woods are some of the most dangerous monsters known to man. Morvudds are walking mountains of muscle capped with horned, tooth-filled heads. Like their smaller cousins, chorts, they live in thick forests, swamps and bogs. When possible, they avoid humans, but when confronted, they kill them — and without much difficulty.

Mistaken Folktale. Legends often mistake morvudds for sylvans, ascribing to them the ability to speak, stand on two legs, gobble up cabbage, play pranks and work mischief around the household. The arrival of a true morvudd in a region soon puts an end to such tales. The creatures do not speak, at best communicating with each other through grunts, snorts and moans. They get about on four legs, and as for their "mischief"... they destroy farmsteads, devouring anything that can be devoured, including cabbage, if such is available, but also extending to poultry, pork, the family dog, and then the family itself.

Hulking Menace. Their size alone makes morvudds and chorts extremely dangerous — one blow from their powerful paws can kill a knight along with its fully-armored mount. Their enormous heft also makes them almost invulnerable to mundane weapons; the only sure way to put them down is magic and enchanted weapons. Furthermore, any wounds they receive heal at lightning speed. When a morvudd is gravely wounded, it will fight with increased aggressiveness, caring little for its own security while it deals tremendous damage to what stands in its path. Morvudds are cunning fighters: if they are gravely wounded, they will retreat, counting on their regenerative ability, and charge back into the fight, completely healed.

Third Eye. As if they weren't already tough enough, morvudds need not rely on their strength and stamina alone when fighting. Inexperienced hunters assume that the only danger coming from morvudds is physical, they will die in the seconds that follow. Morvudds can call on a more refined weapon: the third eye located in the center of their forehead. They can use it to impede their prey with an array of powers. When this occurs, their victim does not see anything beyond this single burning eye — the last thing they see before their death. The morvudd's third eye defines this monster as a force with which to be reckoned.

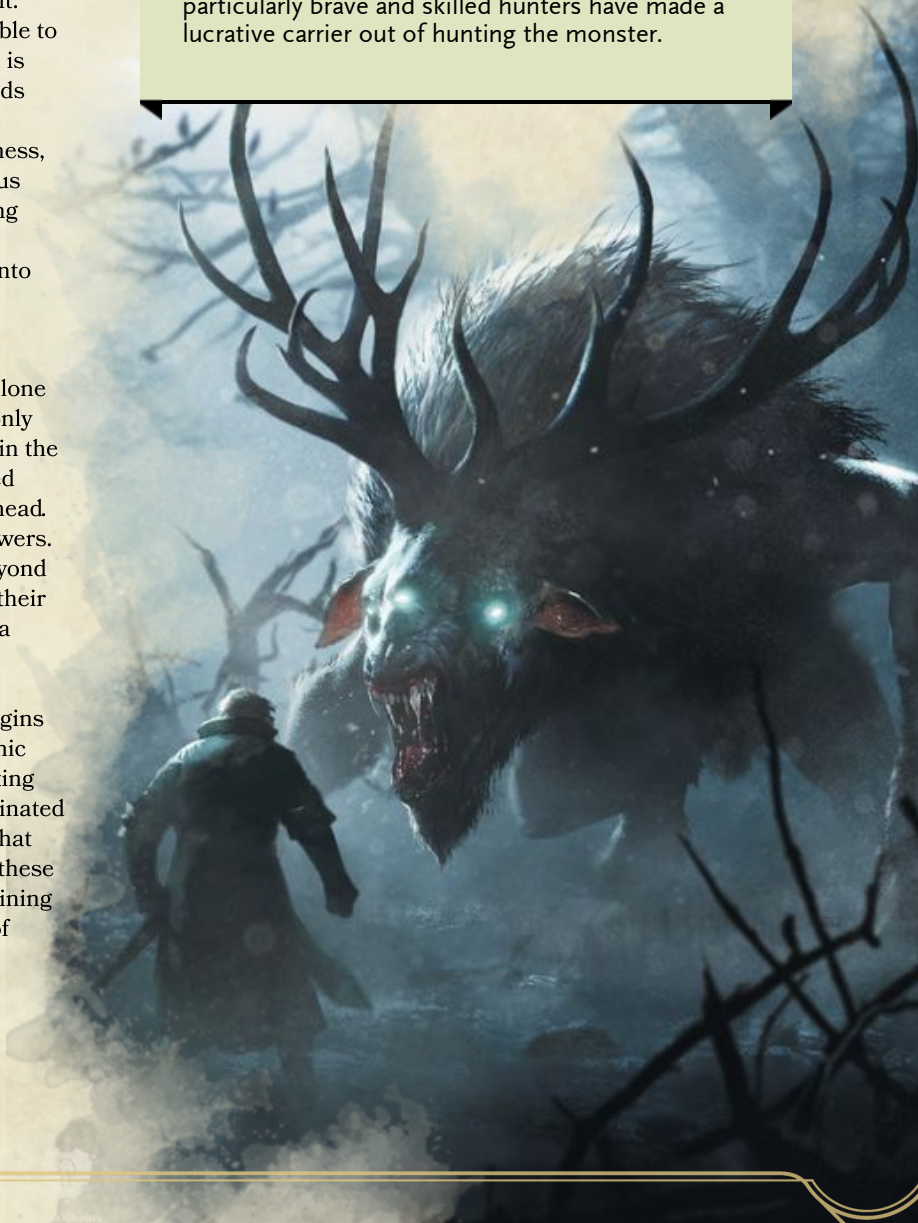
Controversial Origin. Many theories abound on the origins of morvudds. The most popular ones give them a demonic ancestry, but truthfully none has ever been seen collaborating with demons or devils. Others believe them to have originated from the Feywild, basing this assumption on the somewhat similar powers they share with fomorians. It's true that these twisted giants have been known to take "pets", but imagining that the ferocious morvudds could have ever been one of them is a conclusion that few are willing to make.

CHORT

Chorts are the somewhat smaller kin of morvudds. Yet any adventurer who thinks their diminutive stature means they present no danger commits a grave error — the kind that can end his career permanently. Chorts fight with little finesse, running straight towards their opponent and trying to mow him to the ground with the force of their charge. After downing their foe, they bite, kick, and strike with their claw-tipped paws.

THIRD EYE OF A MORVUDD

The third eyes of morvudds and chorts are powerful magically charged organs. This disturbing appendage doesn't die with the morvudd. It's still alert even after the creature's death. If harvested from the corpse of the creature, it can be used as an alternative spell component. The third eye can be consumed to substitute any magical component of up to 5,000 gold pieces value; the eye is destroyed in the process. For this reason many wizard will pay a good price for it and some particularly brave and skilled hunters have made a lucrative career out of hunting the monster.



CHORT

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)
Hit Points 131 (12d10 + 72)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	6 (-2)	13 (+1)	9 (-1)

Skills Athletics +11, Perception +9, Stealth +4
Damage resistances bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 120 ft., passive Perception 19
Languages understands Abyssal but cannot speak
Challenge 10 (5,900 XP)

Devastating Charge. If the chort moves at least 20 feet straight toward a target and then hits it with an antler attack on the same turn, the target takes an extra 11 (2d10) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone, in which case the chort can make another attack with its claws against it as a bonus action.

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

Actions

Multiattack. The chort uses its Third Eye and makes two claw attacks.

Antlers. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage.

Third Eye. The chort magically forces a creature it can see within 60 feet of it to make a DC 15 Charisma saving throw. If it fails, it comes under one of the following effects, chosen at random:

1. *Asleep.* The target falls unconscious. It wakes up if it takes any damage or if another creature uses its action to shake the sleeper awake.
2. *Panicked.* The target is frightened. On each of its turns, the frightened creature must take the Dash action and move away from the chort by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60 feet away from the chort where it can no longer see it, this effect ends.
3. *Sickened.* The target has disadvantage on attack rolls and ability checks. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

RESTLESS EYE

Wondrous item, rare, cursed (requires attunement)

This fleshy, evil-looking eye is the Third Eye of a fallen morvudd or chort. The eye merges with your forehead, blinking and staring independently from your eyes. The eye has 3 charges, and it regains 1d3 expended charges daily at dawn. You can use an action to expend 1 of its charges to cast the *eyebite* spell at DC 15 from it. Additionally you gain proficiency with the Wisdom (Perception) skill or gain advantage on this roll if you are already proficient.

Curse. The eye is cursed: a fact that is revealed only when an *identify* spell is cast on the eye or you attune to it. Attuning to the eye curses you until you are targeted by the *remove curse* spell or similar magic; extracting the eye — a dangerous operation — fails to end the curse. While cursed, if you have a neutral or good alignment, each long rest you must succeed on a DC 18 Charisma saving throw, suffering from a short-term madness (p. 259 of the *Dungeon Master Manual*) on a failed save. If the save fails by 5 or more, you also suffer from a long-term madness. The short-term and long-term madesses can be ended with the *greater restoration* spell or similar magic.

OPTIONAL: CURSE OF THE RESTLESS EYE.

When a morvudd dies, the nearest intelligent creature to its body must make a DC 18 (DC 15 for a chort) Wisdom saving throw. In case of failure, the creature gains a form of indefinite madness: "I must keep the eye at all cost; it's now my most treasured possession".



MORVUDD

Large monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 172 (15d10 + 90)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	7 (-2)	13 (+1)	9 (-1)

Skills Athletics +12, Perception +11, Stealth +5

Damage resistances fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 21

Languages understands Abyssal but cannot speak

Challenge 14 (11,500 XP)

Blinding Gaze. When a creature that can see the morvudd's third eye starts its turn within 30 feet of the morvudd, the morvudd can force it to make a DC 17 Charisma saving throw if the morvudd isn't incapacitated and can see the creature. If the saving throw fails, the creature is blinded until the end of its next turn. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the morvudd until the start of its next turn. If the creature looks at the morvudd in the meantime, it must immediately make the saving throw.

Devastating Charge. If the morvudd moves at least 20 feet straight toward a target and then hits it with an antler attack on the same turn, the target takes an extra 11 (2d10) piercing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone, in which case the morvudd can make another attack with its claws against it as a bonus action.

Regeneration. The morvudd regains 20 hit points at the start of its turn if it has at least 1 hit point.

Actions

Multiattack. The morvudd uses its Third Eye and makes three attacks: one with its bite and two with its claws.

Antlers. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 29 (4d10 + 7) slashing damage.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 24 (5d6 + 7) slashing damage.

Third Eye. The morvudd magically forces a creature it can see within 60 feet of it to make a DC 17 Charisma saving throw. If it fails, it comes under one of the following effects, chosen at random:

1. **Asleep.** The target falls unconscious. It wakes up if it takes any damage or if another creature uses its action to shake the sleeper awake.
2. **Madness.** The target is charmed. The charmed creature behaves as if under the effects of the *confusion* spell during combat. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
3. **Dazed.** The target is charmed. While charmed by this effect, the creature is incapacitated and has a speed of 0. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
4. **Weakened.** The creature has disadvantage on Constitution checks and Constitution saving throws. In addition, whenever the creature takes damage, it is stunned until the end of its next turn. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

RELIC MORVUDD

Crossing's Guardians. Morvudds nicknamed "relic" are ancestral creatures that may have inspired many tales about classic underworld guardians. These hulking monstrosities lurk and establish their lairs near crossings to other planes. They can instinctively feel where the barrier between the worlds are thin and are attracted to such places. As they feed on the lingering magical energies, they grow even larger, rivaling in size with giants, and gain increasingly more magical abilities.

Natural Border. Few creatures can stand against a relic morvudd. They are usually at the top of the food chain in the region, killing any other predator that steps into its territory. They live in vast expanses of dark forest, in the deepest parts of the wood. The monster leaves corridors of broken trees and deep hoofed prints, making it quite easy to track down and to delimit its territory. However, clever rangers usually take these signs as natural borders and warn folks not to go any further. Some things are simply better left alone.



RELIC MORVUDD

Huge monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 270 (20d12 + 140)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	8 (-1)	24 (+7)	8 (-1)	15 (+2)	9 (-1)

Saving Throws Str +15, Con +13, Cha +5

Skills Athletics +15, Perception +14, Stealth +5

Damage resistances fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 24

Languages understands Abyssal but cannot speak

Challenge 20 (25,000 XP)

Blinding Gaze. When a creature that can see the morvudd's third eye starts its turn within 30 feet of the morvudd, the morvudd can force it to make a DC 19 Charisma saving throw if the morvudd isn't incapacitated and can see the creature. If the saving throw fails, the creature is blinded until the end of its next turn. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the morvudd until the start of its next turn. If the creature looks at the morvudd in the meantime, it must immediately make the saving throw.

Devastating Charge. If the morvudd moves at least 20 feet straight toward a target and then hits it with an antler attack on the same turn, the target takes an extra 16 (3d10) piercing damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone. If the target is prone, the morvudd can make another attack with its claws against it as a bonus action.

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

Regeneration. The morvudd regains 20 hit points at the start of its turn if it has at least 1 hit point.

Actions

Multiattack. The morvudd uses its Third Eye and makes three attacks: one with its bite and two with its claws.

Antlers. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 31 (5d8 + 9) piercing damage.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 36 (5d10 + 9) slashing damage.

Claws. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 26 (5d6 + 9) slashing damage.

Third Eye. The morvudd magically forces a creature it can see within 60 feet of it to make a DC 19 Charisma saving throw. If it fails, it comes under one of the following effects, chosen at random:

1. **Asleep.** The target falls unconscious. It wakes up if it takes any damage or if another creature uses its action to shake the sleeper awake.
2. **Madness.** The target is charmed. The charmed creature behaves as if under the effects of the *confusion* spell during combat. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
3. **Weakened.** The creature has disadvantage on Constitution checks and Constitution saving throws. In addition, whenever the creature takes damage, it is stunned until the end of its next turn. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
4. **Feeblemind.** The target takes 14 (4d6) psychic damage and 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. At the end of each day, the creature can repeat the saving throw, ending the effect on itself on a success. The effect can also be ended by *greater restoration*, *heal*, or *wish*.

Legendary Actions

The morvudd 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 morvudd regains spent legendary actions at the start of its turn.

- **Move.** The morvudd moves up to its speed without provoking opportunity attacks.
- **Claws.** The morvudd makes one claw attack.
- **Third Eye (Costs 2 Actions).** The morvudd uses its Third Eye.
- **Eye Ray (Costs 3 Actions).** The morvudd targets a creature that it can see within 60 feet of it. The target must make a DC 19 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target instead takes 64 necrotic damage. The target dies if reduced to 0 hit points by this ray.

NECROPHAGE

Necrophage is a loose term that designate undead creatures feeding on humanoid corpses. To the contrary of many undead, they can usually be found around civilisation, their main source of food. Necrophage are a real plague, not only do they often spread diseases, but they are certainly not above killing to fulfil their craving for flesh.

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

CRYPT HORROR

Crypt horrors are a variation of the common ghouls who have consumed the blood of a vampire, giving the creature an increased in supernatural size and strength. The malformed monstrosities known as crypt horrors are, thankfully, a rare sight. Spoken of in hushed whispers by night watchmen, old priests, grave-keepers and other nocturnal citizens, the few persistent reports of these looming and moon-mad fiends are dismissed as the ravings of superstitious fools. At best, they are thought to be exaggerated sightings of unnaturally large ghouls or ghastr. Unfortunately for the mortal world, the stories are often accurate, for crypt horrors are very real.

Bloody Ascension. Once a ghoul has drunk the blood of a vampire, its eyes turn red and it goes into a killing frenzy. During this stage of the transformation, the crypt horror would pull down weaker members of its own pack, dragging its screeching prey into an open grave or a shattered tomb in order to consume its gruesome feast undisturbed. After finishing its cannibalistic orgy, the swollen ghoul will crawl back to its awaiting master, hoping for another draught of its vampiric blood. This transformation continues until by the coming of the next full moon, the new crypt horror will have grown to several times its original size and ferocity, thanks to the unnatural blood of the vampire and the consumption of extraordinary amounts of flesh.

Frenzied Monstrosity. In battle, crypt horrors muscle their way towards the front lines, eyes glowing with dire light. They use shattered gravestones, tomb statuary and cemetery railings to smash aside those brave enough to stand before them, but it is their meat-encrusted fangs and talons that are to be avoided at all costs. Even a shallow wound from a crypt horror bears enough poisonous rot to kill a horse. One daunting fact about crypt horrors is their ability to resist most form of conventional protection against the undead. They can pass the sacred seals protecting unviolated burial crypts without as much as a shudder, or step into hallowed ground without any difficulty. The energies animating them even make them immune to the turning ability of the most powerful priests. Despised by the living and the dead alike, crypt horrors are creatures to be truly feared.

Titanic Brute. A crypt horror typically towers over its smaller ghoul brethren, and though it retains the characteristic stoop and loping gait of its former life, its sinews become hard as iron. Bony growths and protrusions push out from the creature's spine, and talons lengthen from splayed, dextrous hands. The potent diet of ghoul flesh washed down with vampiric blood wreaks changes inside as well as out. Though the crypt horror's freakish metabolism will soon drive the creature's body to consume itself, in the meantime, the fiend's constitution is such that it can reknit even the most horrific wound with little effort. This is the main reason why the more elitist vampire cliques tolerate these foul monsters. Dark magic, the sustaining power of necromancy, literally runs in a crypt ghoul's veins, and therefore the sheer violence it can unleash is not to be underestimated.



CRYPT HORROR

Large undead, chaotic evil

Armor Class 13 (natural armor)
Hit Points 125 (10d10 + 70)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	24 (+7)	6 (-2)	13 (+1)	8 (-1)

Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Common
Challenge 8 (3,900 XP)

Frightful Presence. Each non-undead creature that is within 60 feet of the crypt horror and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the crypt horror's Frightful Presence for the next 24 hours.

Turning Defiance. The crypt horror is immune to effects that turn undead and to magical effects that prevent undead to enter an area, such as the *magic circle* or *hallow* spells.

Regeneration. The crypt horror regains 20 hit points at the start of its turn. If the crypt horror takes radiant or fire damage, this trait doesn't function at the start of the crypt horror's next turn. The crypt horror is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The crypt horror makes three melee attacks, only one of which can be a bite attack.

Claws. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. **Hit:** 15 (2d8 + 6) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. **Hit:** 17 (3d6 + 6) piercing damage plus 14 (4d6) poison damage.

Slam (Recharge 5-6). The crypt horror slams the ground with tremendous strength, creating shockwaves. Each creature within 10 feet of it must succeed on a DC 15 Strength or Dexterity saving throw (creature's choice) or be knocked prone and take 24 (4d8 + 6) bludgeoning damage. On a successful save, the target takes only half the damage and isn't knocked prone.

DEMONIC CRYPT HORROR

Many believe that ghouls are the most fearsome of all ghouls, but it is unfortunately incorrect. Though different in the making than classic crypt horrors, the demon lord Orcus sometimes invest a chosen ghast with even greater power, mutating it into a crypt horror. These "ghoul lords" wreak havoc over entire regions in the name of their demon master, followed by hordes of their lesser kind.



DROWNER

When at the water's edge, you gotta be quiet. First of all, so as not to scare the fish. Second — so you don't attract drowners." — Yanneck of Blaviken, fisherman

Watery Death. Sometimes a drowned man returns as a monster, to haunt the living. Such creature is called a drowner and resembles a corpse dredged from the bottom of a pond. Skinny and humped, with its huge head, slightly protruding belly and concave chest, the drowner became a creature that is half-scary, half grotesque. Its eyes are round and fishlike, granting it a rather dumb expression. It also has wide palms and membranes between its fingers as well as a fin. A Drowner lives underwater and is awkward when on dry land... It is sickly blue or green in color, with slime and sludge oozing out of every pore and the acrid stench of rot wafting off of it. That is why drowners – along with their more dangerous cousins: vodniks, mucknixers and drowned dead – arise from the bodies of those who drown in shallow water: lost travelers falling into bogs, children who swim too far from the shore or, in the case of vodniks, inebriated peasants who stumble off narrow swamp trails.

Pack Hunter. Drowners are predominantly pack creatures by nature, usually hunting in groups of three or greater. Once they have spotted a prey, they will burrow into the ground. This is a sure warning sign that they're preparing an ambush and will try to leap at a prey from beneath the ground. One should always watch for disturbances at its feet when in a swamp. Individually drowners are not much of a threat, but they can become quite dangerous when attacking in pack. Aside from their numbers, their attacks are quite fast and can have surprising range as they usually do leaping jump-strikes; above all else, one should never let itself get surrounded by them. Drowners react to the deaths of their fellows by screaming in pain. This show of mourning leaves them defenseless for several seconds. As they are already dead, drowners do not fear poisons, and even a large loss of blood makes no impression on them.

Stalking Scavenger. Drowners are quite often found at the banks of huge river with regular shipping and riverside villages provides them with ample sustenance. Cowardly creatures by nature, they usually stick to eating scraps they dig out of rubbish piles and animal carcasses. Yet if a lone traveler or careless fisherman strays into their territory, they turn from scavengers to fearsome predators. If not particularly hungry at the moment, they will keep their prey under the water for a few days, aging it until it grows deliciously tender and rotten. Drowners are particularly active at dusk and during the night, especially if the rain is falling, at such times they will even leave their watery homes and venture inland.

DROWNED DEAD

Particularly strong and dangerous drowners are known as drowned dead, vodniks and mucknixers. Simple people see no difference between the drowner and the drowned dead — encountering either of them is equally deadly. We might suppose, though, that the most gloomy legends pretending they can make you drown in the middle of a desert concern the drowned dead rather than drowners.

Drowned dead arise from the corpse of an executed criminal tossed into the water, while vodniks are the corpses of drowned drunkards. Mucknixers are far rarer, for they come from a necromantic ritual where the victim is purposely drowned to rise as an undead.



DROWNER

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft., burrow 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	5 (-3)	10 (+0)	6 (-2)

Skills Stealth +4

Damage Vulnerabilities fire, radiant

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 10

Languages -

Challenge 1/2 (100 XP)

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

Actions

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 7 (2d4 + 2) slashing damage. Instead of dealing damage, the drowner can grapple the target (escape DC 12).

Drag Under. The drowner can drag in deep waters or mud a grappled, incapacitated, paralyzed or stunned target. The target must succeed on a DC 12 Strength saving throw or take 8 (2d6 + 1) bludgeoning damage and be knocked prone and buried in mud. The buried target is restrained and unable to breathe or stand up. A creature can take an action to make a DC 10 Strength check, ending the buried state on a success.

DROWNED DEAD

Medium undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 53 (7d8 + 21)

Speed 30 ft., burrow 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	16 (+3)	8 (-1)	13 (+1)	10 (+0)

Skills Perception +3, Stealth +5

Damage Vulnerabilities fire, radiant

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 13

Languages -

Challenge 3 (700 XP)

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

Drowning Aura. Any living, breathing creature that starts its turn within 10 feet of the the drowned dead must succeed a DC 13 Constitution saving throw. On a failed save, a creature begins to drown and is restrained. The restrained creature must repeat the saving throw at the end of its next turn. On a success, the effect ends on the creature. On a failure, the creature falls to 0 hit points and starts making death saving throws. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the drowned dead's Drowning Aura for the next 24 hours. Amphibious creatures are not affected.

Actions

Multiattack. The drowned dead makes two claws attacks.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 3) slashing damage. Instead of dealing damage, the drowner can grapple the target (escape DC 13).

Reactions

Uncanny Dodge. When an attacker hits the drowned dead with an attack it can use his reaction to half the damage, provided it isn't blinded and deafened.

FOGLET

If night ever catches you in the swamps, stay put and wait for dawn, even if it means standing waist-deep in water with leeches crawling down your trousers. Most important of all, if you see a light in the fog, never, and I mean never, go towards it. — Johannes Strudd, guide

Lurker in the Fog. Fog is the traveler's foe. In the forest, it can make one lose one's way, at sea, it can send one sailing into the rocks. Yet such dangers are nothing compared to the monsters known as foglets which sometimes lurk within it. These creatures have powerful arms and claws, yet what makes them truly dangerous is their mastery of deception, beguilement and disorientation. Many times they need not attack at all, instead simply driving their prey to madness or into boggy marshlands, after which they wait patiently for it to drown in the muddy waters.

Dark Soul. Like ghastly glowworms, their bodies emit a pale light they use to lure those lost in the fog towards the ravines, swamps or caves in which they make their lairs. Legends say that foglets are will-o'-wisps coming from the soul of truly despicable killers. After a time, once they consumed enough life force, they inhabit a corpse and twist it into a monstrous foglet, becoming material and free to kill once more. In parts of the world where the evil lights are common occurrences, cultures tend to practice cremation as a funeral rite, to prevent corpses to be inhabited by these spirits.

Eerie Land. Foglets can appear wherever thick fog arises: swamplands, mountain passes or the shores of rivers and lakes. If no fog is forthcoming, they can create or summon it themselves. By manipulating fog they can separate travelers from each other, hide trails and deafen noise. While foglets can disappear at will, watching for moving patches of fog or grass swaying in a path leading directly to their victims is one way to identify their location.

Vicious Fighter. Rapidly thickening fog tends to be a sign that foglets are close. When fighting foglets, an adventurer must remain calm and keep his wits about him no matter what. Since foglets can take on immaterial form, a slight shimmer of air or a rustle in the grass might be the only clues an adventurer has to their location. Foglets create illusions of themselves that can cause physical harm, while the real foglet stalks the area.

IGNIS FATUUS

Particularly old and vicious foglets are called ignis fatuus. Over their long existence they have mastered the art of trickery and can dissimulate their lair through intricate illusions. They will often attract other wicked souls, will-o'-wisp, and have the ability to summon a deadly lingering fog.

IGNIS FATUUS'S LAIR

Ignis Fatuus make their lair in deep cave networks or abandoned keeps. They usually pick places with strong magical connection, like places of power or wild magic, somehow feeding on its energy.

REGIONAL EFFECT

The region containing an ignis fatuus is tainted by the creature's presence, creating the following magical effects:

- Large patches of thick fog roll over the countryside at all time, carrying a strong metallic smell. The area is heavily obscured and creatures are unable to breathe within it. A wind of moderate or greater speed (at least 10 miles per hour) disperses it for an hour.
- People easily become lost in the region. All Wisdom (Survival) checks are made with disadvantage. Creatures that cannot be charmed are unaffected.
- Will-o'-wisps gather in the region, congregating like moths around a flame.

When the ignis fatuus is destroyed, all of these regional effects fade instantly.



FOGLET

Large undead, chaotic evil

Armor Class 14 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	13 (+1)	14 (+2)	11 (0)

Skills Perception +5, Stealth +5
Damage Resistances acid, cold, psychic
Damage Immunities lightning, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages the languages it knew in life
Challenge 5 (1,800 XP)

Innate Spellcasting. The foglet's innate spellcasting ability is wisdom. The foglet can innately cast the following spells, requiring no material components:

- At will: *gaseous form* (self only), *invisibility* (self only), *major image*, *mirror image*

Rejuvenation. When the foglet's body is destroyed, a will-o'-wisp appears in its space. If the will-o'-wisp escapes, after 24 hours, it will inhabit another corpse on the same plane of existence and regains all its hit points, turning into a new foglet. Destroying the will-o'-wisp prevents the foglet from returning.

Actions

Multiattack. The foglet makes two claws attacks.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Killer Fog (Recharge 5-6). The foglet call forth a fog haunted by smoke doubles of itself. A 30-foot-radius fog appears, centered on a point within 60 feet of the foglet and lasting for 1 minute or until its concentration ends (as if concentrating on a spell). The fog 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. A creature's speed is halved in the area. Any creature that starts its turn in the area takes 10 (3d6) psychic damage. Any creature that ends its turn in the area must succeed on a DC 14 Dexterity saving throw or take 14 (4d6) slashing damage as illusory foglets attack it from every side. Foglets are immune to these effects.

IGNIS FATUUS

Large undead, chaotic evil

Armor Class 16 (natural armor)
Hit Points 179 (17d10 + 85)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	21 (+5)	16 (+3)	17 (+3)	14 (+2)

Saving Throws Str +10, Con +9, Wis +7, Cha +6
Skills Perception +7, Stealth +7
Damage Resistances acid, cold, psychic
Damage Immunities lightning, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 17
Languages the languages it knew in life
Challenge 10 (5,900 XP)

Innate Spellcasting. The foglet's innate spellcasting ability is wisdom (spell save DC 15). The foglet can innately cast the following spells, requiring no material components:

- At will: *gaseous form* (self only), *invisibility* (self only), *major image*, *mirage arcane*, *mirror image*
- 2/day each: *cloudkill*, *greater invisibility* (self only), *stinking cloud*

Rejuvenation. When the foglet's body is destroyed, a will-o'-wisp appears in its space. If the will-o'-wisp escapes, after 24 hours, it will inhabit another corpse on the same plane of existence and regains all its hit points, turning into a new foglet. Destroying the will-o'-wisp prevents the foglet from returning.

Actions

Multiattack. The foglet makes two claws attacks.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 6) slashing damage.

Killer Fog (Recharge 5-6). The foglet call forth a fog haunted by smoke doubles of itself. A 30-foot-radius fog appears, centered on a point within 60 feet of the foglet and lasting for 1 minute or until its concentration ends (as if concentrating on a spell). The fog 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. A creature's speed is halved in the area. Any creature that starts its turn in the area takes 10 (3d6) psychic damage. Any creature that ends its turn in the area must succeed on a DC 15 Dexterity saving throw or take 14 (4d6) slashing damage as illusory foglets attack it from every side. Foglets are immune to these effects.

Summon Wisp (Recharge 5-6). The ignis fatuus can summon 1d4 will-o'-wisp, a summoned creature appears in an unoccupied space within 60 feet of the foglet, acts as an ally of its foglet. It remains for 1 minute, until it or its foglet dies, or until the foglet dismisses it as an action.



FLESH ROT (SEE *contagion* SPELL)

Many academies throughout the world have studied the remains of rotfiends, hoping to explain their sudden and recurrent return. They have yet to find the answer to their question but one troubling fact might lead them on the right path: the corrupted tissues of the undead always reveal the presence of the flesh rot disease. Most concluded that the two phenomena are inherently connected: a flesh rot outburst is followed by a resurgence of rotfiends and rotfiend infestations are always followed by numerous cases of the disease.

- Alternatively, a creature that takes damage from a rotfiend must make a DC 13 Constitution saving throw, contracting the flesh rot disease on failure, as per the *contagion* spell.

ROTFIEND

Course it reeks. Think they're called rotfiends because they smell like roses? — Vesemir, witcher of the Wolf School

Skinless Rotter. What rotfiends are, everyone can see. Even seeing them is not necessary, as hearing their name should be enough to tell anyone what creatures might bear this unpleasant title. Rotfiends resemble decomposing human bodies that have been mostly stripped of their skin. Their presence is given away by the overwhelming stench of rot which gives them their name.

Pack Scavenger. Similar to ghouls, rotfiends roam in packs. Rotfiends are undead, so usual tactics against this kind of creature might apply. Common poisons, on the other hand, are useless - the beasts have gained immunity to these by devouring carcasses. Killing a rotfiend is not difficult, yet one must remember to survive the moment of the beast's death, for the monster's corpse releases explosive fumes a mere spark could ignite. The resulting explosion can easily kill an adventurer, but it might also kill nearby rotfiends, creating something of a chain reaction. Thus, a dying monster should be drawn away from its kin.

Hysterical Strength. Backed against a wall, a rotfiend flies into a fury, attacking madly. This attack should be evaded, for the beast's chaotic blows carry a strength that can only be called hysterical. Running is never a good idea when fighting rotfiends, as the creatures will pursue its foe, jump on its back, knock it down and overwhelm it. Stopping rotfiends from escaping can be difficult as they try to burrow into the ground.

Unwelcomed Resurgence. Rotfiends and devourers were once rarities, but in age of constant warfare and violence they can become a veritable plague, as they feed on carrion and human corpses, particularly around battlefields, near cities afflicted by plague, or around villages touched by famine. They appear of a sudden, and disappear even more quickly if threatened, so exterminating them is difficult. They are best dealt with by cutting off their food supply, which is, burning all corpses in the area. Corpses must be incinerated rather than buried, for rotfiends are avid and skillful diggers. Without sustenance, the beasts will leave in search of new feeding ground. See a rotfiend and you can be sure there are many more in the area. They usually feed in large groups and thus present a danger to lone travelers – especially considering their speed, which can be more than a match for a horse at full gallop. Rotfiends and devourers feed in the twilight hours and at night, when they become much more dangerous than during the day.

DEVOURER

Insatiable Appetite. Devourers are a particularly dangerous kind of rotfiend marked by an insatiable appetite for human flesh. Most folktales on rotfiend suggest that once a rotfiend tasted the flesh of a living humanoid it will turn into a devourer, craving the flesh of the living rather than that of the dead.

Clever Digger. There is no distinguishable hierarchy in the rotfiend pack, but devourers are without question the best at finding and digging corpses, and so the rest of the pack follows them wherever they go.

ROTFIEND

Medium undead, chaotic evil

Armor Class 11 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 50 ft., burrow 10ft.

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

Damage Vulnerabilities fire
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages -
Challenge 1 (200 XP)

Death Burst. When the rotfiend dies, it explodes in a burst of toxic fumes. Each creature within 5 feet of it must make a DC 12 Dexterity saving throw, taking 8 (2d8) acid damage plus 8 (2d8) poison damage on a failed save, or half as much damage on a successful one.

Stench. Any creature other than a undead that starts its turn within 5 feet of the rotfiend must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all rotfiends for 1 hour.

Actions

Rotting Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 2) bludgeoning damage.

DEVOURER

Medium undead, chaotic evil

Armor Class 13 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 50 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	6 (-2)	13 (+1)	9 (-1)

Skills Perception +3
Damage Vulnerabilities fire
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60ft., passive Perception 13
Languages -
Challenge 3 (700 XP)

Death Burst. When the devourer dies, it explodes in a burst of toxic fumes. Each creature within 5 feet of it must make a DC 13 Dexterity saving throw, taking 8 (2d8) acid damage plus 8 (2d8) poison damage on a failed save, or half as much damage on a successful one.

Unbearable Stench. Any creature other than a undead that starts its turn within 5 feet of the rotfiend must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. While poisoned, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Actions

Multiattack. The devourer makes two rotting fist attacks.

Rotting Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) bludgeoning damage.



SCURVER

Old Corpse Eater. Scurvers are rotfiends' larger cousins. The bodies of these hideous, vaguely humanoid creatures are covered in rotten scraps of flesh, under which lurk even more rotten muscles stretched around a strong, flexible skeleton. Scurvers, which feed on old, rotting corpses, prefer to make their hunting grounds in abandoned torture sites, forgotten graveyards, and old battlefields. They are very aggressive and, though they feed on corpses, if they come across a living person they are likely to attack.

Razor Spines. Scurvers usually feed underground, but sometimes, when they catch the scent of a human, they crawl to the surface in a matter of seconds and attack their potential prey. While fighting them one cannot afford to forget about their special bony spines, razor sharp protuberances sticking out from their skeletons. When a scurver is near death, the gasses and enzymes gathered within its body cause it to explode, flinging these spines out at great speed, turning them into one last deadly weapon in their arsenal.



SCURVER

Medium undead, chaotic evil

Armor Class 15 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 50 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	5 (-3)	13 (+1)	7 (-2)

Skills Perception +4, Stealth +5
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 5 (1,800 XP)

Death Burst. When the scurver dies, it explodes, flinging spines out at great speed. Each creature within 15 feet of it must make a DC 15 Dexterity saving throw, taking 13 (3d8) piercing damage plus 13 (3d8) poison damage on a failed save, or half as much damage on a successful one.

Razor Spines. A creature that touches the scurver or hits it with a melee attack while within 5 feet of it takes 3 (1d6) piercing damage plus 3 (1d6) poison damage.

Actions

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 13 (3d8) poison damage on a failed save, or half as much damage on a successful one.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) slashing damage.

NEKKER

*T*ake heed, gents, there's nekkers under this bridge. If you all cross at once, without slowing or stopping, there's nothing to fear. But if your cart throws an axle and you get stuck out there... Well, close your eyes and pray to the gods.— Kurt Hammerbach, city guardsman in Vengerberg

Vicious Ambusher. Imagine a drowner that burrows tunnels, climbs trees, is more vicious than usual, and when ambushing its prey, it does so with many of its kin. Now you have a good idea of what a nekker is. These primitive fey creatures are the bane of the wilderness and found in numbers across the world, preferably near roads. The inhabitants of forest villages fear them, and animals give their nests a wide berth. Nekkors typically live in cave networks with maze of tunnels giving access to the surface, where they can easily retreat if things turn sour. Some particularly bold nests will extend their tunnel to inside a settlement, harassing the inhabitants day and night.

Tribal Society. Nekkors are social creatures, gathering in something akin to tribes, for they can only repel the attacks of stronger assailants with sheer numbers. They use war paints to establish social status, and will occasionally fashion tribal icons out of bones, wood and razorvine, which they seem particularly fond of. When nekkors venture out as a war or hunting party, they are led by thornhearts, their prophets and leaders. Thornhearts give orders, turning a wild band into an organized unit, thus they should be eliminated first. As malicious as they are, nekkors are cowardly creatures by nature and will not hesitate to flee if too many of them are slaughtered or an opponent seems too dangerous. This obviously changes when a thornheart is leading the tribe, exalting them.

Innocence Lost. Legends say that the nekkors were once gentle and playful fey, living quietly in the realm of Arcadia. A powerful Archfey, known only as the Lady of Thorns, twisted their entire race and turn them into the vicious and pesky beings they are today. The Lady used the nekker to find and trick children with the spark of magic to wander into the Feywild, never to be seen again. Some say the Lady was a crone or hag, keeping herself alive by feeding on the children, other legends pretend that she was a dryad queen. Nobody knows who the Lady really was and what happened to her. None have heard of her in centuries, still, the nekkors remain, doing her bidding.

Overwhelming Swarm. A lone nekker is harmless. Five are dangerous. Ten can kill even a veteran monster slayer. Individual nekkors are weak, easy marks compared to other monsters; Nekkors do not tend to fight as individuals. One must be ready to repel many foes at once. If you see one, expect anywhere from 2-10 more. They burrow from beneath the ground or fall from trees and swarm upon their prey. Though primitive, the tactic is surprisingly effective. Nekkors overwhelm their targets through sheer numbers, surrounding them, then pummeling and clawing victims to death. Even veteran adventurers can fall prey to this. When facing large groups of nekkors, it is best to take advantage of tactics that can harm several opponents at once, such as spells and explosives that can help thin out the swarm with ease. As with other agile creatures, running from nekkors is not the best idea, for the monsters will catch up to their prey and swiftly kill it with multiple hits of their claws.



NEKKER

Small fey, chaotic evil

Armor Class 11

Hit Points 7 (2d6)

Speed 40ft., burrow 30ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	10 (+0)	7 (-2)	8 (-1)	5 (-3)

Skills Stealth +5

Senses darkvision 120ft., passive Perception 9

Languages Nekker, Sylvan

Challenge 1/8 (25 XP)

Fey Resilience. The nekker has advantage on saving throws against illusions, as well as to resist being charmed or paralyzed and magic can't put the nekker to sleep.

Thorn Lurker. The nekker can attempt to hide even when it is only lightly obscured by foliage. Additionally, the nekker can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5ft., one creature. *Hit* 3 (1d4 + 1) slashing damage.

NEKKER WARRIOR

Particularly troublesome are the larger, stronger individuals known as warriors, a rarer breed of nekkers. Nekker warriors are a larger version of the nekker and typically distinguished by their red-painted faces. Nekker warriors support their smaller companions when they prepare an attack or ambush.

NEKKER WARRIOR

Small fey, chaotic evil

Armor Class 13 (natural armor)

Hit Points 27 (6d6 + 6)

Speed 40ft., burrow 30ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	7 (-2)	8 (-1)	9 (-1)

Skills Stealth +6

Senses darkvision 120ft., passive Perception 9

Languages Nekker, Sylvan

Challenge 1 (200 XP)

Burrowing Devil. If the nekker moves at least 10 feet with its burrowing speed toward a target, the nekker makes its next weapon attack roll with advantage. If the attack hits, the nekker can make another attack with its claws against the same target as a bonus action.

Fey Resilience. The nekker has advantage on saving throws against illusions, as well as to resist being charmed or paralyzed and magic can't put the nekker to sleep.

Thorn Lurker. The nekker can attempt to hide even when it is only lightly obscured by foliage. Additionally, the nekker can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5ft., one creature. *Hit* 6 (2d4 + 2) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 10 Constitution saving throw or lose 2 (1d4) hit points at the start of each of its turns due to internal injuries. Each time the nekker hits the wounded target with this attack, the damage dealt by the wound increases by 2 (1d4). Any creature can take an action to stanch the wound with a successful DC 10 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Reactions

Escape. The nekker adds 3 to its AC against one melee attack that would hit it. To do so, the nekker must see the attacker. If the attack misses, the nekker can move from half its burrowing speed without provoking opportunity attacks.

PHOOCAS

Small fey, chaotic evil

Armor Class 14 (natural armor)

Hit Points 39 (7d6 + 14)

Speed 40ft., burrow 30ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	15 (+2)	10 (+0)	10 (+0)	9 (-1)

Skills Perception +2, Stealth +7

Senses darkvision 120ft., passive Perception 12

Languages Nekker, Sylvan

Challenge 2 (450 XP)

Fey Resilience. The nekker has advantage on saving throws against illusions, as well as to resist being charmed or paralyzed and magic can't put the nekker to sleep.

Sense Magic. The phoocas can pinpoint the presence of magic within 30 feet of it, be it a creature with magical abilities, an active spell or a magic item.

Sneak Attack (1/Turn). The phoocas deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the phoocas that isn't incapacitated and the phoocas doesn't have disadvantage on the attack roll.

Thorn Lurker. The nekker can attempt to hide even when it is only lightly obscured by foliage. Additionally, the nekker can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

Actions

Claws. Melee Weapon Attack: +5 to hit, reach 5ft., one creature. *Hit* 7 (2d4 + 3) slashing damage.

Siphon (Recharge 5-6). *Melee Weapon Attack:* +5 to hit, reach 5ft., one creature. *Hit* 7 (2d4 + 3) slashing damage. The target must make a DC 13 Constitution saving throw. On failure, any spell of 3rd level or lower on the target ends. For each spell that ends the target take 3 (1d6) force damage and the phoocas gains 5 temporary hit points.

PHOOCAS

Phoocas are a strange breed of nekker that seem to have an irrational hatred for every creature with a spark of magic, to the exception of thornhearts that they revere like prophets. They are fierce hunters and have the ability to drain the energy from spells, leaving spellcasters vulnerable to their vicious claws. Phoocas paint their body in dark green or brown colors, while practicing some sort of ritual scarification, piercing their skin with razorvine thorns.

Phoocas are somewhat the magpies of the nekkers; they steal any magic item they can get their hands on, going to great length and danger to acquire them. They always bring their prize deep inside the nekker's burrow, offering it reverently to thornhearts. Mages learn to protect their studies against these intruders, for hiring parties of adventurers to recover prized possessions becomes quickly more than an annoyance.

THORNHEART

During rare astrological events, when the barrier between the Feywild and the Material world is thinning, the nekkers will venture into settlements, led by phoocas, looking for children with the spark of magic in them. Tragedies usually follow, as the nekkers swarm slaughters the entire village and every mage, priest or druid they can find. The children found are taken to the Thorn Garden, a fey crossing at the deepest point of the nekker's burrow, filled with deadly razorvines. During a strange ceremony, the heart of the children are pierced with a Thornshard, one of the many magical thorns that used to be part of the Lady of Thorn's dress, a sacred item for the nekkers. The ones that survive turn into nekkers known as thornhearts, wielding a fraction of the Lady's power.

Thornhearts are seen as prophets and heralds by the nekkers, revered as priests of the Lady. They are thought to one day find again the Lady of Thorn. Thornhearts are larger and have more expressive faces than regular nekkers, akin to the innocent face of a child. The thorn in their heart is clearly visible, pulsating with magic. They have some basic understanding of fate magic, wielding a form of raw primitive power. These abilities makes them natural leaders of their race, channeling their inner strength to inspire their cowardly kin to daring feats. Thornhearts often wear jewelry made of bones & razorvines, and mark their faces with blue and green pigments.

THORNHEART

Small fey, chaotic evil

Armor Class 15 (natural armor)

Hit Points 55 (10d6 + 20)

Speed 40ft., burrow 30ft., climb 30ft.

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

Skills Stealth +7

Senses darkvision 120ft., passive Perception 12

Languages Common, Nekker, Sylvan

Challenge 3 (700 XP)

Fey Resilience. The nekker has advantage on saving throws against illusions, as well as to resist being charmed or paralyzed and magic can't put the nekker to sleep.

Heart of the Swarm. While the thornheart is alive, the other nekkers within 60 feet of it have advantage on attack rolls against a creature if at least one of the thornheart's allies is within 5 feet of the creature and the ally isn't incapacitated.

Thorn Lurker. The nekker can attempt to hide even when it is only lightly obscured by foliage. Additionally, the nekker can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

Actions

Multiattack. The thornheart uses its Thorn Charm and makes two claw attacks. It can use Thorns Volley in place of any melee attack.

Claws. Melee Weapon Attack: +5 to hit, reach 5ft., one creature. *Hit:* 7 (2d4 + 3) slashing damage.

Thorns Volley. Ranged Weapon Attack: +5 to hit, range 60 ft., one target. *Hit:* 7 (2d4 + 3) piercing damage plus 3 (1d6) poison damage.

Thorn Charm. The thornheart touches the thorn in its heart and targets one creature that it can see within 60 feet of it. That target must make a DC 13 Charisma saving throw. If the target succeeds on the saving throw, the nekker is blinded until the end of its next turn and takes 2d6 psychic damage. In case of failure, the target suffers one of the following effects at random:

1. **Mad Laughter.** The target falls prone, becoming incapacitated and unable to stand up until the end of the thornheart's next turn and takes 10 (3d6) psychic damage.
2. **Bedeveled.** Hooves, horns and fur grows on the target, it has disadvantage on attack rolls and saving throws until the end of the thornheart's next turn.
3. **Afflicted.** The target is poisoned until the end of the thornheart's next turn as toads, spiders and snakes crawl out of it, and takes 10 (3d6) poison damage.
4. **Foul's Gold.** The target loses 2d6 gold pieces as they melt and takes 10 (3d6) fire damage. If the target has no gold pieces, nothing happens.

A THORNHEART'S LAIR:

A thornheart lair is located deep underground, after a maze of tunnels and caves leading to a place called the Thorn Garden, a crossing to the Feywild surrounded by deadly razorvine and beautiful eerie lights.

LAIR TRAITS

A thornheart's lair might have any or all of the following effects in place:

- Razorvines (p.110 Dungeon Master's Guide) are growing unpredictably and uncontrollably fast in the lair and its surrounding.
- Hallucinogenic spores float in the air. Every breathing creature that spends more than 10 minutes in the lair without protection against inhaled poison must make a DC 14 Constitution saving throw or become poisoned for 24 hours. While poisoned the creature suffers from a random long-term madness (p.260 Dungeon Master's Guide). Fey and creatures with the Fey Ancestry trait are immune to the spores.
- A fey crossing, a portal connecting to the Feywild known as the Thorn Garden, lies at the bottom of the burrow, surrounded by razorvines, roots and eerie lights.

If the thornheart is killed, these effects fade over 10 days.

VARIANT: THORNHEART SPELLCASTERS

Some thornhearts are granted a particularly important Thornshard, granting them additional powers. A Thornheart with this option has a challenge rating of 5 (1,800 XP) and the following additional traits:

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

At will: *druidcraft, ensnaring strike*
2/day each: *entangle, grasping vine, spike growth*
1/day: *conjure woodland beings* (nekker only)

PRIMAL BEASTS

Most in the wilderness, in the most secluded places of the world, one can meet creatures that have never felt the touch of civilisation. Primal and savage, these beasts are empowered by the ancient magic of the leshens, landvaettirs and other powerful spiritual entities. When nature needs to defend its land, the primal beasts are its champions, fighting restlessly with tooth, claws and talons.

Apex Predator. The primal beasts embody the perfection of their species. They are flawless predators, perfect hunters of the wild, honed over millenias of evolution in places untouched by the pestilence of men. Only the strongest of their kind survived to nowadays. They come from an era where wild beast were ruling the land or from planes were they run in endless hunts, such as the Feywild or the Outer Plane of the Beastlands.

Servants of the Fey Pacts were sealed long ago between the beasts and the protectors of the lands. When druids, fey or rangers are about to give their lives to protect the land, the beasts will head their call and assist them into battle. When called through magic the beasts will serve for a time, understanding the necessity to put their hunt aside to partake in the greater good.

SUMMONING SPELL

The creatures introduced in this section can all be summoned by the *conjure fey* spell. As long as the caster can expand a spell slot of a level high enough to match the challenge rating of the primal beast.

PRIMAL WOLF

Large fey, unaligned

Armor Class 15 (natural armor)

Hit Points 67 (7d10 + 28)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	7 (-2)	12 (+1)	7 (-2)

Condition Immunities charmed, frightened

Skills Perception +4, Sneak +5

Senses passive Perception 14

Languages Sylvan but cannot speak

Challenge 4 (1,100 XP)

Pack Tactics. The wolf has advantage on melee 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.

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

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

Actions

Multiattack. The wolf makes two bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit* 16 (3d6 + 5) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.



PRIMAL BEAR

Huge fey, unaligned

Armor Class 16 (natural armor)
Hit Points 136 (12d12 + 60)
Speed 40 ft, swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	20 (+5)	7 (-2)	14 (+2)	7 (-2)

Condition Immunities charmed, frightened
Skills Perception +6
Senses passive Perception 16
Languages Sylvan but cannot speak
Challenge 8 (3,900 XP)

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

Unstoppable (Recharge after a Short or Long Rest). If the bear takes damage that would reduce it to 0 hit points, it is reduced to 1 hit point instead and the bear is healed of 33 (4d8 + 15) hit points.

Actions

Multiattack. The bear makes three attacks, one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5ft., one target. *Hit* 20 (2d12 + 7) piercing damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5ft., one target. *Hit* 24 (3d10 + 7) slashing damage.

PRIMAL MURDER OF CROWS

Large swarm of Small feys, unaligned

Armor Class 14
Hit Points 41 (6d10 + 7)
Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	12 (+1)	7 (-2)	14 (+2)	6 (-2)

Skills Perception +6
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses passive Perception 16
Languages Sylvan but cannot speak
Challenge 2 (450 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 Small crow. The swarm can't regain hit points or gain temporary hit points.

Actions

Beaks. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target in the swarm's space. *Hit* 22 (5d6 + 4) piercing damage and the target must succeed on a DC 14 Constitution saving throw or be blinded until the end of its next turn. The swarm's damage change to 11 (2d6 + 4) piercing damage if it has half of its hit points or fewer.





SIREN

“Out at sea, if you hear a beautiful woman singing, turn the ship around at once. You understand? Even if it means sailing straight back into a storm.”— Arike of Hindarsfjall, advice given to his son before his first solo voyage

Illusory Beauty. Sirens are sea creatures which typically take the form of a half-human (male or female) with a fish's tail, a lot like mermaids or mermen. They appear to rule the undersea world and wield mysterious power. Their language is a sing-song variant of the Aquan. They can transform to resemble beautiful human maidens, though with tails covered in silver scales instead of legs. Once a naive sailor gets within arm's reach of these beautiful creatures, their fair faces suddenly turn to fang-filled, fish-like maws, and lovely tails promising unknown delights become sharp talons.

Aggressive Monster. One legend claims sirens were once friendly towards men—and supposedly were even known (albeit on rare occasions) to accept some sailors' clumsy attempts at courtship. In our day, however, they are decidedly aggressive, perhaps soured by the numerous kidnappings of carried out by frustrated sea salts. Whatever the truth, one thing is certain: these days the monsters display no signs of good will, and so when spotting them one should immediately reach for one's sword.

Amphibious Ambusher. Sirens work in packs, akin to harpies and their ilk. Sirens prefer swooping on their prey, slashing with their claws, or grappling with their tails as they sweep past their victims, throwing them into the sea or from cliffs. On the ground, however, they are virtually defenseless, and so a wise tactic is to damage their fin-like wings or fight into a confined space to force them to land. If gravely wounded, a siren will retreat beneath the sea.

EKHIDNA

Feral Worshipers. Ekhidna (the sirens' more feral cousins) are a vicious and dangerous species of siren. It is possible, but not confirmed, that they worship the dreaded krakens like gods of the deep, becoming more powerful and feral as they do. Ekhidna are easily distinguishable from siren by their stronger build, extra-long tail and obviously monstrous face. Needless to say, they never try to seduce sailors but instead descend upon them with wailing fury.

Terrifying Flock. Ekhidnas usually hunt in flocks, making use of their numbers as well as their ability to move effortlessly through water and air. They love to constrict their victims, especially underwater while they drown. Ekhidna's scales glisten underwater, shimmering with power. Threatened or injured ekhidnas will let out a terrifying shriek, leaving their opponents stunned while they escape, and their sisters swoop down for an easy attack.

SIREN

Medium monstrosity, chaotic neutral

Armor Class 11

Hit Points 22 (5d8)

Speed 10 ft., fly 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	10 (+0)	8 (-1)	10 (+0)	14 (+2)

Skills Performance +6

Senses passive Perception 10

Languages Aquan, Common

Challenge 1/2 (100 XP)

Clumsy Moves. While the siren is neither flying nor swimming, attack rolls against it have advantage.

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

Actions

Multiattack. The siren makes two attacks: one with its claws and one with its tail.

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

Tail. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage. Instead of dealing damage, the siren can grapple the target (escape DC 12). Until this grapple ends, the siren can't use its tail against another target.

Illusory Appearance. The siren covers itself with a magical illusion that makes it look like a beautiful man or woman of its general size and shape. The effect ends if the siren takes a bonus action to end it or if it dies. The changes wrought by this effect fail to hold up to physical inspection. For example, the siren could appear to have no claws, but someone touching its hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 15 Intelligence (Investigation) check to discern that the siren is disguised.

EKHIDNA

Medium monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 10 ft., fly 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	6 (-2)	10 (+0)	11 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 10

Languages Aquan

Challenge 3 (700 XP)

Clumsy Moves. While the ekhidna is neither flying nor swimming, attack rolls against it have advantage.

Dark Devotion. The ekhidna has advantage on saving throws against being charmed or frightened.

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

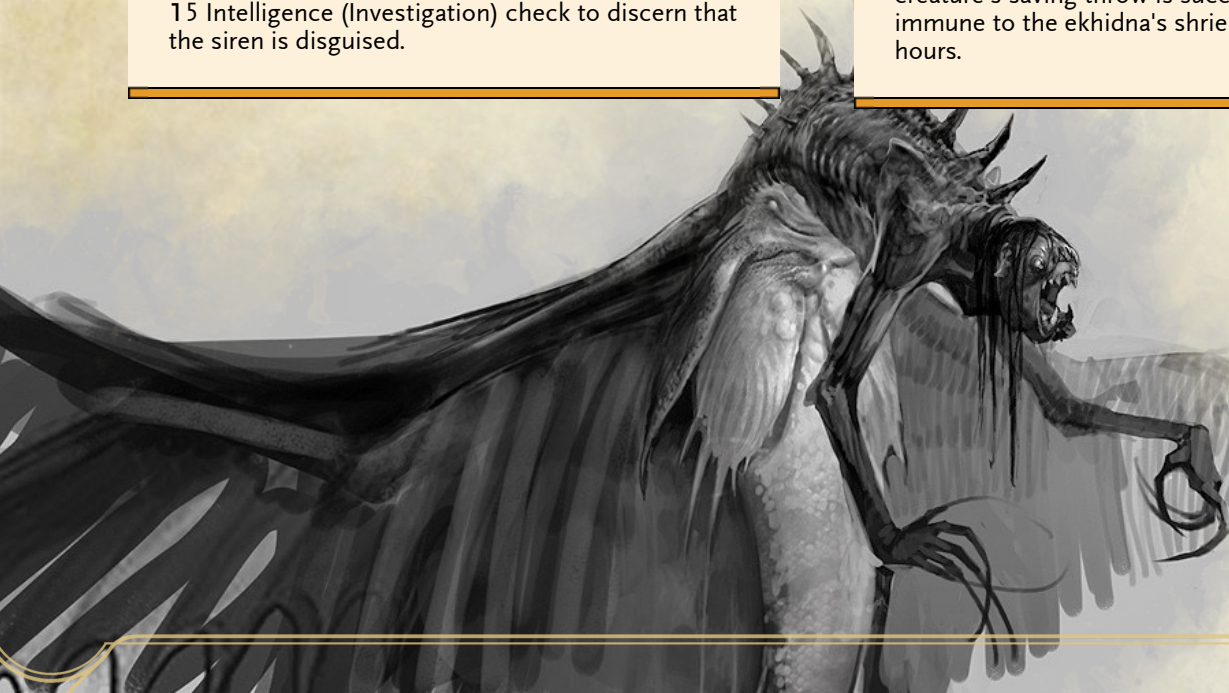
Actions

Multiattack. The ekhidna makes two attacks: one with its claws and one with its tail constrict.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 3) slashing damage.

Tail Constrict. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the ekhidna can't constrict another target.

Shriek. Each creature within 20 feet of the ekhidna that can hear its shriek and that isn't a siren must succeed on a DC 14 Wisdom saving throw or be stunned until the end of the ekhidna's next turn. If a creature's saving throw is successful, the creature is immune to the ekhidna's shriek for the next 24 hours.



MELUSINA

Medium monstrosity, lawful evil

Armor Class 18 (natural armor)

Hit Points 117 (18d8 + 36)

Speed 10 ft., fly 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	11 (+0)	16 (+3)	17 (+3)

Saving Throws Dex +6, Int +3, Cha +6

Skills Deception +6, Performance +9, Religion +3

Damage Resistances lightning, bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 13

Languages Aquan, Common

Challenge 8 (3,900 XP)

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

- At will: *control water*
- 2/day each: *tidal wave*, *watery sphere*
- 1/day: *control weather* (at sea or coastal region only)

Spellcasting. The melusina is a 10th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14). It has the following cleric spells prepared:

Cantrips (at will): *guidance*, *thaumaturgy*

1st Level (4 slots): *charm person*, *sanctuary*

2nd Level (3 slots): *hold person*, *mirror image*

3rd Level (3 slots): *blink*, *dispel magic*

4th Level (3 slots): *guardian of faith*, *polymorph*

5th Level (2 slots): *dominate person*, *hallow*

Clumsy Moves. While the melusina is neither flying nor swimming, attack rolls against it have advantage.

Kraken's Blessing. The AC of the melusina includes its Charisma bonus.

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

Actions

Multiattack. The melusina makes two attacks: one with its claws and one with its tail constrict.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Tail Constrict. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the melusina can't constrict another target.

Illusory Appearance. The melusina covers itself with a magical illusion that makes it look like a beautiful man or woman of its general size and shape. The effect ends if the siren takes a bonus action to end it or if it dies. The changes wrought by this effect fail to hold up to physical inspection. For example, the melusina could appear to have no claws, but someone touching its hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the siren is disguised.

Legendary Actions

The melusina can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The melusina regains spent legendary actions at the start of its turn.

- **Retreat.** The melusina moves up to half its flying or swimming speed without provoking opportunity attacks.
- **Claws.** The melusina makes one attack with its claws.
- **Cast a Spell (Costs 2 Actions).** The melusina cast a spell from its list of Innate Spellcasting or Spellcasting feature, using a daily use or a spell slot as normal.

A MELUSINA'S LAIR

Melusina are old and powerful sirens. Intelligent creatures, they create cults of evil humanoids and undersea creatures, especially kuo-toa, to erect statues of the "Deep Gods", krakens. In these temples, usually a large complex of undersea caves or tall cliff islands, they serve as priestesses, gathering flocks of bloodthirsty ekhidnas to capture sacrifices. In many coastal regions, melusina have for centuries been worshipped by the islanders as semi-divine beings, receiving offerings to appease the storms and receive bountiful fishing. Nowadays, their lairs are given a wide berth in fear of being turned into a deep scion or a sea spawn (see *Volo's Guide to Monsters*).

A melusina encountered in its lair has a challenge rating of 9 (5,000 XP).

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the melusina takes a lair action to cause one of the following magical effects; the melusina can't use the same effect two rounds in a row:

- The melusina sings with a heavenly voice audible within 300 feet. Creatures of the melusina's choice that can hear the song (which is sung in Primordial) must succeed on a DC 14 Charisma saving throw or be charmed until the end of its next turn.
- Pools of water that the melusina can see within 120 feet of it surge outward in a grasping tide. Any creature on the ground within 20 feet of such a pool must succeed on a DC 14 Strength saving throw or be pulled up to 20 feet into the water and knocked prone.

VAMPIRE

Contrary to popular belief, monsters are not all alike. Like people, individual members of the same species can each have their own unique traits, preferences and weaknesses. A good example of this is the many species of vampires, some very different from the others, and only connected by their mandatory diet: fresh blood.

Vampires are often referred as of the lower or higher variant. There seem to be some disagreement in the academic world as to what makes a vampire belong to either category. Most scholars qualify a vampire of higher ascendancy when they show the ability to shapechange into a humanoid, but others base their assumption on their intelligence and capacity to use magical abilities. Others deny entirely the aforementioned classifications and state that higher vampires are an entirely different species, immortal and human looking.

Undead Nature. A vampire doesn't require air.

VAMPIRE AS MONSTROSITY

For the purpose of this readjustment vampires are assumed to be undead creatures, just like initial D&D vampires. Vampires in Sapkowski's works break with many popular stereotypes. In particular, vampires are living creatures and a species of their own. Their undead nature is nothing but folklore within the Witcher's universe. If you want to stick more closely to the Witcher's universe we advise that you change the type of the vampires from this section to Monstrosity instead.

BLOOD ADDICTION

When a vampire loses control of itself because of its Blood Addiction weakness the vampire enters a state called blood frenzy. In order to control itself near a source of blood, the vampire must make a DC 15 Wisdom saving throw, on a failed save it loses control and enters blood frenzy. The blood frenzy ends when the vampire uses its bite attack successfully and inflicts necrotic damage to a target, unless noted otherwise in its individual description. While under the blood frenzy the vampire gains the following:

- The vampire shapeshifts back to its vampire form and cannot use its shapechanger feature until the frenzy ends.
- The vampire has advantage on melee weapon attack rolls, but attack rolls against it have advantage until the frenzy ends.
- The vampire cannot use its Innate Spellcasting or Spellcasting feature until the frenzy ends.
- The vampire becomes immune to the charmed and frightened condition until the frenzy ends.



CREATION MYTH

Vampires come in many forms and shapes, but how they came to be is wildly debated in occult circles. Here are some of the most popular and plausible theories for each subspecies of the bloodsucking fiends.

ALP

Folktales tell the tragic story of the noble and mysterious eladrin race, elves from the Feywild. It is said that when an eladrin loses all hopes and takes its own life, a living nightmare is created, the *alptraum*. Dreams are powerful things in the Feywild, gaining a will of their own. The *alptraum* will travel through time and planes, seeking a desperate elf, usually a virgin if the legend is to be believed. The unfortunate fairfolk will die of exhaustion in the following days, ceaselessly tormented by nightmare. The following night, it will raise as an alp vampire.

BRUXA

The eerie bruxae possess numerous myths of origin, but some of them are more common than most. It is said that bruxae were once the most beautiful and innocent of the fey, nymphs, dryads and other lively creatures. Succumbing to the bite of a higher vampire, their playful nature was twisted and turned them into manipulative killers, eager to drink the blood of their former sisters. Ancient grimoires also speak of a degrading ritual that can turn a witch into a bruxa, similar in principle to the ascension into lichdom. It is unclear if the ritual is used as a punishment on an unwilling subject or a means to achieve immortality.

EKIMMARA

Nobody really knows how an ekimmara is made. Many legends claim to know how they came to be, but none could be verified. Some say an ekimmara is born when a vampire bat feeds on the blood of a newborn illegitimately conceived during the full moon, which of the child or the bat is turning is unclear. Another popular legend pretends they are the damphyr children of mula and katakan vampires, conceived with a mortal, or that a giant bat drinking the blood of a katakan will raise as an ekimmara, depending on who you hear it from. Regardless of what scholars might think, it's probably for the best that nobody really knows the truth, for a deranged mind with the knowledge to create them could unleash a terrifying plague of bloodsuckers on the realms.

FLEDER

When a giant bat feeds on the blood of the dead on desecrated ground, or directly from the veins of a higher vampire it can turn into a fleder. It is believed that the transformation can be averted by nailing the bat to a wooden surface and stuffing it with garlic cloves. Some masters of the dark art, necromancy, can also raise fleder from corpses directly.

GARKAIN

The revolting garkain are difficult subjects to study. Most are immediately burned once destroyed, by fear of the diseases their body could spread, making it excessively difficult for scholars to learn anything about them. Some have said that people bitten by the vampire and succumbing to its disease can raise the following night as a garkain. This is a frightful thought, and an even better reason to burn the bodies.

HIGHER VAMPIRE

The almighty higher vampires remain a mystery for most, their enigmatic nature, erratic memory of the past and resistance to divination makes any information gathering on their origins almost impossible. A few pointers remain, scattered in the distant past and deep in strange Underdark caves. They are certainly of a planar origin, entering the Prime Material Plane during a solar eclipse eon ago, but beyond that, only their elders might remember the truth. One thing is for certain though, no new higher vampire has ever been seen, and it is safe to assume that whatever dreadful conditions were necessary to create these beings will probably never be met again, or may the gods preserve us all.

KATAKAN

Oddly enough katakan myths have a lot in common with tales of lycanthropy, rumored to be the stillborn offsprings of men and beasts. Most of this folklore probably contains a grain of truth, but it is difficult to separate the legends told by illiterate peasants from the actual facts. One of the reoccurring myths states that a powerful lycanthrope that is turned into a vampire will become a katakan, or that eating a lamb killed by a lycanthrope will turn you into one. One point where most legends seem to coincide is that stuffing the mouth of the dead with garlic will prevent its transformation.

MULA

Mula, the scourge of mankind, are born of wrath, cursed by an angry god. The foundation myth differs from story to story, but the theme stays the same: a man slaughtered his own family out of love for god. In his folly, to prove his faith and devotion, he committed the most vile of sacrifices. Ashamed that such a despicable act was perpetrated in its name, the god banished the fool into an unfathomable abyss. When the man emerged from the pit, he was transformed, afflicted by an insatiable blood-lust that could only be quenched briefly by the blood of the wicked. In other parts of the world mular vampires are supposed to raise from the grave of a killer or particularly bloodthirsty soldiers. The only way to prevent this is to behead the body in its grave, fill its mouth with salt and garlic and to drive a silver stake through its heart.

NEKURAT

Nekurats, the "cousin" of the ekimmara and katakan, are tied to astronomical events, planetary alignment and planar conjunctions. Astronomers have studied for centuries the apparition cycle of this creature, in an effort to prevent their rising. So far their results have been moot. It's proven that nekurats appear during partial or total eclipse, when the Shadowfell crosses path with the material plane. What is unclear is if mortal men are turned into one or if they somehow find a way to cross to our world during these times.

ALP

Few other monster inspires so many myths and fallacies as the alp. Folktales describe their charms and their beautiful, seductive voices, as well as their loathing of virgins. What is true beyond any doubt is that they move without a sound and attack by surprise, rarely giving their victims as much as a chance to scream in terror.

Blood Addict. As higher vampires, alps, or alpor as they are also called, don't need blood to survive but are extremely addicted to it. Of all the higher vampires, alp are the weakest when it comes to controlling their darkest urges. They lack the restraint and manipulative skills of the bruxa or the cunning edge of the katanan, making it very difficult for them to hide in the midst of civilization. To indulge in their addiction alps rely mostly on the poor judgement or social isolation of their prey, hunting lonely men, drunkards or notorious perverts.

She-Devil. Alps, just like bruxae, are womanoid, exclusively appearing as female creatures. They have the power to change into a beautiful female humanoid, often an elf, and for this reason they are commonly mistaken for succubi, people believing them to be lecherous and inclined to seduce handsome young men. Some even pretend they are able to turn into a black dog or a venomous toad, but this is pure nonsense.

Home Invader. If cornered, alps are more than capable fighters, their natural magical abilities allow them to daze and feed on their prey easily and their hands end in dangerous claws. Truthfully though, alps prefer to attack unconscious victims. They will sneak into bedrooms at night, draining the blood of the sleeper and leave before dawn. The alp will then return the following nights to feed again on the same victim, until it's caught or the victim dies. For some unknown reason, alps seem to develop a mystical connection with their sleeping victims, having a hard time to let them go. This weakness can be used against the alp, for it makes its behavior somewhat predictable.

Between Beasts and Men. Alps are ambiguous vampires, they cannot stand to be too far from humanity, as they need to satisfy their blood addiction, nor can they hide directly among men, due to their lack of control. Therefor an alp is reduced to share the same refuges and lairs than lesser vampires, lurking between the world of men and beasts. To the contrary of lesser vampires, alps do care for confort and will build their lair accordingly, garnishing it with furniture and accommodations, even art sometime.



OPTIONAL: ALPTRAUM

A living humanoid bitten by an alp vampire while asleep is under the effect of the alptraum, the alp's curse. While under the curse the creature will receive vivid erotic dreams about a beautiful elven woman during its rest, lusting over her even while awake. A creature under the effect of the curse has small, red marks on its scalp, called tarkanappe. The curse is lifted if the alp dies or a *remove curse* spell is casted on the creature.

- Each time the creature takes a long rest it must succeed on a DC 15 Wisdom saving throw, with disadvantage if the alp bit it that night, or gain a level of exhaustion and gain no benefits from its long rest.
- While the creature is under the effect of the curse, the alp that bit it gains a supernatural sense, allowing it to know the distance to and direction of the creature, unless the two of them are on different planes of existence. If the creature dies, the alp knows.

ALP

Medium undead (shapechanger), lawful evil

Armor Class 18 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 60ft., climb 60ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	23 (+6)	16 (+3)	14 (+2)	10 (+0)	16 (+3)

Saving Throws Dex +9, Cha +6

Skills Perception +3, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60ft., passive Perception 13

Languages Common, Elvish

Challenge 6 (2,300 XP)

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

- At will: *dream*, *gaseous form* (self only), *hypnotic pattern*, *sleep* (3rd level)

Shapechanger. If the vampire isn't in sunlight, it can use its action to polymorph into a Medium female humanoid or back into its true form. While in humanoid form, its statistics, are the same. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Elusive. Attack rolls made against the vampire have disadvantage unless the vampire is incapacitated or restrained. No attack roll has advantage against the vampire while it isn't incapacitated.

Vampire Weaknesses. The vampire has the following flaws:

- **Blood Addiction.** If the temptation for blood is strong (an open wound, the smell of blood), the vampire has disadvantage on blood frenzy saving throws. In the presence of the blood of a virgin the vampire fails automatically.
- **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 three melee attacks, only one of which can be a bite attack.

Claws (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5ft., one creature. *Hit:* 10 (2d4 + 6) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 14).

Bite (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5ft., one creature that is grappled by the vampire, incapacitated or restrained. *Hit:* 9 (1d6 + 6) 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.

VARIANT: DEATHWAIL ALP

A deathwail alp has a challenge rating of 8 (3,900 XP) and the following additional action options:

LEGENDARY ACTIONS

The vampire can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Hide. The vampire makes a Dexterity (Stealth) check.

Rush. The vampire may move up to its speed without provoking opportunity attacks and makes a claws attack.

Deathwail (Costs 2 Actions). The vampire unleashes thunderous energy in a 30-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw or take 18 (4d8) thunder damage and be knocked prone.

DEATHWAIL ALP

Fear Addict. Deathwail Alps are older vampires that are often mistaken for banshee or bruxa, due to their ability to emit magical screams. They are called phantoms by some, a name which fits well enough, for like phantoms they haunt and torment men, prowling near villages and attacking at night when the moon is full. Alp favorite feeding habits involve sneaking into a sleeping household and invoke horrible nightmare, night terrors, into a sleeping man, for they love the taste of fear in their blood. Some suggest they are the cause of legends about men who go to sleep healthy and are found in the morning white as snow, taken by a horrible nightmare.

Uncanny Speed. In combat deathwail alps display incredible supernatural speed, even by vampire standards. Their greatest asset is their agility and they can move with uncanny speed that appears to border on the power of teleportation. One must aim one's sword with great precision, for alps are unequaled in the art of evading blows. They also often rush out of sight and hide to either drop down on you or prepare their shriek. Unlike bruxae, deathwail alps cannot turn invisible, yet like bruxae, they emit a shrieking noise whose shock wave can incapacitate.

BRUXA

It is said that at night bruxae haunt attractive young men and drink their blood. This silent and seductively beautiful creature closely resembles a fey. In fact, she is a vampire, and one of the deadliest kind. They approach gracefully and are easy to overlook as a threat. These vampires move quietly in the dark to suddenly emerge near their victims. An eerie cry echoing through corridors indicates an approaching bruxa – at once both beauty and the beast.

Wanton Villain. Bruxae are womanoids and take the form of beautiful women, leading some to mistake them for nymphs, but their long fangs and thirst for blood always betray them. The bruxa is built on contradictions. She appears as a beautiful woman, but when she is hungry or attacking, she is terrifying. Her black pupils and blank face contrast sharply with her pale feminine silhouette. The bruxa is a higher vampire and therefore drinks blood but do not depend on it to survive. She often finds a victim to become her lover and a constant supply of sustenance at the same time.

Fair and Deadly. The bruxa finds the smell of garlic to be socially inconvenient at most, and she considers holy symbols to be interesting examples of handicraft. She endures the light of the sun well, but she prefers the darkness of the night. If threatened, they attack with their talons and rip the victim apart, pausing only to savor the blood of their dying foe. The greatest threat comes from the bruxa's voice. The creature can scream with the might of a banshee, wrecking the mind of the sternest man, making him easy prey for the vampiress. Blindness is as great a threat as this ghastly scream. The pitch-black gaze of bruxae can deprive their enemies of sight, or even paralyze, in order for the fiend to play cat and mouse with its prey.

Queen of the Night. This alluring yet frightful fiend is the most manipulative of vampires, to the exception maybe of the elusive nosferat. Bruxae are experts at hiding in plain sight, blending in perfectly among mortals and throwing off their trail easily vampire hunters. Few can tell what they really are when they are not on the hunt. They can charm equally undead and mortals, surrounding themselves with servants, bodyguards and lovers, with a preference for lower vampires and alps. The most powerful of them can enslave a creature through their bite, binding mystically their victim to their will. They are obediently served by an entire court of suitors and sycophants, tending to their every twisted needs.

Wolves among Sheep. Bruxae are as far as you can possibly be from the classical myth of the vampire inhabiting dark crypts and ancient ruins. If they do so, its by personal taste or because things turned sour and they are now in hiding. Instead they favor places with a lot of traffic and where mortals let their guard down, like brothels, merchant outposts, inns or theaters. Some bruxae even make a business out of their needs, trading favors against blood. Still, bruxae are aware that people will not take kindly to their feeding and they always prepare multiple escape plans.

OPTIONAL: KISS OF DARKNESS

Some of the most talented bruxae learn the ability to enthrall a person with a kiss, much in the same way other vampires use their gaze to do so. A bruxa with the kiss of darkness option has a challenge rating of 10 (5,900 XP). When a humanoid or an undead kisses a bruxa, it must succeed on a DC 15 Wisdom saving throw or be magically charmed by the vampire until the vampire dies or until it is on a different plane of existence from the target. The charmed target is under the vampire's control and can't take reactions, and the vampire and the target can communicate telepathically with each other over any distance. Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the vampire.



BRUXA

Medium undead (shapechanger), lawful evil

Armor Class 17 (natural armor)

Hit Points 119 (14d8 + 56)

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	18 (+4)	16 (+3)	14 (+2)	22 (+6)

Saving Throws Dex +9, Wis +6, Cha +10

Skills Deception +10, Perception +6, Persuasion +10, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60ft., passive Perception 16

Languages Common, Elvish, Sylvan, telepathy 120ft.

Challenge 9 (5,000 XP)

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

- At will: *detect thoughts*, *enthrall*, *haste*, *misty step*, *suggestion*
- 2/day each: *greater invisibility* (self only), *modify memory* (6th-level slot)

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point. If the vampire takes radiant damage, this trait doesn't function at the start of the vampire's next turn.

Shapechanger. If the vampire isn't in sunlight, it can use its action to polymorph in to a Medium female humanoid or back into its true form. While in humanoid form, its statistics, are the same. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Vampire Weaknesses. The vampire has the following flaws:

- **Blood Addiction.** In the presence of the blood of a fey creature the vampire fails automatically blood frenzy saving throws.
- **Sunlight Hypersensitivity.** While in sunlight, the vampire has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire uses its Otherworldly Gaze and makes two melee attacks, only one of which can be a bite attack.

Claws (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5ft., one creature. *Hit:* 12 (2d6 + 5) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 15).

Bite (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5ft., one creature that is grappled by the vampire, incapacitated or restrained. *Hit:* 9 (1d6 + 5) 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.

Otherworldly Gaze. The vampire targets one creature it can see within 60 feet of it. If the target can see the vampire, it must succeed on a DC 15 Wisdom saving throw against this magic or become blinded until the end of the bruxa's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration.

Eerie Scream (Recharge 5-6). The vampire releases a eerie scream, provided that it isn't in sunlight. This scream has no effect on construct and undead. All other creatures within 30 feet of it must make a DC 15 Wisdom saving throw, taking 45 (10d8) psychic damage on a failed save, or half as much damage on a successful one. If a creature fails the saving throw by 5 or more, it is also frightened until the end of the bruxa's next turn.

NIGHT MOTHER

After surviving centuries of undeath, outwitting dozens of rivals and gaining great occult powers a bruxa can pretend to the title of night mother. These bruxae have mastered the art of intrigue and manipulate the mortal world through their numerous undead minions and mortal agents. They conspire to expand their influence through elaborated plots and place spies in every institution of a city, ruling from the shadows.

A NIGHT MOTHER'S LAIR

A night mother establishes its lair in the most luxurious place its influence can allow. They often choose a vibrant place of entertainment, like a coliseum, an arena or a large theater, where hundreds of people come and go at all time. Others live in large estates at the edge of town where they host decadent balls that mortals would kill to be invited to. They weave webs of illusions and build secret passages to move unseen through their lair, hiding their treasures in secret vaults guarded by vampires and traps.

LAIR TRAITS

A night mother's lair might have any or all of the following effects in place:

- Darkness creeps avidly over the light inside the lair. The radius of all light source inside the lair is reduced by half, regardless of their origin, natural or magical. The capacity of living creatures to see through darkness, like darkvision, is also reduced by half. Creatures able to see through magical darkness are unaffected.
- Undead creatures inside the lair have advantage on saving throws against features that turn undead.
- Animals are terrified by the lair and refuse to step inside. If a beast creature starts its turn inside the lair it must succeed a DC 15 Wisdom saving throw, in case of failure its frightened for 1 minute.

If the night mother is destroyed, these effects fade over instantly.

BEWITCHING WINE

Wondrous item, rare, cursed

This wine, distilled from the blood of a night mother vampire, is usually kept in a superbly adorned decanter. If drunk by a living creature, the creature instantly falls unconscious for 8 hours and age by 1d4 years. During its sleep the creature has the most vivid erotic dreams, more realistic than life and fulfilling all its darkest fantasies. When it wakes up, the creature remembers the dreams perfectly and must succeed on a DC 15 Constitution saving throw, gaining a level of exhaustion on failure.

Curse. The dreams induced by the wine are so intense that reality pales to compare, letting the cursed creature eternally unsatisfied. Until the curse is removed the creature gains a form of indefinite madness "I'll do everything I can to relive these dreams again".

VARIANT: NIGHT MOTHER

Night mothers grow in power and occult knowledge over the centuries. A bruxa night mother has a challenge rating of 12 (8,400 XP) and the following additional traits and action options:

Spellcasting. The vampire is a 10th-level spellcaster. Its spellcasting ability is Charisma (save DC 18, +10 to hit with spell attacks). The vampire has the following sorcerer spells prepared:

Cantrips (at will) : *blade ward, mage hand, ray of frost*

1st level (4 slots): *shield, witch bolt*

2nd level (3 slots): *hold person, mirror image*

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

4th level (3 slots): *confusion, polymorph*

5th level (2 slots): *cone of cold, seeming*

LEGENDARY ACTIONS

The vampire can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Otherworldly Gaze. The vampire uses its Otherworldly Gaze.

Bite (Costs 2 Actions). The vampire makes one bite attack.

Cast a Spell (Costs 2 Actions). The vampire cast a spell from its list of Innate Spellcasting or Spellcasting feature, using a daily use or a spell slot as normal.



EKIMMARA

"Bah, ain't nothing to fear. Ekimmaras, why, they ain't nothing more than overgrown bats."—Anonymous city guardsman's last words

Chiropteran Marauder. Like other lesser vampires, ekimmaras are not, despite what village gossips might say, undead humanoids. Unlike their portrayals in ballads and legends, they look nothing like handsome, pale aristocrats with charming eastern accents, though, like katakans or nekurats, their stronger and clever cousins, they do bear a strong resemblance to overgrown bats. They also do not suck blood from the necks of virgins with a delicate, kiss-like bite — they tear them to shreds using long, sharp claws and then slurp the splattered blood off the ground.

Embodiment of Fear. Ekimmara are unusually cruel and exceptionally swift. They are able to quickly land blow after blow capable of smashing even the best dwarven-made armor into tiny shards. They are invulnerable to conventional steel and, therefore should be fought with a magical weapon. One should never attempt to tire them out or, gods forbid, wait for them to bleed to death. Remembering that they can regenerate back health quickly is a crucial point when it comes to slay them. Unfortunately, the legends are wrong and the sun's rays do not turn these vampires to ash. They are vulnerable to sunlight, however, and when the sun stands at its zenith their regeneration is considerably slowed.

Invisible Scourge. Ekimmara are patient hunters, they hide in the shadows and demonstrate exceptionally acute hearing and can turn invisible, waiting unseen while dread of their unpreventable attack overwhelms their victim. Ekimmara show a true sense of cruelty, for they like to display their kill in public, leaving them in visible places for the mutilated corpse to be found.

OPTIONAL: MIMICRY

Ekimmaras base their perception on sound, literally "seeing" the sounds they project. Some rare subspecies have perfected this ability to the point of being able to project their voice, making it originate from a distant point. They use this ability to lure, terrify and isolate preys, cunningly waiting for a group to split up before striking.

- The ekimmara can mimic any sounds it has heard, including voices, and choose a point of origin for the sound within 120 feet of it. They can imitate perfectly the sound of someone in distress, cries of a baby or screams of pain, usually replicating the last sounds of its victims. A creature that hears the sounds can tell they are imitations with a successful DC 16 Wisdom (Insight) check.

Slumbering Fiend. Like most lesser vampires, ekimmaras usually hunt in urban areas at night, choosing a secluded place to hide during daylight hours. If its blood source becomes scarce and no other hunting ground is available, or the ekimmara becomes trapped somewhere, the monster can become dormant. Ekimmara can slumber for an extended period of time, potentially centuries. Adventurers entering a ruin with a past of unexplained bloody killings should make sure they come prepared. Vampire kills never miraculously stop and they might well be the next meal of a very hungry ekimmara.



EKIMMARA

Large undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 137 (13d10 + 65)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	20 (+5)	7 (-2)	14 (+2)	14 (+2)

Skills Perception +10, Stealth +8

Damage Resistances necrotic

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities frightened

Senses blindsight 120ft., darkvision 120ft., passive Perception 20

Languages understands Common but can't speak

Challenge 10 (5,900 XP)

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

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point. During daylight hours the regeneration of the vampire is reduced to 10 hit points.

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

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

Actions

Multiattack. The vampire makes three melee attacks, only one of which can be a bite attack, or it makes two melee attack and turn invisible before or after the attack.

Claws. Melee Weapon Attack: +10 to hit, reach 5ft., one creature. *Hit:* 19 (2d12 + 6) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 16 Constitution saving throw or lose 7 (2d6) hit points at the start of each of its turns due to internal injuries. Each time the vampire hits the wounded target with this attack, the damage dealt by the wound increases by 7 (2d6). Any creature can take an action to stanch the wound with a successful DC 14 Wisdom (Medicine) check. The wound also closes if the target receives magical healing. Instead of dealing damage, the vampire can grapple the target (escape DC 16).

Bite. Melee Weapon Attack: +10 to hit, reach 5ft., one creature that is grappled by the vampire, incapacitated or restrained. *Hit:* 12 (1d10 + 6) 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.

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.

VARIANT: EKIMMARA SCOURGE

Some very old and powerful ekimmaras reach extraordinary level of cunning and cruelty, they are nicknamed scourge. An ekimmara scourge has a challenge rating of 12 (8,400 XP) and the following additional action options:

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.

Escape. The vampire use Invisibility and may move up to half its speed without provoking opportunity attacks.

Claws (Costs 2 Actions). The vampire makes one attack with its claws.

Cruel Slaughter (Costs 3 Actions). The vampire makes an attack with its claws against one creature it can see within 5 feet of it that has 0 hit points and is still alive. If the attack hits, the target must succeed on a DC 16 Constitution saving throw or die. If the target dies, each creature of the vampire's choice that is within 60 feet of it and able to see it must succeed on a DC 16 Wisdom saving throw or be frightened of the vampire for 1 minute. While frightened in this way, a creature is incapacitated, can't understand what others say, can't read, and speaks only in gibberish; the GM controls the creature's movement, which is erratic. 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 Cruel Slaughter for the next 24 hours.

FLEDER

Common people believe that fleders are dead heathens who turned into vampires and rose from their graves. Being vampires, they attack sleeping people and drink their blood. According to peasants, a man bitten by a fleder becomes a fleder himself. This is nonsense, obviously, for towns would be completely infested by them after only a few weeks due to the creature's ravenous appetites.

Savage Killer. The fleder is a lesser vampire. Its appetite for blood is the only thing it shares with the noble princes of the night. A creature with animal instincts, deprived of any humanity, it can mutilate its victims terribly. Its head — triangular, with a flat face and horn-like protrusions with certain bat-like features, including the creature's face and ears — renders it similar to other animalistic vampires, such as garkain or ekimmara. With its glowing red eyes the fleder also resembles a demon and inspires terror in the heart of peasants and city folks alike.



Death from Above. The fleder is not a good flier, the membranes under its arms allowing only short jumps and attacks from above. Though not particularly smart, it knows that it gains an advantage and increases its chance of victory by suddenly attacking unsuspecting victims. The long, prehensile toes on the beast's feet allow it to hang head down from the ceiling, one of its favorite methods to ambush a prey. One common mistake made by inexperienced adventurers when fighting a fleder is to assume that they are weaker during the day. While it is true that fleders are afraid of sunlight, they are only weaker while directly exposed to it, unaffected otherwise by the current time of the day.

Terror of the Squalor. Fleders usually hunt in rundown city districts, especially where buildings are high and cramped, allowing the creature to use its agility to escape after a bloody meal. They are clever enough to recognize an inebriated prey, hunting near taverns to feed on unwary town drunks. Fleders are usually lone, nocturnal hunters, but in large cities, where they can cover a huge hunting ground, it can happen that a brood of these creatures band together. They then pick a common nest to rest during the day, often an abandoned church tower or an old windmill. They are also found in the wilderness, usually near cliffs and rugged, hilly lands where they can easily hide.

OPTIONAL: CREATE UNDEAD

Few can muster enough powers to raise a fleder, only masters of the dark art have learned to create such horrors. When you cast the *create undead* spell using a 9th-level spell slot, you can animate or reassert control over one fleder vampire.

PROTOFLEDER

Primitive Cousin. If you take a fleder and magnify all its most primitive traits, feeding it abundantly with higher vampire blood, you will eventually get a protofleder. This beast, the fleder's primal cousin, is the purest expression of its breed. In our time protofleders are rare, only appearing in the domain of a higher vampire or hibernating in secluded places, deep in the Underdark.

Otherworldly Glow. Similarly to their lesser cousins, protofleders rely on their instincts rather than intelligence and are quite sensitive to the scent of blood. The members of this species are characterized by their considerable strength and resilience as well as the strange glow they emit, a trait most likely tied to their otherworldly nature. While in the presence of the vampire even a shallow cut can feel like bleeding to death. Agonizing pain is caused by the vampire's presence, as blood answers its voracious call.

FLEDER

Medium undead, chaotic evil

Armor Class 15 (natural armor)
Hit Points 77 (9d8 + 36)
Speed 40ft.

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

Skills Athletics +6, Perception +3, Stealth +6
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons
Senses blindsight 60ft., darkvision 120ft., passive Perception 13
Languages -
Challenge 4 (1,100 XP)

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

Fear of Sunlight. While in sunlight, the vampire is frightened and has disadvantage on all saving throws.

Leap Attack. If the vampire jumps at least 10 feet as part of its movement next to a creature, then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone and be stunned until the end of its next turn. If the target is prone and stunned, the vampire can make one bite attack against it as a bonus action.

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

Actions

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

Claws. Melee Weapon Attack: +6 to hit, reach 5ft., one creature. **Hit:** 11 (2d6 + 4) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 14).

Bite. Melee Weapon Attack: +6 to hit, reach 5ft., one creature that is grappled by the vampire, incapacitated or restrained. **Hit:** 8 (1d8 + 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.

PROTOFLEDER

Large undead, chaotic evil

Armor Class 17 (natural armor)
Hit Points 126 (12d10 + 60)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	3 (-4)	16 (+3)	10 (+0)

Skills Athletics +8, Perception +6, Stealth +7
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons
Senses blindsight 60ft., darkvision 120ft., passive Perception 16
Languages -
Challenge 8 (3,900 XP)

Agony Aura. Any creature that doesn't have all its hit points that starts its turn within 10 feet of the vampire must succeed on a DC 12 Constitution saving throw or be incapacitated until the start of its next turn.

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

Fear of Sunlight. While in sunlight, the vampire is frightened and has disadvantage on all saving throws.

Leap Attack. If the vampire jumps at least 10 feet as part of its movement next to a creature, then hits it with a claw attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone and be stunned until the end of its next turn. If the target is prone and stunned, the vampire can make one bite attack against it as a bonus action.

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

Actions

Multiattack. The vampire makes three attacks, only one of which can be a bite attack.

Claws. Melee Weapon Attack: +8 to hit, reach 5ft., one creature. **Hit:** 15 (3d6 + 5) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 16).

Bite. Melee Weapon Attack: +8 to hit, reach 5ft., one creature that is grappled by the vampire, incapacitated or restrained. **Hit:** 10 (1d10 + 5) 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.



GARKAIN

Face of Evil. No one in their right mind would qualify any of the bestial lesser vampires as beautiful, or pleasant to look at. They all are mockery of an overgrown bat, twisted monsters that defy the laws of nature. Still, none other reaches the grotesque ugliness of the garkain. Similarly to fleder and ekimmara the garkain looks like a giant, somewhat humanoid-looking bat. Their face is always a nightmare to look at, the simple vision of a garkain inspires dread. Regardless of their powers, it is the garkain nasty feeding habits that makes them truly loathsome adversary. The bite and claws of a garkain can transmit deadly diseases, poisoning the blood at alarming speed after a single scratch.

Corpse-Eater. Garkain infestations are often mistaken for a ghoul problem. The two creatures do share a similar taste for the rotten flesh of corpses and favor cemeteries and catacombs for their hunting ground. Garkains do not seem to mind sharing their territory with other undeads, especially ghouls, wraiths and other garkains. The nature of this phenomena is unknown but some comparisons have been made with the ability of higher vampires to call other undeads to serve them. It's rare, but not unheard of, to find garkains outside of cities. In most stories they were found in battlefields, feeding on the wounded and devouring the fallen.

GARKAIN

Medium undead, chaotic evil

Armor Class 14 (natural armor)

Hit Points 124 (13d8 + 65)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	6 (-2)	10 (+0)	12 (+1)

Skills Perception +3, Stealth +6

Damage Resistances necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities frightened, poisoned

Senses darkvision 120ft., passive Perception 13

Languages -

Challenge 7 (2,900 XP)

Foul Presence. Any non-undead creature that starts its turn within 10 feet of the vampire must make a DC 15 Constitution saving throw. On a failed save, the creature is poisoned until the end of its next turn. If a creature's saving throw is failed by 5 or more, it's also frightened until the end of its next turn. If a creature's saving throw is successful, the creature is immune to the vampire's Foul Presence for the next 24 hours.

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

Stain. If a humanoid is wounded by the vampire, it must succeed on a DC 15 Constitution saving throw or contract a supernatural disease. The diseased target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the disease reduces the target's hit point maximum to 0, the target dies. The disease lasts until removed by a *lesser restoration* spell or other magic.

Actions

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

Claws. *Melee Weapon Attack:* +8 to hit, reach 5ft., one creature. *Hit:* 12 (2d6 + 5) slashing damage plus 10 (3d6) necrotic damage. Instead of dealing damage, the vampire can grapple the target (escape DC 15).

Bite. *Melee Weapon Attack:* +8 to hit, reach 5ft., one creature that is grappled by the vampire, incapacitated or restrained. *Hit:* 10 (1d8 + 5) 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.

ALPHA GARKAIN

Large undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 212 (17d10 + 119)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	25 (+7)	8 (-1)	12 (+1)	14 (+2)

Skills Perception +5, Stealth +7

Damage Resistances necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities frightened, poisoned

Senses darkvision 120ft., passive Perception 15

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

Challenge 12 (8,400 XP)

Grievous Presence. Any non-undead creature that starts its turn within 10 feet of the garkain must make a DC 17 Constitution saving throw. On a failed save, the creature is poisoned for 1 minute. While poisoned in this way, the creature has disadvantage on Constitution saving throws and vulnerability to all damage. The target 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 immune to the vampire's Grievous Presence for the next 24 hours.

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

Stain. If a humanoid is wounded by the vampire, it must succeed on a DC 17 Constitution saving throw or contract a supernatural disease. The diseased target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the disease reduces the target's hit point maximum to 0, the target dies. The disease lasts until removed by a *lesser restoration* spell or other magic.

Actions

Multiattack. The vampire can use its Stun Blast. It then makes three attacks, only one of which can be a bite attack.

Claws. Melee Weapon Attack: +9 to hit, reach 5ft., one creature. **Hit:** 12 (2d6 + 5) slashing damage plus 10 (3d6) necrotic damage. Instead of dealing damage, the vampire can grapple the target (escape DC 17).

Bite. Melee Weapon Attack: +9 to hit, reach 5ft., one creature that is grappled by the vampire, incapacitated or restrained. **Hit:** 10 (1d8 + 5) 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.

Stun Blast (Recharge 5-6). The vampire releases psychic energies in a 60-foot cone, provided that it isn't in sunlight. Each creature in that area must succeed on a DC 17 Wisdom saving throw or 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.

OPTIONAL: GARKAIN'S STAIN

The undead body of the garkain is like a walking incubator, brewing terrible afflictions, empowered by the entropic nature of the monster.

- **Contagion:** A creature affected by the garkain's stain quickly start to develop open wounds that never stop bleeding and festering boils. Any humanoid creature that spend more than 1 minute within 10 feet of an infected creature must succeed on a DC 12 Constitution saving throw or also become infected with the disease. Once a creature succeeds on this save, it is immune to the garkain's stain of that particular infected creature for 24 hours.
- **Serum:** A character that has proficiency with Alchemist's Tools or Herbalism Kit, and access to the proper equipment, can prepare a serum from the fangs on the initial garkain. The serum has a value of 40gp when its comes to crafting (see crafting rules p.187 of the *Player's Handbook*). One batch of serum is enough to cure 10 patients.

ALPHA GARKAIN

Sadistic Killer. An encounter with an alpha garkain almost always ends in death, which is why there are not many eye-witness accounts of them. From a few written reports, it seems these horrible monsters do not content themselves with drinking the blood of their victims. The investigators concluded from the blood and guts strewn around the crime scenes that alpha garkains tear their victims to shreds with great delight and muck about in their bloody entrails.

Undeath Beacon. Alpha garkain often gather around themselves members of other subspecies of lesser vampires, other garkains and fleders mainly, but also ghouls at times, acting in such situations as leaders of the pack. Their surprising psychic abilities instinctively draw other undead to them, making them especially good "accomplices" for higher vampires that can control or bribe them.

Pack Leader. During combat, alpha garkains usually keep their distance from their foes, trying to incapacitate them using a blast of mental energy provoking visions that beguile and disorient. Despite their bestial demeanor, alpha garkains are quite clever and will wait in ambush or maneuver lesser members of their pack into a semblance of strategy.

HIGHER VAMPIRE

Vampires Superiores. Unlike most vampires, higher vampires, also called “pure-blood” or “true vampire”, are incredibly rare and often mistaken with other vampires, especially katakans and bruxae. Specialists in supernatural species of various academies gave the name “*Vampires Superiores*” to such beings, and while many tomes and books were written about their existence, their true nature changes greatly between varied individuals. However, most of the higher vampires do share some traits that make them truly higher vampires: incredible intelligence, immortality, immunity to steel and most mainstream ways of extermination, as well as astounding regeneration.

Hidden in Plain Sight. Only a mutual thirst for blood links higher vampires to their distant and much more primitive cousins. They long for their kind, as they are the only ones that can truly relate with their unique view of the world and understand them. They not only resemble humanoids in appearance, but also share their behavioral patterns. This means they do not hide in distant forest or lurk in the shadows. On the contrary, they are particularly fond of cities, where they live out deceptively public life. Only the fact that they have no reflections in mirrors or reflective surfaces can reveal their true nature, for divination and common means to detect the undead have no sway on them.

Unique Individuals. While they are feared and shunned in most cultures, not all higher vampires are dangerous to humans, as some live life that may help humanoids, or evade them in general. As intelligent beings their morality depends entirely of their personality and beliefs, although many higher vampires do drink blood. While not forced to drink blood to survive, many look down on humans as an alcoholic looks at a good bottle. The infamous treaty “*Human Husbandry and Care*”, a volume describing the herding of humans, shaped the vision of the public against higher vampires. It is unfortunately true that some higher vampires cultivate herds of enslaved human to feed their blood addiction, refining the taste of their blood through selective breeding and diet.

Founding Tribes. Few know that higher vampires gather in tribes, united by a mystical blood bound between members. Tribes are mostly scattered, with a few unseen elders at the top that call for gatherings when needed. Three of them are commonly known as the founding tribes, *Garasham*, *Ammurun* and *Tdet* and date back from when the higher vampire race first became stranded on the Prime Material Plane. It is believed that the tribes first emerged long ago from tunnels of the Underdark during an event recalled as the “*Night of the Long Fangs*”. The exact location of their arrival remains hidden, locked behind secret markings, powerful wards, that can only be opened by higher vampire blood. Still, every hundred years anniversary of the *Night of the Long Fangs*, pilgrimages are made by higher vampires wishing to remember where they hail from.

THE NIGHT OF THE LONG FANGS

The *Night of the Long Fangs*, a solar eclipse of unprecedented scale, is believed by scholars to be the event that brought the higher vampires from an unknown plane (many believe it to be a Domain of Dread or the Deep Ethereal, but no definite proof was ever found), into the Prime Material Plane. The transpiring events have taken root in many cultures as a fearful night, when evil comes out to feed on humanity and needs to be repelled with loud and boastful celebrations. Mankind might not remember the day of the higher vampire’s arrival, for it happened long ago and mortals are so quick to forget. However, the carnivals, masquerades and ceremonies that are held on that night most likely find their roots in this dreadful and bloody event.



Immortal Might. Higher vampires are certainly among the fiercest creatures recorded in history, furthermore one which is impossible to kill through normal means. They are master shapechangers, capable of turning into mist or a monstrous war form effortlessly. Their strength and speed cannot be matched by mortals, and most attacks will only graze them. Their regenerative abilities significantly outpace those of anything else encountered or that can be possibly imagined. Adding to the grim picture, all have unique abilities that make it impossible to predict their behavior or exact capacities in a fight. In other words, even an experienced monster slayer should think twice before accepting a contract on one of these creatures, even if half a kingdom and a princess' hand is in the balance.

OPTIONAL: FOG OF AGES

Higher Vampire cannot be permanently killed, unless very specific circumstances are met, which makes it quite rare for one to meet its true final death. This immortality in no way means that death is pleasant for them. In fact, it is one of the most traumatic event they can experience, destroying their mind and memories and driving them to insanity. This phenomenon is named the *Fog of Ages*:

- When a higher vampire is killed, its Intelligence, Wisdom and Charisma ability score are permanently reduced by 2. Additionally, it loses 1d10 decades of memory, replaced by incoherent and terrifying visions or alternatively a false, twisted, version of past events.
- If a higher vampire Intelligence, Wisdom or Charisma ability score reaches 1 due to the Fog of Ages it gains an incurable indefinite madness.

Stranger to Death. Defeating a higher vampire in combat does not guarantee it will stay dead. Higher vampires cannot be truly killed by just anyone. Most suffered several deaths over the ages, each time regenerating over a period of decades. Only a higher vampire can truly kill another of its kind, without the risk of regeneration, although some rare volume hint that they might be vulnerable during a total solar eclipse. This weakness built the most important law of their society: killing another higher vampire is punished by permanent exile, and eternity is a long time to spend alone. This law holds special significance, for the number of higher vampire is finite, with no means known to create another.

Eternal Body and Mind. Higher Vampires are incredibly intelligent, but for all their intellect they cannot grasp the concept of mortality, a thought utterly alien to them. They see existence as a cycle, with no beginning or end, as they do not need a physical body to exist. Their experience and viewpoint on life and death is hard to envision for anyone else. "Death" for them means lingering in a state of nothingness, best described by few as "drowning in an infinite sea of perpetual icy terror", unable to differentiate reality from dream, time from space. This maddening state lasts until they can return to their physical form, weakened, and recovering for months.



HIGHER VAMPIRE

Medium undead (shapechanger), any alignment

Armor Class 22 (natural armor)

Hit Points 337 (27d8 + 216)

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	24 (+7)	26 (+8)	25 (+7)	25 (+7)	22 (+6)

Saving Throws Con +15, Int +14, Wis +14

Skills History +14, Perception +21, Stealth +14

Damage Resistances cold, fire, lightning, necrotic

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Senses blindsight 120ft., passive Perception 31

Languages any six languages

Challenge 23 (50,000 XP)

Shapechanger. As a bonus action, the vampire can polymorph into a Medium cloud of mist, or back into its true form. While in mist form, the vampire can't speak, or manipulate objects. It is weightless, has a flying speed of 60 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.

Enigmatic Nature. The vampire is immune to effects that turn undead, as well as any divination spell that it refuses.

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

Magic Attacks. The vampire's weapon attacks are magical.

Monstrous Form (Recharges after a Short or Long Rest). If the vampire isn't in sunlight and if it has fewer than half of its hit points remaining, the vampire immediately polymorph into a Large monstrous form for 10 minutes. 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 monstrous form, the vampire has the following traits:

- The vampire cannot use its shapechanger feature and has disadvantage on blood frenzy saving throws.
- The vampire gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only) or Dash action.
- The vampire gains a flying speed of 150 feet.
- The vampire has resistance to all damage except radiant damage.

Regeneration. The vampire regains 30 hit points at the start of its turn. If a magical piercing weapon made of silver is driven into the vampire's heart while the vampire is incapacitated, this trait doesn't function at the start of the vampire's next turn. The vampire dies only if it starts its turn with 0 hit points and doesn't regenerate.

Rejuvenation. If the vampire is killed, it regains all its hit points at the next sunset unless its body was destroyed, in which case it will take 1d10 year to rejuvenate at the location of its death. If another higher vampire reduces its Constitution to 0 with its bite attack or it is killed during a total solar eclipse, the vampire is destroyed for good.

Vampire Weaknesses. The vampire has the following flaws:

- **Absent Reflection.** The vampire does not appear in mirrors or reflective surfaces.
- **Blood Addiction.** If the vampire used successfully its bite or blood drain attack on a creature in the past 24 hours, the vampire has disadvantage on blood frenzy saving throws.
- **Dalvenite Allergy.** The vampire is allergic to dalvenite, a costly alloy composed of meteoric steel and silver. If the vampire starts its turn within 5 feet of dalvenite it cannot use its Shapechanger and Monstrous Form feature until the end of its turn. The vampire automatically fails Strength ability checks to break dalvenite.

Actions

Multiattack. The vampire makes three melee attacks, only one of which can be a bite attack.

Claws (Vampire and Monstrous Form Only). *Melee Weapon Attack:* +15 to hit, reach 5ft., one creature. *Hit:* 24 (3d10 + 8) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 21).

Bite (Vampire and Monstrous Form Only). *Melee Weapon Attack:* +15 to hit, reach 5ft., one creature that is grappled by the vampire, incapacitated or restrained. *Hit:* 21 (3d8 + 8) piercing damage and the target's Constitution score is reduced by 1d6. The target dies if this reduces its Constitution to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Blood Drain (Mist Form Only). One creature in the vampire's space must make a DC 21 Constitution saving throw (undead and constructs automatically succeed). On a failed save, the target takes 22 (4d6 + 8) necrotic damage, its hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. This reduction to the target's hit point maximum lasts until the target finishes a long rest. It dies if this effect reduces its hit point maximum to 0.

Legendary Actions

The higher 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 higher vampire regains spent legendary actions at the start of its turn.

- **Move.** The vampire moves up to its speed without provoking opportunity attacks.
- **Claws.** The vampire makes one attack with its claws.
- **Bite (Costs 2 Actions).** The vampire makes one bite attack.

BLOOD CALLER

All higher vampires have a special connection to blood, regardless of what might be their stand on drinking it. However, none understands the mystical bind that unites all life like the Blood Callers. Higher vampires that demonstrate such powers are rarely restraining their dark appetites and often bath in literal fountain of blood. That said, there are enough counterexamples of Blood Callers interested in modern medicine, especially when it comes to cure blood diseases, to redeem the image of such higher vampires.

BLOOD CALLER

Blood Sense. The vampire can sense living creatures that have blood or similar vital fluids in a radius of 240 feet.

Actions

Blood Cauldron (Recharge 5-6). The vampire targets a living creature that have blood or similar vital fluids that it can see within 30 feet of it, making its blood boil. The target must make a DC 21 Constitution saving throw, taking 27 (5d10) necrotic damage plus 27 (5d10) fire damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target instead takes 50 necrotic damage plus 50 fire damage.

Legendary Actions

- **Blood Call (Costs 3 Actions).** The vampire targets up to two living creature that have blood or similar vital fluids that it can see within 30 feet of it. Each target must succeed on a DC 21 Constitution saving throw or take 18 (4d8) necrotic damage. A target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to the total damage dealt to all targets. The reduction lasts until the target finishes a long rest. A target dies if this effect reduces its hit point maximum to 0.

DEATH WEAVER

If one type of higher vampire had to be blamed for the awful reputation of their entire race, fingers would certainly point at the Death Weavers. These beings have a higher understanding of life and death, its endless cycle and the place of undeath in-between. The worst of them become the villain that everybody expect them to be, lording over a sea of animated corpses. On the other hand, many altruistic Death Weavers attempt to redeem their kind, wandering the earth and practicing "miracle raising", bringing back to life the unfortunate they cross path with.

DEATH WEAVER

Weave the Mortal Coil. The vampire can cast *raise dead* and *create undead* at will, requiring no components and at any higher level it wishes to. Its spellcasting ability for it is Charisma.

Actions

Wind of Death (Recharge 5-6). The vampire summons a gust of deathly wind in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 21 Constitution saving throw, taking 67 (15d8) necrotic damage on a failed save, or half as much damage on a successful one. A creature dies if the wind reduces it to 0 hit points. A humanoid slain by the wind rises 1 minute later as a zombie under the vampire's control, unless the humanoid is restored to life or its body is destroyed.

Legendary Actions

- **Frightening Gaze (Costs 2 Actions).** The vampire fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 21 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 gaze for the next 24 hours.



FERAL KING

Higher vampires differentiate from their lower cousins by their might and intellect. Some however show a greater understanding of their feral instinct and are able to project the inner beast that sleeps in them, exerting control on creatures of the night. Many retreat in the wilderness, avoid civilization and surround their haven with countless lesser vampires to deter intruders. Others, more socially inclined, might act as patrons of civilization, keeping the predation of lesser vampires out of “their” city.

FERAL KING

Alpha Vampire. The vampire can cast *antipathy/sympathy* at will, requiring no components. Its spellcasting ability for it is Charisma (spell save DC 21). This use of the spell can only affect lesser vampires.

Actions

Feral Swarm (Recharge 5-6). A giant swarm of bats gather around the higher vampire and descend upon a 90-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw or be knocked prone and take 32 (7d8) bludgeoning damage plus 32 (7d8) piercing damage. On a successful save, the creature takes only half the damage and isn't knocked prone.

Legendary Actions

Ancient Might (Costs 2 Actions). The vampire makes one attack with its claws. If it hits, the attack is a critical hit. A creature taking damage from the attack suffers from a Lingering Injury (See p. 272 of the *Dungeon Master's Guide*).

NIGHT BLOOD

The Night Bloods are the true masters of the night, mist and shadows. Sliding through the darkness, invisible to the world, they hunt their prey in absolute silence. Blood runs black as ink in their veins, making them one with darkness. Many of them are part of the mysterious Tdet tribe, exploring the Shadowfell and the Deep Ethereal, seeking the path to their ancient homeland. If they decide to become involved in the life of mortals, their predilection for secrecy often make them pose as spymasters and hidden advisors, or formidable assassins for the less savory ones.

NIGHT BLOOD

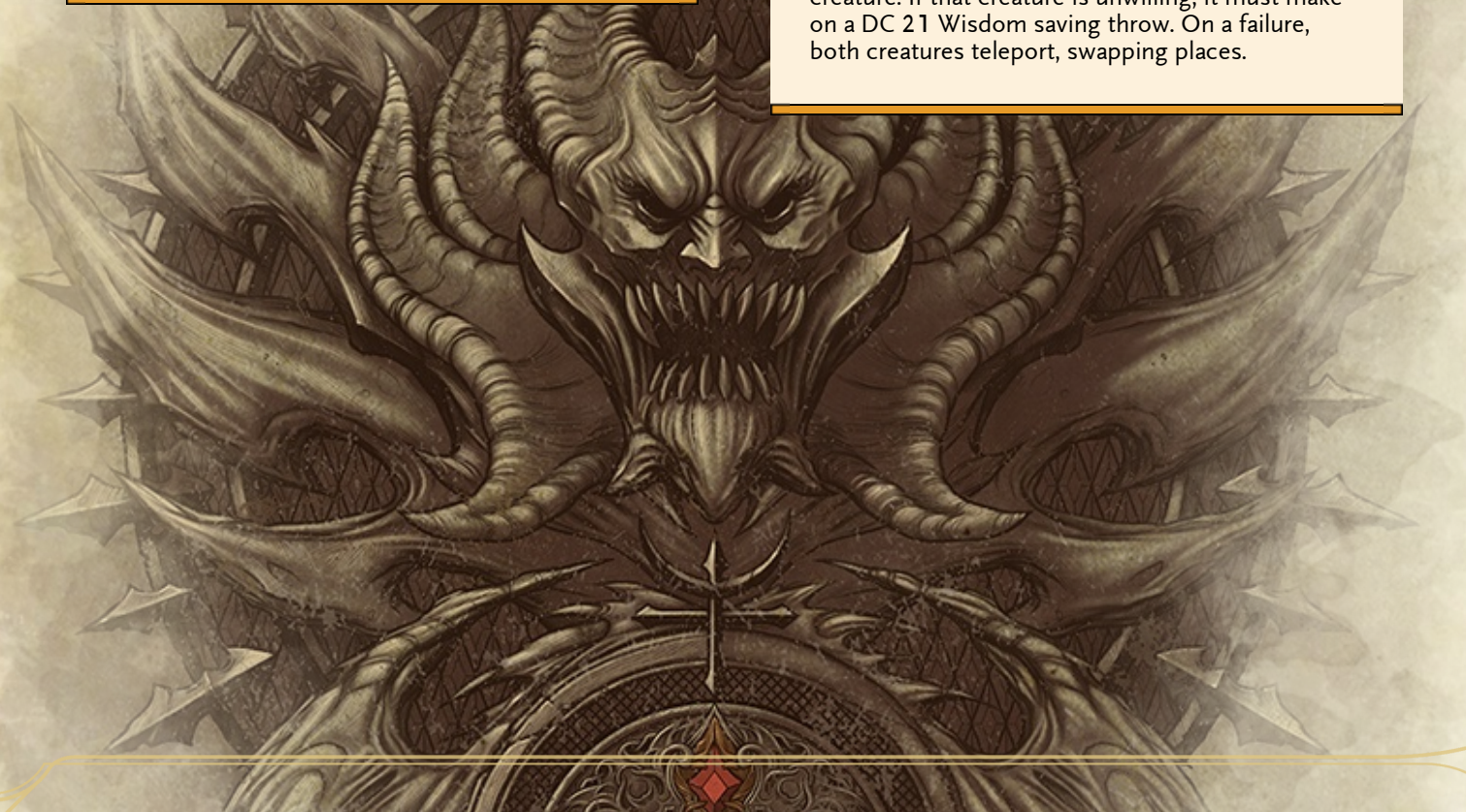
Night Blood. When it is an area of dim light or darkness the vampire is invisible.

Actions

Feed the Darkness (Recharge 5-6). The vampire targets a creature that it can see within 30 feet of it. The target must succeed on a DC 21 Dexterity saving throw or be magically restrained by tendrils of solid shadow. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature takes 18 (4d8) bludgeoning damage plus 18 (4d8) necrotic damage and is transported to a random location on the Shadowfell. A creature so transported must find its own way back to its plane of existence.

Legendary Actions

Shadow Mirror (Costs 2 Actions). The vampire teleports up to 60 feet to an unoccupied space it can see along with any equipment it is wearing or carrying. Alternatively, it can choose a space within range that is occupied by a Small or Medium creature. If that creature is unwilling, it must make on a DC 21 Wisdom saving throw. On a failure, both creatures teleport, swapping places.



KATAKAN

"Great Mother, protect us from evil, from unclean devils and foul demons, and most of all from the clutches of katakans and nekurats..." — Fragment of a prayer

Higher Hybrid. If ekimmara embrace the feral side of vampires and bruxae their manipulative minds, katakans and their more dangerous kin, nekurats, are the frightening combination of both. Katakans are higher vampires, the most dangerous kind. They ally the strength and ferocity of their lesser kind and the intellect of their higher kin. Katakans are shapechangers as well, capable to pass for perfectly humans if they desire so, or to change into a monstrous hybrid of an enormous bat with long fangs and even longer talons.

Sofisticated Taste. Katakans on the hunt hide in the shadows, using their power of invisibility until they are ready to strike. Of all the vampire breeds katakans are the most selective when it comes to their prey. Katakans almost exclusively feed on one specific type of victim, depending on the vampire's own taste. Young and fair noblewomen, drunkards loaded on vodka, leprose's blood, all are very plausible delicacies for the vampire. A katakan will go to great lengths to fulfill its addiction, infiltrating mortal society and assuming a common identity or securing a haven close to its blood source.

Empowered by Darkness. Katakans are notably smarter and more powerful than ekimmaras. Their power only increases at night, and so an adventurer should take additional precautions if they hunt one at those late hours. Alternatively, the hunter should wait for daylight, so the katakan's natural regeneration is impaired. When hunting a katakan it is imperative to remember one simple fact: you will not get the drop on him and it is very likely that you are already being stalked. Katakans are invulnerable to steel, regenerate quickly, and demonstrate acute hearing. They also demonstrate an exceptional sense of smelling, for they are able of identifying the blood of their favorite prey over great distances, much like sharks. However, for all their strengths, katakan have one very common weakness, garlic. They find its smell simply revolting and even feel sick in its close vicinity. Much of the popular beliefs that all vampires are allergic to garlic comes from stories involving katakan.

Unique Habits. To paint an average picture of a katakan's lair is a futile task, for there is as many types of lairs as there is of katakans. Few monsters show such a sense of individuality. They are loners by essence and will very seldomly associate with other vampires, unless they can be bribed with a constant blood source, or feel threaten by a foe they cannot overcome. Most katakans will not even entertain the idea, and such unlikely alliances are always short-lived.



SUPERNATURAL SMELLING

Katakans are known for their ability to smell and track their favorite prey over great distances. Though not necessarily reflected in term of rules, it should be clear that they can detect preys from very far, potentially several miles away, depending on the conditions. This is especially true when it comes to the scent of blood. If you wish to confine the ability to a more defined set of rules we suggest replicating the effects of the *locate creature* spell. This ability should also be impeded by the katakan profound disgust for garlic's smell.

KATAKAN

Large undead (shapechanger), lawful evil

Armor Class 19 (natural armor)

Hit Points 184 (16d10 + 102)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	20 (+5)	22 (+6)	16 (+3)	16 (+3)	14 (+2)

Saving Throws Str +13, Con +11, Wis +8

Skills Deception +7, Perception +13, Stealth +10

Damage Resistances necrotic

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities frightened

Senses blindsight 120ft., darkvision 120ft., passive Perception 23

Languages Common, any other two.

Challenge 14 (11,500 XP)

Shapechanger. If the vampire isn't in sunlight, it can use its action to polymorph in to a Medium humanoid or back into its true form. While in humanoid form, its statistics, are the same. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Blood Scent. The vampire can automatically smell blood within the range of its blindsight. The vampire can't use its blindsight while deafened and unable to smell.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point. During daylight hours the regeneration of the vampire is reduced to 10 hit points.

Vampire Weaknesses. The vampire has the following flaws:

- **Blood Addiction.** In the presence of the blood of its favorite type of prey the vampire has disadvantage on blood frenzy saving throws.
- **Garlic Aversion.** The vampire has a strong aversion to the smell of garlic, it cannot use its blindsight when garlic is present within its blindsight range and if the vampire comes within 5 feet of a clove of garlic it is poisoned until it leaves the area.
- **Sunlight Hypersensitivity.** While in sunlight, the vampire has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes three melee attacks, only one of which can be a bite attack or it makes two melee attack and turn invisible before or after the attack.

Claws (Vampire Form Only). *Melee Weapon Attack:* +13 to hit, reach 5ft., one creature. *Hit:* 21 (2d12 + 8) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 18 Constitution saving throw or lose 7 (2d6) hit points at the start of each of its turns due to internal injuries. Each time the vampire hits the wounded target with this attack, the damage dealt by the wound increases by 7 (2d6). Any creature can take an action to staunch the wound with a successful DC 18 Wisdom (Medicine) check. The wound also closes if the target receives magical healing. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite (Vampire Form Only). *Melee Weapon Attack:* +13 to hit, reach 5ft., one creature that is grappled by the vampire, incapacitated or restrained. *Hit:* 14 (1d10 + 8) 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.

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

Legendary Actions

The katan 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 katan regains spent legendary actions at the start of its turn.

- **Ethereal Stride.** The vampire moves up to its speed without provoking opportunity attacks. The vampire can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its move inside an object.
- **Bite (Costs 2 Actions).** The vampire makes one bite attack.
- **Darkness (Costs 2 Actions.)** The vampire casts *darkness*, no concentration required.
- **Fear the Night (Costs 2 Actions).** The vampire targets one creature it can see within 60 feet of it. The target must succeed on a DC 18 Wisdom saving throw. On a failure, when the creature is in dim light or darkness, it is frightened and can't regain hit points. The curse lasts until it is removed by the *remove curse* spell or similar magic.
- **Savage (Costs 3 Actions).** The vampire makes a claws attack against each creature within 10 feet of him.

NEKURAT

Empowered by their proximity to the Shadowfell, these katakans wield terrifying magic over the dead and entropic energies, twisting and corrupting the land by their mere presence. Many rule small isolated hamlets and forgotten rural area, terrorising the local population to satisfy their bloodthirst. Much like the bruxae, the nekurat is a lord of the night, surrounding itself with a host of shadows and shadow demons. They are obsessed with their studies over the occult powers of necromancy. To satisfy their thirst for knowledge they will often maintain correspondence with creatures such as lichs or other masters of the dark art.

A NEKURAT'S LAIR

In the darkest corners of the earth, in crypts, catacombs and derelic castles ever-filled with darkness live the nekurats and their immortal host.

REGIONAL EFFECT

The region containing a nekurat is tainted by the creature's presence, creating the following magical effects:

- The sun never fully shines in the land. Even during the day the sky is dimmed by fog or storm clouds, or the light is strangely muted. The light is still bright but isn't considered sunlight for the purpose of effects and vulnerabilities, such a vampire's, tied to sunlight.
- Crops, harvests and meat coming from this region aren't nutritious enough to feed properly a person, no matter how much is ingested. A character spending a number of days equal to 3 + his or her Constitution modifier (minimum 1) in the region automatically suffers one level of exhaustion. The hunger won't kill him, but will certainly leave him in a state of constant exhaustion.
- Natives from the region are born with difformities, wrapped and twisted by the entropic energies that suffuse the land. We suggest using the mongrelfolk profile if you own the supplement *Curse of Strahd*.
- The land is plagued by the undead. All matters of ghouls, shadows, skeletons and zombies will randomly raise from cemeteries, mass graves and other place with a strong connection to death.

When the nekurat is destroyed, all of these regional effects fade over 10 days.

VARIANT: NEKURAT

Nekurats are a rare breed of katakan living in the Shadowfell. They are rarely seen outside of places influenced by this plane. A nekurat has a challenge rating of 17 (18,000 XP) and the following additional traits and action options:

Spellcasting. The vampire is a 14th-level spellcaster. Its spellcasting ability is Intelligence (save DC 16, +8 to hit with spell attacks). The vampire has the following wizard spells prepared:

Cantrips (at will) : *chill touch, minor illusion*
1st level (4 slots): *detect magic, fog cloud*
2nd level (3 slots): *detect thoughts, gust of wind*
3rd level (3 slots): *animate dead, bestow curse*
4th level (3 slots): *blight, locate creature*
5th level (2 slots): *cloudkill, legend lore*
6th level (1 slot): *circle of death, create undead*
7th level (1 slot): *plane shift (Shadowfell only), symbol*

Nether Bite. The bite of a nekurat is especially dangerous. When a creature suffers from a nekurat's bite attack it must succeed on a DC 18 Constitution saving throw or become poisoned. The poisoned creature takes (4d6) necrotic damage at the start of each of its turns, black veins spreading over its body. While poisoned in this way, the creature can't regain hit points. At the end of its turn the target can repeat the saving throw, ending the effect on itself on a success. If a non-evil humanoid dies from the necrotic damage, a shadow rises from the corpse in the next round.

LEGENDARY ACTIONS

The vampire can use the additional legendary actions.

Cast a Spell (Costs 2 Actions). The vampire cast a spell from its list of Spellcasting feature, using a spell slot as normal.

Suffocating Darkness (Costs 3 Actions). The vampire surrounds itself with magical darkness for 1 minute. The effect is identical to the *darkness* spell. The darkness emanates from the nekurat and moves with him. Any creature in the darkness suffocates, as if they are running out of breath (see p.183 of the Player's Handbook).



MULA

When a mother wants to frighten her children into good behavior, they often make allusion to the mythical mula *"If you misbehave, the mula will come to get you"*. Grown men only speak of the mula in hushed voice, warding themselves against evil the second after. Mulae, or moola as sometimes called, are nicknamed *"the scourge of mankind"* for a good reason. Once they are on the hunt their are unstoppable killing machine.

Symbol of Terror. Mulae are humanoid vampires that can somewhat pass for humans or elves if watched from a distance. From close vicinity though, nobody would mistake them for anything else than a terrifying creature of the night. They are completely hairless, with hellish facial features: a mouth filled with nightmarish fangs and bloodshot frenzied eyes. Despite their feral appearance, mulae are highly intelligent vampires, capable of elaborate planning and preparation but their ravening appetite will force them into isolation. Mulae are usually seen as a masculine entity but can be of any gender or simply androgynous. As higher vampires mulae do not need blood to survive but are extremely addicted to it.

Scourge of Mankind. All vampires have the reputation to feed on humanity, hunting in the dark corners of civilisation. Mulae though, play a particularly important role in vampire folklore. Mulae are known to prey on the wicked, going to great length to bring their ravenous judgment on killers, criminals and the morally corrupted. They are famous for making their presence known in the most brutal ways, leaving a chance for "honest" folks to abandon the miscreants before the mula's hunger consumes the entire town. As a prideful monster, the mula has full confidence in its abilities and will answer a direct challenge.

Irreverent Manslayer. Mulae vampires have a profound fear of everything that is holy. They will avoid sacred ground if they can and will never enter willingly a place of worship if they can avoid it. Most people believe that mulae are invincible, abandoning their home to find shelter in temples when one is spotted. They are not that far from the truth. Mulae are invulnerable to common steel and can regenerate most wounds quickly, or almost instantly if they can feed. Putting them down requires radiant attacks or literally cutting them down to piece. Even such measures might not suffice, for they can rejuvenate if not destroyed properly.

Reoccurring Cleansing. Like the ekimmar, the mula can enter a state of dormancy, waiting for better times to come. Some, usually once they were destroyed, will rejuvenate in the cold respite of a grave. Depending how badly their body was damaged, it can take up to a decade for the creature to reappear. Unusually thick fog over a graveyard is often the sign that a mula is resting there. Other mulae simply enter torpor once their bloody work is accomplished, waiting to pick up the scent of wicked blood once more.

OPTIONAL: REVEAL WICKEDNESS

Mulae cull the wicked, slay the irreverent and slaughter the tormented with no discrimination, remorse or mercy. With a simple gaze, they can assess the crimes of a person, judging it for the darkest deed it ever committed, with no regard for the good it did in the world. These merciless judges are seldom fooled and only the newborn or the saint can withstand their "justice" without fear.

- As a bonus action, the vampire targets one creature it can see within 30 feet of it. The target must contest its Charisma (Deception) check against the vampire's Wisdom (Insight) check. If the vampire wins, it magically learns the darkest act committed by the target.



MULA

Medium undead (shapechanger), lawful evil

Armor Class 16 (natural armor)

Hit Points 178 (16d8 + 106)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	22 (+6)	14 (+2)	16 (+3)	12 (+1)

Saving Throws Str +11, Con +11, Wis +8

Skills Athletics +11, Insight +13, Intimidation +11, Perception +8, Stealth +9

Damage Resistances necrotic

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60ft., passive Perception 18

Languages the languages it knew in life

Challenge 14 (11,500 XP)

Shapechanger. As a bonus action, if the vampire isn't in sunlight, it can 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 60 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.

Regeneration. The vampire regains 20 hit points at the start of its turn. If the vampire used successfully its bite attack on a creature on the previous turn it regains 30 hit points instead. If the vampire takes radiant damage, this trait doesn't function at the start of the vampire's next turn. The vampire dies only if it starts its turn with 0 hit points and doesn't regenerate.

Rejuvenation. If the vampire is killed, it regains all its hit points at the next sunset unless its body was destroyed, in which case it will take 1d10 year to rejuvenate in a nearby grave. If its body is burned and the ashes are dispersed in at least two separate bodies of running water (stream, river, ocean...), the vampire is destroyed for good.

Vampire Weaknesses. The vampire has the following flaws:

- **Blood Addiction.** In the presence of the blood of an evil alignment creature the vampire fails automatically blood frenzy saving throws.
- **Fear of the Sacred.** If the vampire takes radiant damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.
- **Hallowed Ground.** The vampire cannot step into a temple or a place of worship. Such places are considered under the influence of a *hallow* spell for the vampire.

Voracious Rage. As a bonus action, if the vampire used successfully its bite attack on a creature on the previous turn, the vampire can enter a rage at the start of its turn. The rage lasts until the end of the vampire's next turn or until the vampire is incapacitated. While raging, the vampire gains the following benefits:

- The vampire has advantage on Strength checks and Strength saving throws.
- The vampire is immune against being charmed or frightened, and against features that turn undead.
- The vampire has resistance to bludgeoning, piercing, and slashing damage.

Actions

Multiattack. The vampire uses its Manifest Fear and makes three melee attacks, only one of which can be a bite attack.

Claws (Vampire Form Only). *Melee Weapon Attack:* +11 to hit, reach 5ft., one creature. *Hit:* 17 (3d6 + 6) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite (Vampire Form Only). *Melee Weapon Attack:* +11 to hit, reach 5ft., one creature that is grappled by the vampire, incapacitated or restrained. *Hit:* 15 (2d8 + 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.

Manifest Fear (Vampire Form Only). The vampire targets one creature it can see within 60 feet of it, wracking it with terrible pain and psychic terror. The target must make a DC 18 Wisdom saving throw. On a failed save, it takes 17 (5d6) psychic damage and is frightened until the end of its next turn. On a successful save, the target takes half as much damage and isn't frightened.

VARGHEIST

"The vargheist had attacked us in the night, striking simultaneously and silently from opposite sides of the campfire. Alexander had been off to one side, relieving himself, and was able to shout an alarm. Fortunately for us they flew off with their prize rather than press the attack, or I fear we might all have lost our lives before we beat them off."

— Kastar Handlin, travelling merchant

Winged Legend. vargheists are the darkness within a vampire's soul made manifest. Spoken in dark legends as towering winged humanoid monstrosities, these horrific creatures are said to be once powerful vampires that have succumbed to the darker and more bestial side of their nature due to an overexposure to dark magic and madness. Though the vargheists once walked and talked as noble lords, these curse-born lesser vampires have devolved into ravening predators desperate for the taste of blood. They prowl in packs, ready to pounce upon the least sign of weakness, tearing down their prey with crimson claws and bloody fangs.

Dark Metamorphosis. The creation of a vargheist is a strange metamorphosis that takes place far from the eyes of mortal. Those who come off worse in the endless power struggles of the vampires often find themselves prematurely buried, locked away in chain-bound coffins and sculpted sarcophagi, nestle upside-down like cocoons. They are left at the mercy of their own relentless thirsts, for there can be no greater suffering for a vampire than to not die for aeons from the great thirst that wracks their body and destroy their former personality. Whilst the transformation from humanoid into monster takes hold, the muscular vargheist will crack open its stone prison with great efforts. Casting aside its chains, the creature unfolds its leathery wings and rears up into the darkness, letting loose a terrible scream of rage and betrayal.

CHILDREN OF THE NIGHT

Some vampires with the Children of the Night feature have learned how to bind a vargheist to their will. These vampires are feared and envied among their peers, for enslaving such a powerful servant is no small feat. A vampire with this option has a challenge rating of 15 (13,000 XP).

- While outdoors, provided that the sun isn't up, the vampire can call 1d2 vargheist instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The creatures remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

Vicious Hunter. The vargheist first instinct is to hunt, after so many years deprived of blood it is desperate to rejuvenate and drink fresh blood. What was once a proud lord of the dead is forever cursed to an existence as a ravening beast. Vargheist are far from stupid, they are vicious hunters, picking weak and isolated prey, waiting for a member to stray away from the group to surprise him and take him into the night. More importantly, vargheist are pack hunters, working together to lure a quarry into a trap, maneuvering him toward its packmates, waiting in ambush.

Cursed Eternity. Though each vargheist emerges from its prison far stronger in body, it is invariably weaker in mind. After centuries of thirsty confinement, all they really want to do is feed. They dwell in ghastly domains, within the deepest, darkest forest or on the walls of extensive castles. These creatures are easily bound to a higher vampire's will as a result, and are sent to hunt down their enemies, terrorise the local population or simply as dreadful watch dogs.



VARGHEIST

Large undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 137 (13d10 + 65)

Speed 30ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	7 (-2)	15 (+2)	10 (+0)

Skills Perception +5, Stealth +7

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities frightened

Senses darkvision 120ft., passive Perception 15

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

Challenge 8 (3,900 XP)

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

Dive Attack. If the vampire is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, that target must succeed on a DC 16 Strength saving throw or be knocked prone and be stunned until the end of its next turn. If the target is prone and stunned, the vampire can make one bite attack against it as a bonus action.

Flyby. The vampire doesn't provoke opportunity attacks when it flies out of an enemy's reach.

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 three melee attacks, only one of which can be a bite attack.

Claws. Melee Weapon Attack: +8 to hit, reach 5ft., one creature. **Hit:** 16 (2d10 + 5) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 16).

Bite. Melee Weapon Attack: +8 to hit, reach 5ft., one creature that is grappled by the vampire, incapacitated or restrained. **Hit:** 11 (1d10 + 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.

VARIANT: ANCIENT VARGHEIST

Over the centuries particularly old vargheist regain a measure of their abilities. These creatures often become pack leaders or instead turn into lonely hunter, their greed and thirst for blood driving them away from the pack. An ancient vargheist has a challenge rating of 10 (5,900 XP) and the following additional traits:

- **Regeneration:** The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point. If the vampire takes radiant damage, this trait doesn't function at the start of the vampire's next turn.
- **Frightful Presence.** Each creature of the vampire's choice that is within 120 feet of the vampire 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 ancient vargheist's Frightful Presence for the next 24 hours.



WARP TOUCHED

Warpstone, also called “Changestone”, “Orichalcrum” or starstone, is a solidified form of magic coming from crashed comets or meteors, potentially imbued by the planar essence of the Far Realm. As such it holds tremendous transmutatory and alchemical powers. In its unrefined form, it is a stone that emits “blackness”, appearing to swallow all light from its surroundings, and so creates a patch of darkness around itself that makes it impossible to see its exact shape. It is sometimes described as “still emitting its own green glow”, which would result in a rather complex optical illusion. Everyone in the vicinity of a lump of warpstone for more than a few hours is in danger of contracting a mutating disease known as the Warp Touch.

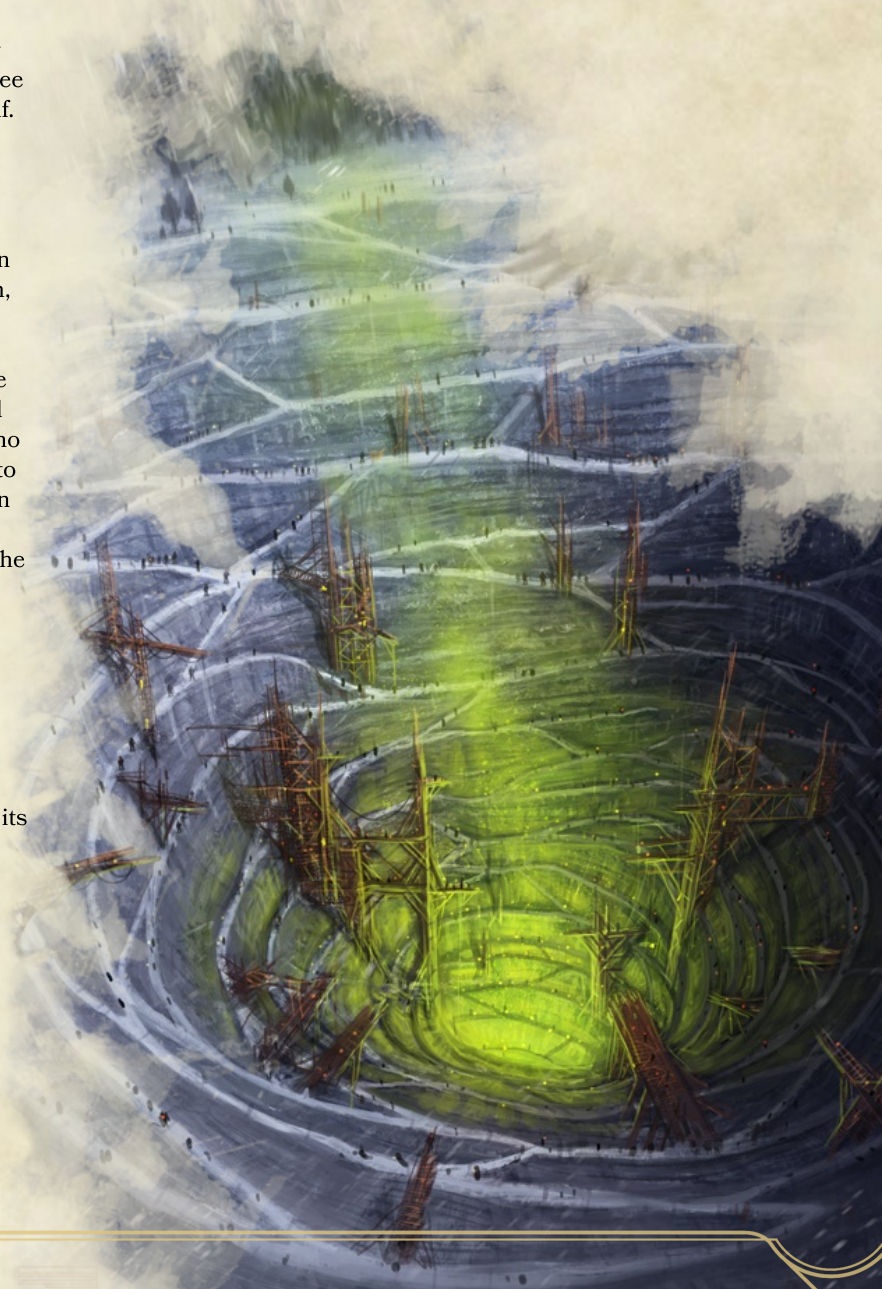
Areas suffused with warpstone can range in size from a few dozen feet across to several miles in diameter, and feature the following effects.

- Areas suffused with warpstone absorb light and twist it. A faint green glow is always visible, filling it with dim light. Regardless of this ambient luminosity, other sources of light see their radius reduced by half, regardless of their origin, natural or magical. The capacity of creatures to see through darkness, like darkvision, is also reduced by half. Creatures able to see through magical darkness are unaffected.
- Aberrations are drawn to the area and can usually be found at the surface or deep underground, close to the warpstone. While inside the area they have advantage on saving throws against features that banish or repel them, such as the *banishment* or *banishing smite* spells.
- Minor warps in reality occur within the area and then vanish 24 hours later. Marks on cave walls might change subtly, an eerie trinket might appear where none existed before, harmless slime might coat a statue, voices with no origin can be heard and so on. These effects apply only to natural surfaces and to nonmagical objects that aren't on anyone's person.
- Precious and semi-precious stones form abundantly in the area. Treasure hoard contains on average 50% more precious gems than usual (p.136-139 of the *Dungeon Master's Guide*), altered by the warpstone's presence.
- A creature exposed to Warpstone must succeed on a Constitution saving throw or contract the Warp Touch disease, with a difficulty and frequency indicated on the Warpstone Intensity table.

Though the effects of the warpstone cannot be dispelled, its effects are temporarily suppressed in the area of an *antimagic field*.

ALTERNATIVE WARPSTONE

If you do not wish to introduce a new type of stone to your universe there is already some magimorphic (magic-formed rocks) that can be found in the official lore, especially in the *Forgotten Realms*. *Darkstone* is a stone of the Underdark that seem to drink in light, just like warpstone does, while the *Sickstone* of the Underdark is a stone that glows with a nauseating, not-quite-green, not-quite silver light, that can kill creatures in its vicinity at an alarming speed with a magical disease. An alternative variation of these stones can easily be incorporated as the warpstone in your campaign.



WARPSTONE INTENSITY

Warpstone twists and corrupts, its alien presence warps reality in ways that science or magic cannot explain. Land suffused by Warpstone can show different degrees of corruption, from deadly wasteland where only death awaits, to strange countries populated by mutants and mongrelfolks.

WARPSTONE INTENSITY

Intensity Warp Touch Effects

Faint	Every number of months equal to a character Constitution Modifier passed in the area; DC 10
Weak	Every number of weeks equal to a character Constitution Modifier passed in the area; DC 13
Moderate	Every number of days equal to a character Constitution Modifier passed in the area; DC 15
Severe	Every number of hours equal to a character Constitution Modifier passed in the area; DC 17
Deadly	Every number of minutes equal to a character Constitution Modifier passed in the area; DC 20

Faint Intensity

In many parts of the world, regions suffer from the lingering influence of Warpstone. Such effects are not always obvious, and only a trained eye can detect the signs of corruption. When a region is known for its aberration stonemines, inexplicably “haunted” areas, aberration attacks or malformed children, there is always a chance that Warpstone formations are hidden beneath the surface or that small meteors crashed in the area long ago.

Weak Intensity

These lands only show a few signs of corruption, Warpstone deposits are probably located deep beneath the surface, or pockets of corruption scattered across the land. Inhabitants of these regions tend to be born with mutations, their offspring showing the same malformations over generations. Weather in the area is quick to change, often unpredictable, and the wildlife and flora exhibit signs of corruption as well, including strange species unique to the region.

Moderate Intensity

Corruption taint such region anywhere you look. The air itself has a coppery taste, and the weather is always harsh and gloomy. Mutated creatures roam the land, showing advanced signs of corruption, making any assumption on their initial species difficult at best. Warpstone deposits are close to the surface, with probably some mineral veins exposed here and there. Such land would typically only have a handful of minor settlements, struggling for survival amongst the aberration and mutated horrors that own this territory.

Severe Intensity

In these lands, the wind cuts like daggers and the ground is hard as iron, making it impossible to sustain any kind of life. Freak weather always rage over the region, while the landscape is nightmarish, ravaged by earthquakes, pits of balefire and storms of eldritch energies. Deposits of Warpstone can frequently be found on the surface, surrounded by precious gemstones. Illusions and tears in reality constantly deceive the senses, making navigation hazardous at best and weighting heavily on one’s sanity. The only kind of creature encountered are deadly aberrations and the ones driven mad by the cursed landscape.

Deadly Intensity

Such areas are usually small, probably the crash site of the meteor itself or an extremely dense deposit of Warpstone. The sickening green glow emitted is visible from miles around. Apart from aberrations, nothing can survive here for more than a couple of minutes. Each minute while present in the area, a creature other than an aberration, construct or undead take 10 (3d6) necrotic damage. A creature hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. A creature becomes a Warp Spawn if this effect reduces its hit point maximum to 0.



WARP TOUCH

One of the worst effects of raw chaos and dissolution, the malady known as Warp Touch horribly twists the flesh of an infected creature as the body collapses under the unbearable weight of corruption and is infused with the raw power of change, forcing all manner of strange and disturbing transformations. Once the first mutation takes hold, the creature that was once now faces the inevitable dissolution of his mind and will, becoming something less than yet more than mortal. The fate that awaits nearly all surviving mutants is to become a warp spawn, a gibbering abomination existing only to spread its corruption.

When a character falls victim to this disease, roll immediately on the Warp Touch table and the infected creature suffers one level of exhaustion. At the end of each long rest, an infected creature must make a DC 15 Constitution saving throw, with disadvantage if it suffers from a level of exhaustion. On a failed save, the character must roll again on the warp touch table. If the character rolls a mutation it already has, it can decide to gain a level of exhaustion or to roll again until it gets a new mutation. A character that dies out of exhaustion becomes immediately a warp spawn.

Some mutations grant boons and flaws, during a long rest, an affected character must check if its flaws awakes, making a DC 15 Wisdom saving throw. On a failure, the flaws of the character comes into play, as described on the mutation. On a successful save, the character keeps control of its mutation.

Lesser restoration or similar spells cannot cure the disease, only a *heal* spell is powerful enough to erase the influence of the disease and purge the flesh and soul of all traces of corruption. A creature that turned into a warp spawn can only be saved with the intervention of a *wish* spell. Aberrations, constructs and undeads are immune to the Warp Touch.

WARP TOUCH

d10 Mutation Description/Effect

- 01 The body of the character mutates horribly; the character turns into a warp spawn and is placed under the DM control. If this is the first mutation rolled, the character gains a level of exhaustion instead.
- 02 Multiples sets of eyes appear on the character's body. It has now advantage on Wisdom (Perception) checks that rely on sight. **Flaw:** A nearby creature can see through the extra eyes of the character, as per the *clairvoyance* spell.
- 03 The character grows extra, useless and deformed, arms and tentacles that sometimes move of their own accord. The character has advantage on Strength ability checks. **Flaw:** The extra appendices become uncontrollable, as per the *evard's black tentacles* spell, centralized on the character, moving with him and with a spell save DC 15.
- 04 The tongue of the character grows extremely long or twisted. It can now speak Deep Speech. **Flaw:** The character can only speak Deep Speech for the next hour.
- 05 Vestigial wings grow on the character's belly, head or back. The character can fall down up to 30 feet without taking falling damage and can land on its feet. Beyond that, falling distance is reduced by 30 feet.
- 06 The back of the character curves and grows a hump. The character has disadvantage on Dexterity ability checks and its speed is reduced by 10 feet.
- 07 The head of the character grows disproportionately and a nightmarish face appears at the back of it. The character can cast the spell *detect thoughts* once per long rest. Charisma is its spellcasting ability for the spell. **Flaw:** The character suffers from a short-term madness.
- 08 Balefire, harmless blue and green flames, sometimes runs down the skin of the character. The characters knows the *fire bolt* cantrip. Charisma is its spellcasting ability for the spell. **Flaw:** Flammable objects that aren't being worn or carried within 30 feet of the character catch fire.
- 09- The Warp Touch stops. The character keeps all
- 10 previously acquired mutations but is cured of the disease.

LURE WEED

Lure weed is a mutated plant that only grows in water sources tainted by Warpstone. The weed itself is easy to spot, with a long stem ending on bioluminescent leaves. While the weed itself is pleasing to look at, its true value lies in the remedy that can be brewed out of it.

- **Warp Touch Remedy:** A character that has proficiency with Alchemist's Tools or Herbalism Kit, and access to the proper equipment, can prepare a remedy with lure weed flowers. The remedy has a value of 40gp when it comes to crafting (see crafting rules p.187 of the Player's Handbook). Once ingested, the Warp Touch stops. The character keeps all previously acquired mutations but is cured of the disease.



WARP SPAWN

"We saw its approach through the darkened eaves, now crawling in the dirt, now flapping upwards, as if it could not decide if it was a snake or a sparrow. Then it came into the moonlight and we saw it true. Did we fight? I cannot say. All I recall is clotted fur and an embracing drool. The stench of cadavers and burning honey. My eyes screamed, my tongue shook, my knees spewed. It ate my friends and drank my soul. It took my mind I know not where, for it is no longer here with me"— Interview with sole survivor of Reikwald forest patrol, incarcerated in Frederheim Sanatorium

Warped by Corruption. A warp spawn is a term to describe a whole spectrum of mutated creatures warped into being by the corrupting influence of warpstone. Some manage to stave off this doom for a time, but, for most, the fate of becoming a warp spawn lies at the end of their dark and horrible road. Warp spawn lose what little remained of their original forms, becoming a shifting mass of tentacles and eyes. A rare few retain just enough of their original forms to become truly horrific. Upon the moment of devolution, the subject is wracked with agonizing pangs as his body ripples and undulates. The pain is so great it destroys the mind, erasing nearly every memory, all emotion, and the capability of forming a coherent thought.

Miserable Existence. When a warp spawn comes shambling from its lair, it will behave in a largely unpredictable manner. The spawn will move towards the enemy and crashes flailing into them; teeth, claws, and tentacles tearing men limb from limb in a shower of blood and ruination. A warp spawn is a formidable opponent on its own, capable of slaughtering an entire group of adventurer, but the threat it poses does not reside solely on the brutal strength and flurry of attack of the creature, but in the corrupting touch that it spreads. The fate of a spawn is to die, either on the field of battle by axe or sword, torn apart in the wilds by even more savage creatures, or literally ripped asunder by the energies that continues to course through its twisted body. Mindless and utterly beyond reason, warp spawn relentlessly attack anything in their way, the blows of their enemies merely a strange relief to the endless insanity that is their miserable existence.

Herald of Change. Warp spawns are sometimes called "Herald of Change" in occult societies or cults that worship the alien entities lurking in the dimension of the Far Realm. Some eldritch ritual, involving the direct ingestion of warpstone or inhaling incense made of it, allow demented cultists to purposely turn into one of the wretched things, each mutation bringing the cultist closer to the "enlightenment" sought after. The creature carries the stench of the Far Realm wherever it goes, revolting reality by its very existence. If a warp spawn is killed, the cult fashions weapons out of its bone, carrying the essence of the being. These dreadful weapons are carried by cult leader or cultist of high ranks and able to transmit the warp touch disease, spreading the influence of their dark gods.



OPTIONAL: SICKENING GLOW

Some aberrations radiate of the sickening glow of the warpstone. Thankfully these creature are pretty easy to identify, manifesting the same light-absorbing quality as the warpstone itself. A creature with that option has the additional trait:

- **Sickening Glow.** Any creature other than an aberration, a construct or an undead that starts its turn within 20 feet of the aberration or enters the affected area for the first time on a turn must succeed a DC 13 Constitution saving throw Constitution saving throw or contract the Warp Touch disease. If a creature's saving throw is successful, it is immune to the aberration's Sickening Glow for the next 24 hours.

WARP SPAWN

Large aberration, chaotic evil

Armor Class 14 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	3 (-4)	8 (-1)	8 (-1)

Saving Throws Str +9, Con +9

Skills Perception +7

Damage Resistances fire, lightning

Damage Immunities poison

Condition Immunities charmed, frightened, paralyzed, poisoned, prone

Senses darkvision 60 ft., passive Perception 17

Languages understands Deep Speech but can't speak

Challenge 9 (5,000 XP)

Otherworldly Presence. If a creature starts its turn within 30 feet of the spawn and can see it, the spawn can force the creature to make a DC 15 Wisdom saving throw if the spawn isn't incapacitated. On a failed save, the creature acquires a short term madness randomly determined which lasts for 1 minute. The creature may repeat the saving throw at the end of its turns to remove the madness. A creature which already has a short term madness, is immune to psychic damage, or which has succeeded on a saving throw against this spawn's Otherworldly Presence in the last 24 hours is immune.

Warp Form. The warp spawn is immune to any spell or effect that would alter its form. Whenever the spawn starts its turn with 50 hit points or fewer, roll a d6. On a roll of 5 or 6, the spawn is incapacitated for one round as it thrashes between nightmarish forms.

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

Actions

Multiattack. The warp spawn uses its Mutated Beyond Reason and makes three melee attacks; one with its bite, one with its claws and one with its tentacles.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit:* 22 (3d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Tentacles. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit:* 9 (1d6 + 5) bludgeoning damage plus 10 (3d6) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15).

Mutated Beyond Reason. The warp spawn mutates and selects one of the options below.

1. **Deadly Mutation.** The spawn moves from its speed and makes a tentacle attack.
2. **Eldritch Burst.** Great bolts of eldritch energy are arcing out of the warp spawn. A line 60 feet long and 5 feet wide blasts out from it in a direction it chooses. Each creature in the line must make a DC 15 Dexterity saving throw. A creature takes 10 (3d6) lightning damage and 10 (3d6) force damage on a failed save, or half as much damage on a successful one.
3. **Regeneration.** The warp spawn regains 10 hit points.

Reactions

Mask of Insanity. When a creature the spawn can see starts its turn within 30 feet of the aberration, the spawn can wrap its mind in psychic terror. If the creature can see the spawn, it must succeed on a DC 15 Wisdom saving throw or be frightened until the end of its turn.

WARP BLADE

Weapon (any sword), very rare, cursed

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

You can use an action to cause the blade to radiate eldritch energy, absorbing light and warping reality around it until an attack using this weapon hits a creature. That creature must succeed on a DC 14 Constitution saving throw or contract the Warp Touch disease. The sword can't be used this way again until the next dawn.

Curse. If the sword isn't used to infect a creature with the Warp Touch within 1 minute of being drawn from its scabbard, its wielder must make a DC 15 Charisma saving throw. On a successful save, the wielder takes 3d6 psychic damage. On a failed save, the wielder is dominated by the sword, as if by the *dominate monster* spell, and the sword demands that it is used to spread the Warp Touch. The spell effect ends when the sword's demand is met.



BALEWING

Spared by Fate. Balewings are some of the most diseased and disgusting of all warp spawns. It is said that the sight of them is so horrifying that hardened warriors are rendered incapable of any action while they gagged and retched in disgust. Many spawns die within minutes or hours of their transformation, being killed by their former companions or expiring as their impossibly mutated bodies give out under the strain. Such is not the fate of balewings, however. By some strange quirk of fate, they grow and prosper by ingesting and absorbing the fleshy tissues and fluids of living creatures. They achieve this by grabbing their victims with their tentacles, dissolving them with melting acid and slurping the fleshy goo that is left.

Dragons of Change. Balewings are thankfully rare and can only be found near important warpstone deposit or deep underground, where meteor struck the world eons ago. They are sometimes called “Dragons of the Deep” or “Dragons of Change” for this reason. The dwarves have learned to stay away from warpstone veins by fear of freeing such horror if they were to dig too deep. Still, some cultists are mad enough to wish to summon one, ongoing lengthy rituals and sacrifices to bring these “Dragons of Change” into this world.



BALEWING

Huge aberration, chaotic evil

Armor Class 17 (natural armor)
Hit Points 250 (20d12 + 120)
Speed 40ft., fly 60ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	23 (+6)	5 (-3)	10 (+0)	14 (+2)

Saving Throws Str +12, Con +11

Skills Perception +10

Damage Resistances fire, lightning

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

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses blindsight 120 ft., passive Perception 20

Languages understands Deep Speech but can't speak

Challenge 14 (11,500 XP)

Otherworldly Presence. If a creature starts its turn within 30 feet of the balewing and can see it, the balewing can force the creature to make a DC 18 Wisdom saving throw if the balewing isn't incapacitated. On a failed save, the creature acquires a short term madness randomly determined which lasts for 1 minute. The creature may repeat the saving throw at the end of its turns to remove the madness. A creature which already has a short term madness, is immune to psychic damage, or which has succeeded on a saving throw against this balewing's Otherworldly Presence in the last 24 hours is immune.

Magic Attack. The balewing's weapon attacks are magical.

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

Actions

Multiattack. The balewing makes four melee attacks; one with its bite and three with its tendrils. It can use Hurl Balefire in place of any melee attack.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5ft., one target. *Hit* 29 (4d10 + 7) piercing damage.

Hurl Balefire. *Ranged Spell Attack:* +7 to hit, range 150 ft., one target. *Hit:* 7 (2d6) fire damage and 7 (2d6) acid damage. This damage ignores resistance and immunity.

Tendrils. *Melee Weapon Attack:* +12 to hit, reach 15ft., one target. *Hit* 10 (3d6) acid damage plus 10 (3d6) psychic damage. At the end of each of its turns, the target must make a DC 13 Constitution saving throw, taking 7 (2d6) acid damage on a failure or ending the recurring acid damage on a success. A *lesser restoration* spell cast on the target also ends the recurring acid damage.

Eldritch Breath (Recharge 5-6). The balewing exhales arcs of energy in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 28 (5d10) lightning damage and 28 (5d10) force damage on a failed save, or half as much damage on a successful one. If this damage reduces the target to 0 hit points, it is disintegrated, as per the *disintegrate* spell.

DLUUR

“Your friend has started mutated? Then your only hope is the pond of Stilldale, lure weed grows there, but beware the wicked things that lurk under the surface.” – Unorna, Wise Woman of Novece.

Aquatic Predator. Dluurs are likely mutated anglerfish, tainted by the presence of aquatic Warpstone deposit. They are usually found living in swamps, rivers or underground lakes where lure weed, the only known natural remedy against the Warp Touch disease, is present. They are often hiding under the surface to ambush their preys. The fleshy bioluminescent growth atop its head (called illicium) acts as a camouflage for the predator, effectively disguising it as the surrounding lure weed to fool its prey.

Luring Powers. Cautious travelers can spot these creatures hiding among lure weed and avoid a surprise attack. Otherwise, the dluur's illicium can be distinguished from the plant by the lack of leaves of a single appendage resting on the water's surface. Sometimes, the dluur's head can be visible under the surface and mistaken for these leaves from afar, but will remain submerged until the prey is close enough. The dluur is an aggressive creature with the ability to spit corrosive acid and lure its prey with minor psychic abilities. In combat, they often rely on these long ranged attacks, but have been observed to charge at their prey and use their claws, though often they will halt mid charge to use their preferred method.



DLUUR

Medium aberration, neutral evil

Armor Class 13

Hit Points 49 (9d8 + 9)

Speed 30ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	13 (+1)	5 (-3)	10 (+0)	6 (-2)

Skills Perception +2, Stealth +5

Damage Vulnerabilities lightning

Damage Immunities acid

Senses darkvision 60ft., passive Perception 12

Languages understands Deep Speech but can't speak

Challenge 2 (450 XP)

Amphibious. The dluur can breathe air and water.

False Appearance. While the dluur remains motionless in water under the surface, it is indistinguishable from a normal patch of lure weed.

Lure. If a creature starts its turn within 60 feet of the dluur and can see the dluur's illicium, the dluur can force the creature to make a DC 13 Wisdom saving throw if the dluur isn't incapacitated. On a failed save, the creature becomes charmed until the end of its next turn. While charmed, the creature must immediately use its reaction, if available, to move as close as its speed allows toward the dluur. 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

Multiattack. The dluur makes two claws attacks. It can use Acid Spit in place of any melee attack.

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

Acid Spit. *Range Weapon Attack:* +5 to hit, range 90 ft., one target. *Hit* 10 (3d6) acid damage. At the end of each of its turns, the target must make a DC 10 Constitution saving throw, taking 3 (1d6) acid damage on a failure or ending the recurring acid damage on a success. A *lesser restoration* spell cast on the target also ends the recurring acid damage.

Reactions

Psychic Assault. When a creature the dluur can see starts its turn charmed within 60 feet of the aberration, the dluur can attack its mind with psychic powers. The target must succeed on a DC 13 Wisdom saving throw or take 7 (2d6) psychic damage and be stunned until the end of its turn.

DOLGOTHA

“When you see the deep fog rolling in and you smell the acrid air, take your children inside and bar your doors, cover your windows and snuff out the lights. Listen for the moan in the distance, if you hear it, prey.” – Midek, fisherman of Brislava

Mutated from the Depth. Dolgothas, or fog crawlers, are predatory highly mutated crustacean-like creatures which live on islands, coastal regions, cold swamps or subterranean lakes. The overhauled anatomy of the creature points to a former aquatic crustacean, grown out of proportion due to the Warpstone influence. It seems that at some point the creature's head had evolved to become separate from the main carapace, as well as morphed into a kind of arrowhead shape for unknown reasons, possibly to be used for attacking. These creatures are remarkably tough, fast, and quite agile considering their size; capable of withstanding the deadliest spells and attacks.

Fast and Deadly. The dolgothas main attacks are slicing with its arms and jabbing with its head. It can also leap surprisingly high and slam back in to the ground, dealing massive amounts of damage to anything caught in the area of effect. Dolgothas have few ranged attacks, a shortcoming they compensate for with deceptively high speed and agility. The monstrous creatures can cover considerable distances very quickly, thus making it hard to shoot them down before they enter melee range, while making it all the more difficult to escape from them.

Monster in the Fog. Dolgothas are, despite their size, surprisingly hard to spot. Their exoskeleton adapts to the color of their environment, and, coupled with their uncanny ability to dissimulate in the fog, they may as well be invisible. The dolgotha emits a characteristic sound, akin to a low and deep moan, that often leads people to believe its hunting territory is haunted. It is therefore advised to always keep an ear out, to avoid running into one by accident. The dolgothas are nicknamed “Fog Crawlers”, for they always come with the fog. The truth is that the creature is the source of the supernatural fog, using it instinctively to dissimulate its approach. The fog directly surrounding the dolgotha is acid, like its blood, and will dissolve any creature coming close.

Bane of Sailors. In fishing towns and remote islands the dolgothas are seen as boogeymen, attracted by the wickedness of witches, the smell of rotten fish or strangers in town. These superstitions are usually false, but the presence of one of these monsters is certainly enough to spell doom over a community depending on fishing. Water turns acid in the creature's presence, and in time, it can ultimately compromise an entire lake or section of the ocean. The creature is also known to attack boats, piercing the hull with its head and letting the unfortunate sailors drown or burn in the acid waters.

A MOAN IN THE FOG

The characteristic moan of a dolgotha can be recognized by a character familiar with the creature. A successful DC 15 Wisdom (Perception) check allows a character to identify the sound. The moan can carry over great distances, giving a vital warning that the fog covering the region hides more dangers than it seems.



DOLGOTHA

Huge aberration, chaotic evil

Armor Class 20 (natural armor)

Hit Points 290 (20d12 + 160)

Speed 50ft., swim 50ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	18 (+4)	26 (+8)	6 (-2)	16 (+3)	5 (-3)

Saving Throws Str +14, Dex +9, Con +13

Skills Stealth +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, poison

Condition Immunities poisoned

Senses tremorsense 60 ft., passive Perception 13

Languages understands Deep Speech but can't speak

Challenge 15 (13,000 XP)

Acid Blood. A creature that hits the dolgotha with a melee attack while within 5 feet of it takes 10 (3d6) acid damage.

Acid Fog. A 20-foot-radius sphere of acid fog surrounds the dolgotha. The fog spreads around corners. Its area is heavily obscured. When a creature enters the fog for the first time on a turn or starts its turn there, that creature must make a DC 19 Constitution saving throw. The creature takes 23 (5d8) acid damage on a failed save, or half as much damage on a successful one. Strong wind disperses the fog for 1d4 turns before it returns.

Amphibious. The dolgotha can breathe air and water.

Fog Crawler. While in the fog, The dolgotha can take the Disengage or Hide action as a bonus action on each of its turns and has advantage on Dexterity (Stealth) checks made to hide.

Actions

Multiattack. The dolgotha makes three melee attacks; one with its beak and two with its chelipeds.

Beak. *Melee Weapon Attack:* +14 to hit, reach 10ft., one target. *Hit* 27 (4d8 + 9) piercing damage.

Chelipeds. *Melee Weapon Attack:* +14 to hit, reach 5ft., one target. *Hit* 19 (3d6 + 9) piercing damage.

Deadly Leap. If the dolgotha jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 19 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 27 (4d8 + 9) bludgeoning damage plus 27 (4d8 + 9) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the dolgotha's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the dolgotha's space.

Corrosive Breath (Recharge 5-6). The dolgotha exhales acid in 60-foot cone. Each creature in that cone must make a DC 19 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, and 23 (5d8) acid damage at the end of its next turn. On a success, the target takes half as much of the initial damage and no damage at the end of its next turn.

REGIONAL EFFECT

The region containing a dolgotha is tainted by the creature's presence, creating the following magical effects:

- The region is constantly lightly obscured by fog, and creatures in the area have disadvantage on Wisdom (Perception) checks that rely on sight. As an action, the dolgotha can condense the fog, making a 1 mile radius area heavily obscured for one hour.
- Water sources within 30 feet of the dolgotha are supernaturally fouled. Creature that drink or swim in such water take 10 (3d6) acid damage at the beginning of their turn while exposed.
- While in the region, creatures using telepathy, including spells such as *detect thoughts*, *rary's telepathic bond*, *telepathy* or natural telepathic abilities, must first succeed on a DC 19 Wisdom saving throw. On failure, the attempt fails as the mind of the creature is overcome by a terrifying moan and the creature gains a short-term madness (see p.259 of the *Dungeon Master's Guide*).

If the dolgotha dies, the effects fade over the course of 3d10 days.

VARIANT: PALE ONE

Some legendary albino dolgothas, known as pale ones, have a strong connection to the Far Realm. A pale one with an Intelligence of 14 (+2) and a telepathy of 120 ft. has a challenge rating of 16 (15,000 XP) and the following additional action option:

REACTIONS

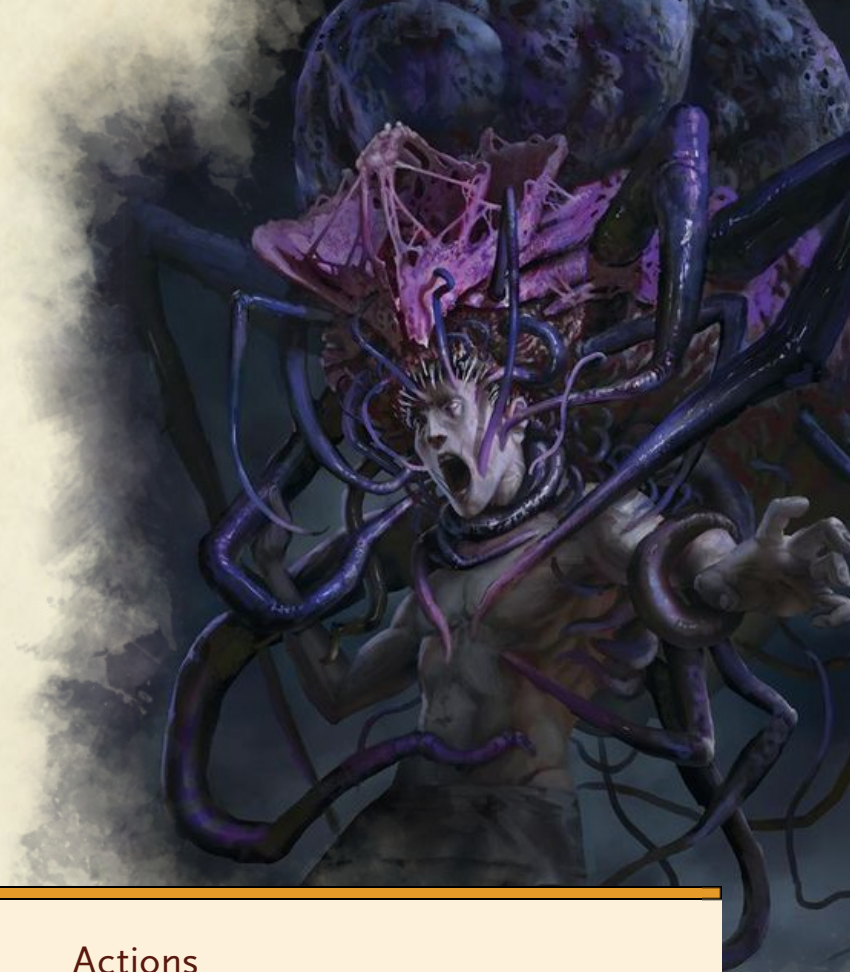
Psychic Backlash. Immediately after a creature casts an illusion or enchantment spell that targets the dolgotha or includes it in its area of effect, the dolgotha can use its reaction to absorb the magic of the spell, cancelling its effect. Additionally, the creature that casted the spell must succeed on a DC 19 Wisdom saving throw or take 1d8 psychic damage per level of the spell slot absorbed.

UHOOGUATH:

"It... it was calling my name! I could hear it, crawling in the attic, the sound of its legs on the floorboard, and the shriek, oh gods the shriek! I'll never sleep again!" – incoherent report by unknown, found in Ritterbad's Asylum archive.

Newfound Cunning. The uhogguath were once phase spiders that shifted accidentally into a nexus of eldritch energies, tainting the creature. Instead of being torn apart by inconceivable forces, it emerged from the rift with a newfound cunning, a thirst for the secrets and thoughts contained inside the head of every intelligent creature.

Ethereal Lurker. The uhogguath is a cunning predator, lurking on the border of the Ethereal Plane in ambush, waiting for a weak prey to come its way or stalking a group of creature until they are vulnerable. If the creature faces overwhelming odds it will retreat to return at more opportune times. Some uhogguath hunt in group, building a gigantic and twisted ethereal web that can alert them to the presence of creatures on both planes for miles around.



UHOOGUATH

Large aberration, neutral evil

Armor Class 14 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 30ft., climb 30ft.

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

Skills Stealth +9

Senses darkvision 60 ft., passive Perception 10

Languages Deep Speech, telepathy 60 ft.

Challenge 5 (1,800 XP)

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

Ethereal Jaunt. As a bonus action, the uhogguath can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

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

Ethereal Web. The ground in a 30-foot radius around the uhogguath is covered in semi-solid ethereal webs, making the area difficult terrain. Each creature that starts its turn in that area must succeed on a DC 11 Strength saving throw or be restrained by the ethereal web until the start of its next turn.

Actions

Multiattack. The uhogguath makes two melee attacks; one with its bite and one with its tentacles.

Bite. Melee Weapon Attack: +6 to hit, reach 5ft., one target. *Hit* 8 (1d10 + 3) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 22 (5d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Tentacles. Melee Weapon Attack: +6 to hit, reach 5ft., one target. *Hit* 9 (2d8) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 14) and must succeed on a DC 14 Intelligence saving throw or be stunned until this grapple ends.

Drain Intellect (Recharge 4-6). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one incapacitated humanoid grappled by the uhogguath. *Hit:* 21 (6d6) psychic damage and the target must make a DC 14 Intelligence 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. At the end of a long rest, the creature can repeat its saving throw against this effect, ending the effect on itself on a success. A *greater restoration* spell cast on the target also ends the effect.

WEREWOLF – ULFHEDINN

“Ulfhedinn? What's that, some kind of fish?” - Professor Artibus Joannes Rack, geographer, disappeared during a surveying expedition in the northern lands.

Winter's Fury. Ulfhedinn are a breed of werewolf found mainly in arctic or cold parts of the world. The harsh and barren conditions of these lands might explain why they primarily hunt men and are stronger than their southern brethren. They have an intimate connection with the forces of winter and thrive in freezing temperature, using blizzard and snow storm to dissimulate their approach. Only a few daring warriors in history have managed to defeat an ulfhedinn, and each of them is commemorated in ballads as a hero to this day.

Too Far Gone. It is believed that ulfhedinn were once simple werewolves, but in time empowered the curse by killing and feeding on countless human lives. As their power grew, so did the curse, and they finally became incapable to take any other form than that of a deadly hybrid. The werewolf became their true nature, and the person they once were is definitively gone. No stories exist of ulfhedinn being freed from their curse, and most experts agree that the curse is simply impossible to break once it reaches that point. Some rare texts also mention a potent curse that can only be performed during the winter solstice, a curse capable of turning a murderer dressed with a winter wolf pelt into an ulfhedinn.

Predator King. Ulfhedinn are often called “Wolf King” in ballads and legends, and indeed packs of predator seem to instinctively defer to them, particularly dire wolves and winter wolves. The pack show signs of respect to the werewolf, leaving fresh kill at the entrance of its cave or directing preys toward its lair, cutting all possible retreat and watching their supreme alpha take the kill. Those affected by lycanthropy can feel their inner beast stir within them as the werewolf approaches, for these predator kings have the power to awake the beast inside any cursed shapeshifter, forcing them to change and serve him as the king of hunters.

AN ULFHEDINN'S LAIR

Ulfhedinn favor caves or abandoned structures located deep in snowy forests or high in the mountains to make their lair. The ground is littered with the bones from their past hunts.

REGIONAL EFFECT

The region containing an ulfhedinn's lair is altered by the creature's presence, creating the following magical effects:

- The weather is always cold and unforgiving in the region. The ulfhedinn, can call on heavy snow storm and extreme cold at will (Heavy Precipitation & Extreme Cold, p.110 of the Dungeon Master's Guide)
- Packs of dire wolves and winter wolves roam the region. The creatures are charmed by the ulfhedinn and are extremely aggressive toward intruders in the area.
- Lycanthropes can feel the power of the ulfhedinn affecting them while they are in the region. A creature cursed with lycanthropy that is taking a long rest in the region must succeed on a DC 14 Wisdom saving throw. On failure, the creature polymorph into its hybrid form and act accordingly to the alignment of its form of lycanthropy for the duration of the long rest. The creature has no recollection of what it did while transformed.

When the ulfhedinn is killed, all of these regional effects fade over 10 days.

UNBREAKABLE CURSE

The ulfhedinn is what awaits every werewolf that lives long enough to take countless lives and become a monster driven only by a constant bloodlust. Lycanthropy can usually be cured with magic, such as the *remove curse* spell or more powerful effects, but in the case of the ulfhedinn, such spells are useless. There is no known way to reverse the curse once it progresses that far, the person they once were is only vaguely present in some small habits or the werewolf favorite prey.



ULFHEDINN

Large monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 242 (23d10 + 115)

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	20 (+5)	8 (-1)	16 (+3)	8 (-1)

Saving Throws Str +12, Dex +8, Con +10, Wis +8

Skills Perception +13, Stealth +7, Survival +8

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

Senses darkvision 60ft, passive perception 23

Languages Common

Challenge 16 (15,000 XP)

Fury. While it has 100 hit points or lower, or the full moon is up in the sky, the werewolf has advantage on attack rolls. Additionally, the werewolf's melee attacks score a critical hit on a roll of 18-20.

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

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

Magic Attacks. The werewolf's weapon attacks are magical.

Pounce. If the werewolf 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 18 Strength saving throw or be knocked prone. If the target is prone, the werewolf can make one bite attack against it as a bonus action.

Actions

Multiattack. The ulfhedinn uses its Frightful Presence, and makes two claw attacks and one bite attack.

Bite. Melee Weapon Attack: +12 to hit, reach 5ft., one target. **Hit:** 24 (3d10 + 7) piercing damage. If the target is a humanoid, it must succeed on a DC 16 Constitution saving throw or be cursed with werewolf lycanthropy.

Claw. Melee Weapon Attack: +12 to hit, reach 5ft., one target. **Hit:** 16 (2d8 + 7) slashing damage.

Frightful Presence. Each creature of the werewolf's choice that is within 120 feet of the werewolf and aware of it must succeed on a DC 18 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 werewolf's Frightful Presence for the next 24 hours.

Legendary Actions

The ulfhedinn 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 werewolf regains spent legendary actions at the start of its turn.

- **Move.** The werewolf moves up to its speed without provoking opportunity attacks.
- **The Beast Within (Costs 2 Actions).** The ulfhedinn targets one creature cursed with lycanthropy that it can see within 60 feet of it. The target must succeed on a DC 18 Wisdom saving throw. On failure, the creature instantly polymorph into its hybrid form, cannot shapeshift back to other forms, and is charmed by the ulfhedinn. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Eye of Winter (Costs 2 Actions).** The ulfhedinn targets one creature that it can see within 60 feet of it. The target must succeed on a DC 18 Constitution saving throw, taking 27 (6d8) cold damage on a failed save, or half as much damage on a successful one. If the target fails the saving throw, it is also petrified, encased in ice until the end of the werewolf's next turn.



VOREF

"Wolves aren't as bad as they're made out to be. Werewolves, though — they're every bit as bad and worse."— Elsa Vilge, archer

Cursed Monster. Neither animal, nor man, the werewolf takes the worst from both species: the bloodlust and primal nature of a wolf, and the ruthlessness and cruelty of a human. One becomes a voref werewolf as a result of a curse thrown by a spellcaster — the change itself is uncontrollable and unwilling. The voref can be called upon by the witch that cursed it, playing the role of unknowing assassin or enforcer. A man who transforms back to his human form can't usually remember the atrocious acts committed as a werewolf — otherwise he would surely go mad and take his own life, to no end since the curse won't even allow him this relief.

Bound in Death. Killing a voref for good can prove difficult, for the magic of the curse binds it in death as well, bringing it back to life if slayed. The only known way to prevent this is to pierce its heart with a silver weapon during the full moon, or to force the spellcaster that cursed it to lift the spell. The voref's curse can at times be lifted, yet there is no universal, surefire method for doing this. A group of adventurers seeking to undertake such a task must equip themselves with a great deal of patience — and sturdy armors.

Hidden Killer. Hunting a voref is extremely hard and dangerous due to the hidden nature of the werewolf. The werewolf seems perfectly normal and do not manifest the classic symptoms of lycanthropy while the curse lies dormant, until its master decides to trigger it. Still, werewolves are creatures of the night and they are especially active during the full moon, as such, vorefs must transform during the full moon, just as other werewolves. Vorefs are also very allergic to aconitum, also known as "wolfsbane", making them avoid areas where the plant grows.

Lone Hunter. A Voref usually goes hunting alone, carrying the order of its master, as there rarely is an opponent that can match its strength, agility and fast health regeneration. It strike as swiftly as lightning with claws sharp as razors and regenerate any damage received in mere moments. If a voref actually encounters an enemy that has equivalent strength and can fight a fair fight, the werewolf will fight to the death to accomplish its mission, caring little for its own safety.

CURSE OF THE VOREF

The curse of a voref werewolf operates quite differently from common lycanthropy on a mystical level. As such, the bite of a voref does not spread the curse, for the magic is contained inside the unfortunate vessel. During the full moon, a spellcaster that knows the *bestow curse* spell can expand a 9th level slot to cast the curse. A *wish* spell can inflict the curse as well. Until the next full moon, the curse can be dispelled as any spell would, but once it reaches that point only the person that casted it can revoke it. Alternatively, a *wish* spell casted specifically to break the curse will also work if the werewolf lies dead.



VOREF

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 12 in humanoid form, 14 (natural armor) in wolf or hybrid form

Hit Points 113 (15d8 + 45)

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

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

Skills Perception +6, Stealth +5

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

Senses darkvision 60ft, passive perception 16

Languages Common (can't speak in wolf form)

Challenge 8 (3,900 XP)

Shapechanger. The werewolf 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, 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 voref regains 20 hit points at the start of its turn if it has at least 1 hit point. If the werewolf takes damage from a silvered weapon, this trait doesn't function at the start of the werewolf's next turn.

Rejuvenation. If the werewolf is killed, it regains all its hit points in 24 hours, unless wolfsbane is placed on its body, in which case it will take 1d10 days to rejuvenate. If silver pierces the heart of the werewolf during the full moon, the werewolf is truly dead.

Reed. If a voref hits a creature with both claw attacks on the same turn, it latches onto the opponent's body and tears the flesh. The target takes an extra 20 (4d6 + 6) slashing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be incapacitated by pain until the beginning of the werewolf's next turn.

Voref Weaknesses. The voref has the following flaws:

- **Call of the Moon.** During the night of the full moon the true nature of the voref is revealed. The creature automatically polymorph into its hybrid form and acts according to its alignment. The werewolf is also free to ignore its master's order during these nights.
- **Voice of the Master.** The voref is completely under the thrall of the person that cursed it. It is considered under the permanent effects of the *dominate monster* spell from its master.
- **Wolfsbane Allergy.** If the werewolf comes within 20 feet of aconitum flowers it is poisoned until it leaves the area. Weapons coated with aconitum oil ignore the damage invulnerabilities of the werewolf.

Actions

Multiattack (Humanoid or Hybrid Form Only). The voref uses its Howl at the Moon, if available, and makes two claw attacks and one bite attack.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 16 (3d8 + 3) piercing damage.

Claw (Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Howl at the Moon (Hybrid Form Only; Recharge 5-6). The werewolf howls with an insane look in its eyes. All creatures within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be under the effects of a *confusion* spell for one minute. At the end of each of its turn a creature can reattempt the saving throw, ending the effect on a success.



THE WILD HUNT - THE TALE

"The Wild Hunt is a horde of specters that roams the sky during storms and is an omen of disaster. The appearance of the Wild Hunt foreshadows war and woe, much as a comet does. The spectral Wild Hunt sometimes appears in nightmares of the cursed or those touched by Destiny." - Lexicon entry of "Myths and Facts", by professor Joachim Ritterberg

Omen of War. The Wild Hunt is a procession, or rather a cavalcade of crazed specters and skeletal horsemen. They rush across the sky on the bony remains of steeds. Clad in rusty remnants of armor, they wear jagged swords at their waists. The spectral cavalcade ventures out in search of victims every several years, led by the King of the Wild Hunt, who traverse the heavens searching for souls like themselves. The Wild Hunt is an omen of war, which has been confirmed beyond all doubt. It is said to appear mainly, but not exclusively during the winter and at times of war.

Soul Harvest. According to tradition and eye witness accounts, the Wild Hunt abducts people, forcing them to join its mad ride in the sky. Its harvest is especially rich just before or during a great war. Some of the abductees managed to escape the horde back into the world of the living, but the stories they told were so extraordinary that they were always considered unreliable. One patient of an insane asylum claimed to have been taken to a frozen world lost in a sea of emptiness. When he finally escaped, he returned to this world only to find that his children had aged and died, so many years had passed..

Prophetical Sighting. Astronomical observation can be used to calculate the frequency of the Wild Hunt's appearances. This seems to confirm the hypothesis that the spectral riders come from another world and are susceptible to magic, especially of the ritual kind, and cosmic events. Stories of the Wild Hunt do not appear in the dwarven and elven cultures. It is quite interesting, for such old races must have faced the Hunt long before humans did. As it seems, the dwarves ignore everything on mutual terms, while the elves are mysteriously skittish on that subject, but refer to it as "*Dearg Ruadhri*", the Red Riders, and mutter hushed words about the Ithlinne's prophecy.

ITHLINNE'S PROPHECY

Ithlinne's prophecy, also known as *Aen Ithlinnespeath* is an old prediction made by the elven prophetess Ithlinne. It predicts that the world will perish amidst ice and glaciers and be reborn with the new sun. The only survivors will be elves. Several signs will herald the destruction of the world, and the cataclysm will begin when elven blood soaks the earth. This will mark the advent of the 'Time of Disdain, the Axe and the Wolf's Blizzard', which can be interpreted as a long war or a return to barbarism.



WILD HUNT - THE TRUTH

Aen Elle Fae. Few know that the oldest eladrin legends speak of another tribe of fae and celestials - the *Aen Elle*. The two parted ways long ago, the exact reasons have been lost to history, but involved the growing ambition and corruption of the *Aen Elle* king, its thirst for power threatening the balance of the multiverse. The *Aen Seidhe*, the eladrins, casted the corrupted *Aen Elle* out of the Feywild and the Outer Planes, with the help of their unicorns' allies. The Wild Hunt is composed of these fae beings, the *Aen Elle*, or "people of Alders" in their tongue. They refer to the eladrins and their elven descendants as *Aen Seidhe*, to differentiate themselves from their cultural heritage. They are known to have a profound hatred for their eladrin cousins, their elven descendants, and celestials, especially unicorns.



THE WHITE FROST

Many renowned scholar's studies have shown that our world is not the center of the multiverse, but one of a thousand globes in the endless darkness of space. This space is usually described as a vacuum - in which, invisible to the naked eye, lies the White Frost. Thanks to the observations of astronomers, we know the White Frost has already destroyed a great many worlds. The star systems in which it appears perish into lifeless hunks of ice over the course of a few decades. Furthermore, each scholar is agreed that the White Frost will one day come to our world. Ithlinne's Prophecy, though based on magic intuition and not scientific observation, thus appears to foretell the truth.

"Verily I say unto you, the era of the sword and axe is nigh, the era of the wolf's blizzard. The Time of the White Chill is nigh, the Time of Madness: Tedd Deireádh, the Time of End. The world will die amidst frost and be reborn with the new sun. Ess'tuath esse! Thus it shall be! Watch for the signs I say unto you! First the earth will flow with the blood of Aen Seidhe, the Blood of Elves..."

Curse of Exile. With unprecedented magic, the *Aen Elle* were casted away, cursed out of the celestial planes, the Feywild and the multiverse on its own. An entire race left to fade away outside the bounds of reality, into the void. But this was not meant to be the end of the *Aen Elle*. The fey resurfaced after untold times, drained of their magical souls, only the frozen void filling the empty space. Embracing the darkness, they became the herald of one of the most destructive force in the known multiverse, the void lurking between the stars, the end of all things, the White Frost. Channeling the power of the void, their navigators could revert the curse and bring them back into the multiverse.

Fueled by Souls. Upon learning of their true nature many ponder how the warrior of the Wild Hunt became such juggernauts, straying so far from their delicate cousins. The answer might lie in their profane consumption of souls, fueling their might. When they returned from the void, the *Aen Elle* came back as hollow shells, craving the feelings and emotions the White Frost stripped away. They can only briefly feel alive though the souls of others, feeding it to the devouring void inside them, allowing them to exist a while longer until the emptiness finally consumes them all.

Slavery or Death. Those enslaved by the Wild Hunt are brought to their stronghold of Tir na Lia, rumored to be located somewhere in the Astral Sea or the Frostfell. The frozen Tir na Lia was founded on the corpse of a dead god, its spires constantly battered by psychic winds, echoing the sound of the tortured. There, their captives are slowly drained of their souls through excruciating tortures, carnal sins or soul-crushing toiling, building their fleet of naglfar ships. Once soulless, most turn into a statue of ice, but some survive the process and are released, useless and demented, babbling constantly about the coming of the White Frost.

SPECTRAL HUNT

Psychic Chorus. Most folks believe the Wild Hunt to be a horde of specters, but the truth is far more bizarre than one could imagine, they are in fact a sort of psychic projection, powered by the will of dozens of fey warriors joining in a chorus of minds that reaches through planes and dimensions. Through the guidance of a navigator, the warriors of the Hunt shape their will into a spectral looking horde. The Hunt can travel vast distances in this fashion, and even abduct creatures from other planes. However, this show of will is not without risk for the warriors, for the psychic feedback can be deadly, plunging them into unconsciousness for days or killing them outright.

Ritual Hunt. The beginning of a Hunt is not something undertaken lightly, the warriors gather ritually on the deck of the Naglfar ship and, under the supervision of their navigator, enter a deep trance state. While the warriors open their mind, the navigator channel the impetuous energy of the psychic winds of the Astral Sea. In the largest Hunts, when the king partakes, the crew of several ships merge mind, their psychic might bolstered by the presence of the king of the Wild Hunt. To reach through other planes the naglfar needs to be in the Astral Sea, near a color pool leading to the desired plane.

REGIONAL EFFECT

When the spectral hunt enters a region its mere presence is creating the following magical effects:

- A blisteringly cold wind blows through the region and the temperature drops significantly, covering the region in frost in a matter of seconds. While the spectral hunt is within the region, the region is subject to Extreme Cold and Strong Wind (p.110 of the Dungeon Master's Guide).
- While the spectral hunt is within the region, temporary portals to the Frostfell form in the region, allowing elemental creatures of the White Frost into the world to dwell nearby.
- A creature that witnesses the spectral hunt must make a DC 15 Wisdom saving throw. Fey creatures automatically succeed on the saving throw, as do any creatures, like elves, that have the Fey Ancestry trait. A creature that fails the saving throw remembers nothing but brutal and distorted flashes of memory from the events. On a successful save, the creature's memories remain intact but are a little hazy. Any spell that can end a curse can restore the creature's lost memories.
- When the spectral hunt returns to the Astral Sea, any unconscious creature within 5 feet of it must make a DC 15 Charisma saving throw. If the creature fails this save, it is instantly transported to the naglfar in the Astral Sea.

When the spectral hunt leaves or is destroyed, all of these regional effects fade instantly and the temperature slowly returns to normal.

SOUL TORMENT

Soul Torment is a curse that afflicts a creature whose soul is being slowly torn apart by vile magic. If the target dies out of exhaustion, the target's soul is destroyed and ceases to exist, preventing any use of resurrection magic on the creature. The curse lasts until removed by the *greater restoration* spell or other magic.

- For every 24 hours that elapse, the creature must succeed on a DC 19 Wisdom saving throw or suffer one level of exhaustion.
- While cursed, the creature is unable to sleep and the curse prevents the target from gaining any benefit from resting.
- The creature's emotions become cold and numb; it gains advantage on saving throws against being charmed or frightened but disadvantage on Wisdom and Charisma checks.



NAGLFAR

Gargantuan construct, chaotic evil

Armor Class 16 (natural armor)

Hit Points 297 (17d20 + 119)

Speed 0 ft., 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	7 (-2)	24 (+7)	3 (-4)	3 (-4)	16 (+3)

Saving Throws Con +11, Wis +0

Damage Immunities cold, poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, prone

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 6

Languages -

Challenge 12 (8,400 XP)

Innate Spellcasting. The naglfar's innate spellcasting ability is Charisma (spell save DC 15). The naglfar can innately cast the following spells, requiring no material components:

- At will: *ice storm*
- 2/day each: *fear*, *sleet storm*
- 1/day each: *investiture of ice*, *otiluke's freezing sphere*

Antimagic Susceptibility. The naglfar is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the naglfar must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

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

Soul Choir. Any creature within 30 feet of the naglfar that isn't immune to be frightened hears in its mind the screams of the hundreds of souls trapped in the ship. As a bonus action, the naglfar can force all affected creatures to make a DC 15 Wisdom saving throw. On a failure, the creature falls unconscious. The effect ends on the creature if it is waked up by the *lesser restoration* spells or similar magic. If a creature's saving throw is successful or the effect ends for it, it is immune to the Soul Choir for the next 24 hours.

Actions

Ram. Melee Weapon Attack: +10 to hit, reach 10ft., one target. *Hit:* 33 (5d10 + 6) bludgeoning damage.

Trap Soul. The naglfar targets one creature it can see within 30 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. If the target dies, the naglfar regains 22 (5d8) hit points. A creature killed by this attack cannot be brought back to life until the naglfar is destroyed.

NAGLFAR

Astral Vessels. During their travels through the planes, the Wild Hunt learned the secret allowing them to build their naglfar astral vessels, ships that protect them from the raging psychic winds of the Astral Plane. The naglfar are built by their many slaves out of the fingers and toe-nails of the dead, its hull is encased in supernatural ice and its sails made of flayed humanoid skin. A naglfar has no helm, for it is only guided by a navigator that "speaks" to the many souls trapped into the ship. These vessels and their crew of warriors often cross steel with other denizens of the Astral Plane, especially the githyanki, who they battle constantly with for supremacy over the Astral Sea.

Diabolical Catalyst. The naglfars are more than mere astral vessels, it is said that every slave that built it was slowly drained of its soul by the diabolical vessel, granting it a primitive consciousness and a thirst for souls. Simply standing near the ship can tear apart the mind of a creature, driving it into a magical coma. Imbued with the magic of the White Frost, the naglfar can summon supernatural cold, but it reveals its true potential as a magical catalyst for the powers wielded by navigators, allowing them to breach through dimensions or to tap into its almost limitless well of souls to fuel their spells.



SPECTRAL HUNT (RAIDERS)

Huge swarm of Medium fey, lawful evil

Armor Class 13

Hit Points 150 (20d12 + 20)

Speed 50 ft., fly 50 ft.

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

Damage Vulnerabilities fire, force

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

Damage Immunities cold, poison

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60ft., passive Perception 13

Languages Elvish, Primordial, Sylvan

Challenge 6 (2,300 XP)

Force Disruption. Whenever the spectral hunt takes force damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Herald of the Void. At the start of each of the spectral hunt's turns, each creature within its space must make a DC 14 Constitution saving throw, taking 9 (2d8) psychic damage plus 9 (2d8) cold damage on a failed save, or half as much damage on a successful one.

Incorporeal Swarm. The swarm can occupy another creature's space and vice versa; it 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. The swarm can't regain hit points or gain temporary hit points.

Actions

Void Touch. *Melee Spell Attack:* +6 to hit, reach 5ft., one creature. *Hit:* 20 (5d6 + 3) psychic damage. If this damage reduces the target to 0 hit points, the target is stable but unconscious for 1 hour, even after regaining hit points.

White Frost's Grasp. *Melee Spell Attack:* +6 to hit, reach 5ft., one creature. *Hit:* 20 (5d6 + 3) cold damage. If the target is killed by this damage, it becomes a frozen statue until it thaws.

SPECTRAL HUNT (RAIDERS)

A spectral hunt of this size represents usually half the crew of a Naglfar ship, or a smaller vessel. The Hunt will typically target a small settlement or an isolated town, raiding and killing swiftly, barely stopping, and vanishing as suddenly as they appeared, taking a few prisoners with them. Such raid leaves no chances of reaction from the defenders, striking with speed and fury.

SPECTRAL HUNT (WAR HOST)

A war host gather the combined efforts of several ships, requiring a great deal of concentration and collaboration from several navigators on their respective naglfar. A war host manifests as an unstoppable wave of wraith riders, stretching to the horizon in the night sky. Typically, such demonstration of strength is leaded by the spectral king itself, charging at the front of its spectral army. Gathering of this significance are rare, only happening in times of great war or disaster as the Wild Hunt can hear the call of a great many souls, ready for the harvest.

RITUAL HUNT

Twenty or more warriors of the Wild Hunt and one navigator within 30 feet of each other can magically form the mind chorus. Each of them must use its action and movement for 10 minutes to enter a trance state and must maintain concentration while doing so (as if concentrating on a spell). When all have finished, the spectral hunt begins, materializing on the other plane. The material body of the warriors are unconscious. Any damage or other effects that apply to the spectral hunt have no effect on the warriors's physical body, nor do they persist when they return to it. The spectral hunt can remain for 1 hour, until it or all its participants die, or until the navigator dismisses it as a bonus action. If the spectral hunt is destroyed or the navigator loses it concentration, all the participants are suffering from the psychic winds mental effects, failing automatically the saving throw (p.48 of the *Dungeon's Master Guide*). A warrior can't enter the trance again until it finishes a long rest.

SPECTRAL HUNT (WAR HOST)

Gargantuan swarm of Medium fey, lawful evil

Armor Class 15

Hit Points 345 (30d20 + 30)

Speed 50 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	20 (+5)	12 (+1)	10 (+0)	22 (+6)	19 (+4)

Saving Throws Dex +11, Wis +12

Damage Vulnerabilities fire, force

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

Damage Immunities cold, poison

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60ft., passive Perception 16

Languages Elvish, Primordial, Sylvan

Challenge 20 (25,000 XP)

Force Disruption. Whenever the spectral hunt takes force damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Herald of the Void. At the start of each of the spectral hunt's turns, each creature within its space must make a DC 19 Constitution saving throw, taking 13 (3d8) psychic damage plus 13 (3d8) cold damage on a failed save, or half as much damage on a successful one.

Incorporeal Swarm. The swarm can occupy another creature's space and vice versa; it 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. The swarm can't regain hit points or gain temporary hit points.

Actions

Multiattack. The spectral hunt makes two melee attacks. When its Soul Tear is available, it can use it in place of one attack.

Void Touch. *Melee Spell Attack:* +11 to hit, reach 5ft., one creature. *Hit:* 32 (6d8 + 5) psychic damage. If this damage reduces the target to 0 hit points, the target is stable but unconscious for 1 hour, even after regaining hit points.

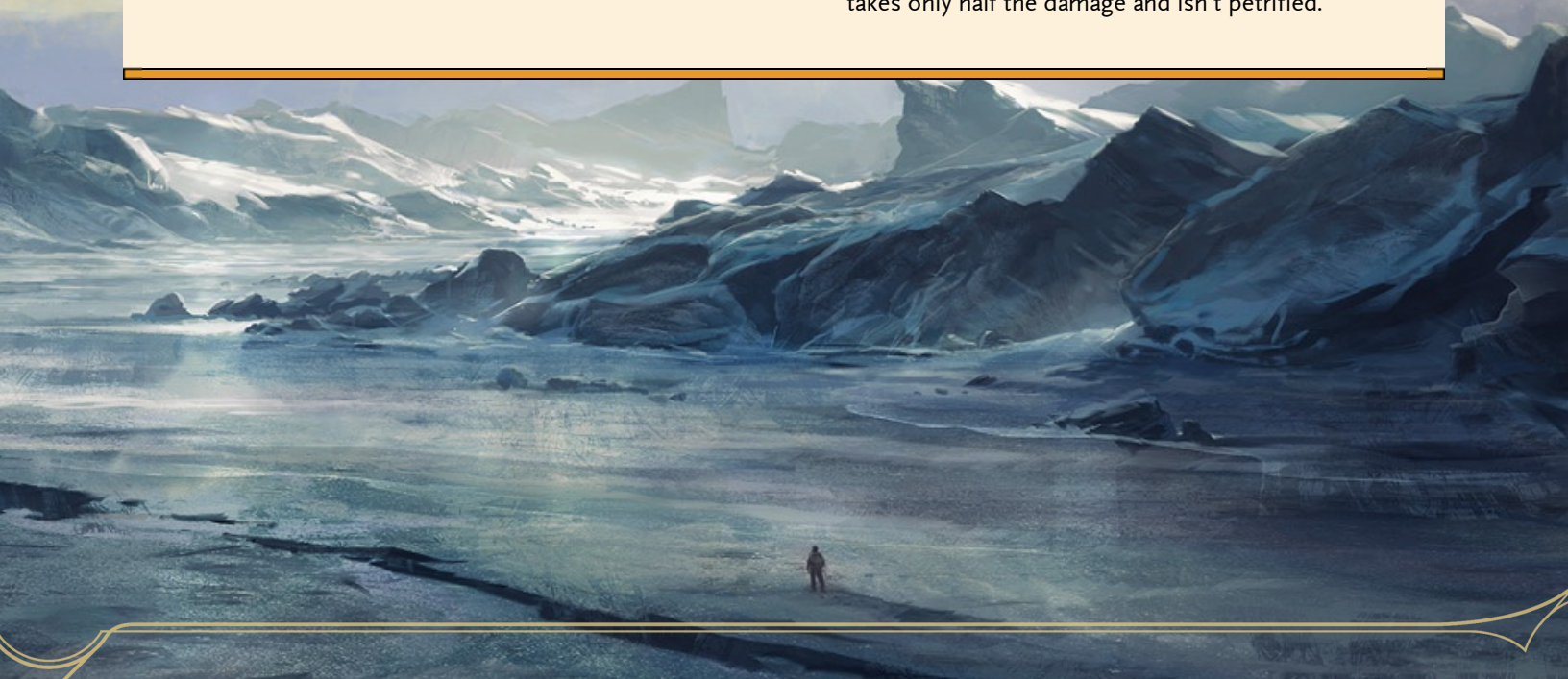
White Frost's Grasp. *Melee Spell Attack:* +11 to hit, reach 5ft., one creature. *Hit:* 32 (6d8 + 5) cold damage. If the target is killed by this damage, it becomes a frozen statue until it thaws.

Soul Tear (Recharge 5-6). The spectral hunt targets one creature it can see within 60 feet of it. The target must make a DC 19 Wisdom saving throw, taking 61 (7d8 + 30) psychic damage on a failed save, or half as much damage on a successful one. On a failure, the creature is cursed with Soul Torment (see Appendix).

Legendary Actions

The spectral hunt 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 spectral hunt regains spent legendary actions at the start of its turn.

- **Boreal Winds.** The spectral hunt erupts into an icy whirlwind. Each creature within its space must succeed on a DC 19 Strength saving throw or take 18 (4d8) cold damage and be knocked prone. On a successful save, the creature takes only half the damage and isn't knocked prone. The spectral hunt may then move up to half its flying speed.
- **Attack (Costs 2 Actions).** The spectral hunt makes one melee attack.
- **Flash Freeze (Costs 3 Actions).** The area within the hunt's space freezes instantly. Nonmagical fires in the area are extinguished, water in the area freezes, and the ground becomes difficult terrain. Spells that protect against cold damage are dispelled.
- **Glacial Vortex (Costs 3 Actions).** The spectral hunt chooses a point that it can see within 90 feet of it. Each creature in a 20-foot-radius sphere centered on that point must succeed on a DC 19 Constitution saving throw or take 27 (6d8) cold damage and be petrified, encased in ice, until the end of the spectral hunt's next turn. On a successful save, the creature takes only half the damage and isn't petrified.



SPECTRAL KING

Large fey, lawful evil

Armor Class 17

Hit Points 285 (30d10 + 120)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	24 (+7)	18 (+4)	25 (+7)	25 (+7)	28 (+8)

Saving Throws Dex +13, Int +13, Wis +13, Cha +14

Damage Vulnerabilities fire, force

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

Damage Immunities cold, poison

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses truesight 120 ft., passive Perception 17

Languages Elvish, Primordial, Sylvan

Challenge 21 (33,000 XP)

Force Disruption. Whenever the spectral king takes force damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Incorporeal Movement. The spectral king 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.

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

Actions

Multiattack. The spectral king makes three melee attacks. When its Soul Tear is available, it can use it in place of one attack.

Spectral Claws. *Melee Weapon Attack:* +13 to hit, reach 5ft., one creature. *Hit:* 25 (4d8 + 7) psychic damage plus 18 (4d8) cold damage.

Soul Tear (Recharge 4-6). The spectral king targets one creature it can see within 60 feet of it. The target must make a DC 19 Wisdom saving throw, taking 61 (7d8 + 30) psychic damage on a failed save, or half as much damage on a successful one. On a failure, the creature is cursed with Soul Torment (see Appendix).

Legendary Actions

The spectral king 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 spectral king regains spent legendary actions at the start of its turn.

- **Rend Mind.** The spectral king targets one creature afflicted by soul torment and that it can see within 60 feet of the king. The creature must make a DC 21 Wisdom saving throw. On a failure, the creature falls unconscious for 10 minutes. The effect on the creature ends if it takes damage or if the creature is no longer afflicted by Soul Torment.
- **Phantasmal Killer (Costs 2 Actions).** The spectral king casts *phantasmal killer* (spell save DC 21), no concentration required.
- **Soul Bound. (Costs 2 Actions).** The spectral king targets one creature it can see within 30 feet of it. A crackling cord of negative energy tethers the spectral king to the target. Whenever the spectral king takes damage, the target must make a DC 21 Constitution saving throw. On a failed save, the spectral king takes half the damage (rounded down), and the target takes the remaining damage. This tether lasts until the end of the spectral king's next turn.
- **Doomsayer (Costs 3 Actions).** The spectral king targets one creature it can see within 30 feet of it. The target must succeed on a DC 21 Wisdom saving throw or be magically cursed. Until the curse ends, the target has disadvantage on attack rolls and saving throws. The target can repeat the saving throw at the end of each of its turns, ending the curse on a success.

THE SPECTRAL KING

No enemy is more terrifying than the spectral king, who leads a horde of ghastly riders across the sky. Doom incarnate, he fears no opponent, for he can always decide that his adversary is doomed, which usually determines the outcome of any clash. Many suggest he is either an archfey or an archwraith. Beneath his ragged robes, he wears elements of an ancient suit of armor. The ornaments on his clothing and crown evoke associations with bones and death. The king of the Wild Hunt is the only known *Aen Alle* able to manifest his own spectral form, the spectral king, acting independently from any Hunt and without the help of a navigator.



DEARG RUADHRI

Forsaken Survivors. The *Dearg Ruadhri*, the elite knights of the forsaken eladrins, are the true, terrifying face of the Wild Hunt. They are the survivors of a highly organized military force. The civilization they rebuilt is rigid, solemn and awkward. It incorporates elements of a happier time, a sorrowful legacy of the once beautiful Tyr na Lia. Loyalty to the king is the core of their creed, and revenge on the *Aen Seidhe* and unicorns its foundations.

Ard Gaeth. The ancestral hatred that exists between the Wild Hunt and the unicorns dates back to events that occurred in time immemorial. Somewhere in the weave of the multiverse lies *Ard Gaeth* – the Gate of Worlds. The gods tasked the pure unicorns to keep the gate shut, keeping realities and worlds separated. Through trickery and conquest, the king of the Alders once forced the unicorns to open *Ard Gaeth*, seeking to use its power. Realizing their foolish plan that might have endangered the entire multiverse, the unicorns called on the magic of the eladrins to banish the *Aen Elle* through *Ard Gaeth* into the void.

Dream of Tyr na Lia. Tyr na Lia, the once magnificent home of the *Aen Elle* is no more, lost in time and space. The king of the Wild Hunt took upon himself to rebuild the city, and to claim a new home for the *Aen Elle* to endure the destruction and rebirth of the world. The *Dearg Ruadhri*'s distorted memory and frigid hearts prevents them from remembering the delicate and sophisticated beauty of Tyr na Lia. To compensate for their lack of creative beauty, the Hunt deals with creatures that can spark emotions through magic. In their dealings, they favor trade with succubi, devils, crones, and hags. For the same purpose, the Hunt kidnaps elven artists, especially architects, nymphs, satyrs, dryads, or even angels. Tragically, the constant torment they inflict on their captives' souls saps the very inspiration they need to create, making the task nigh impossible.

WARD AGAINST THE HUNT

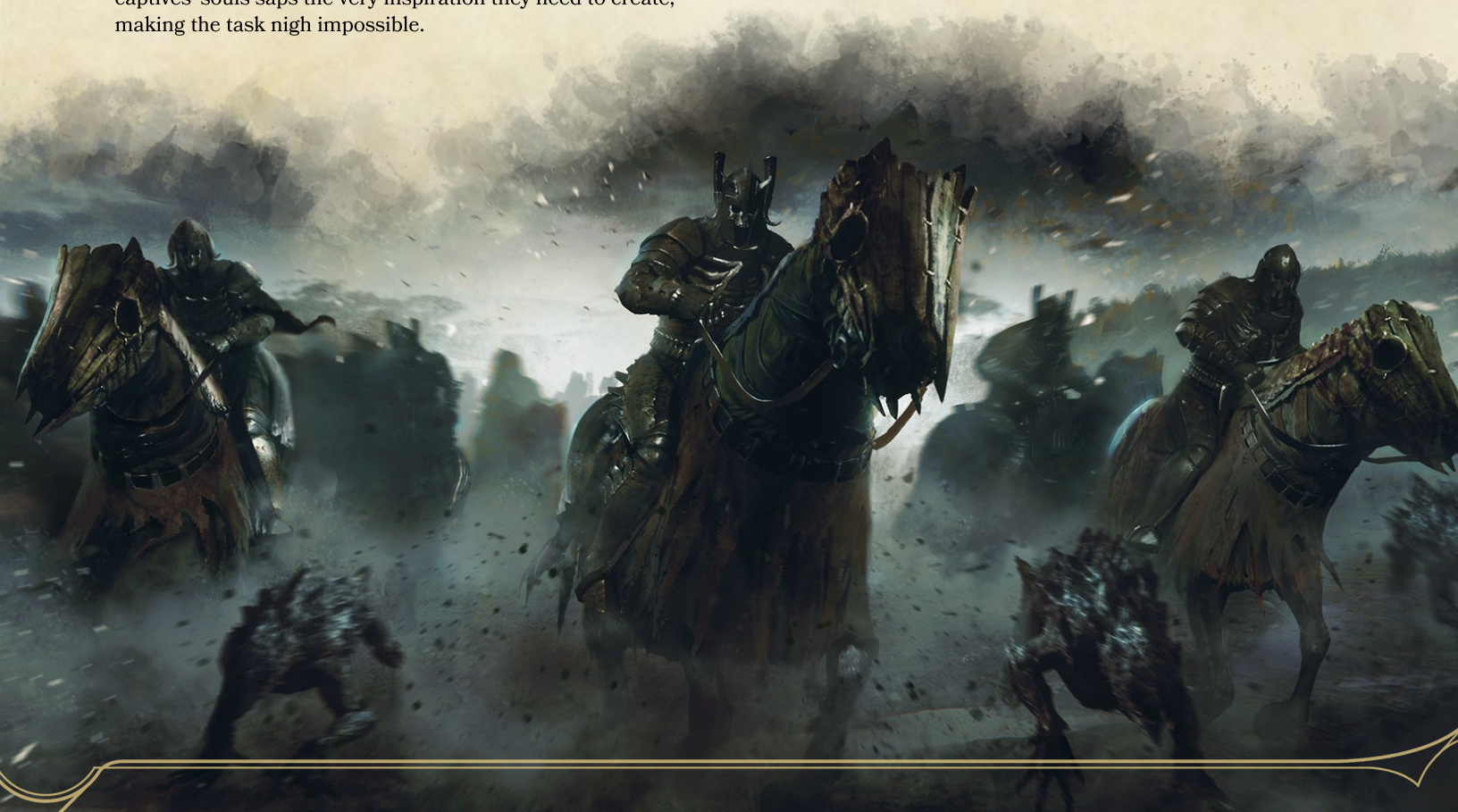
Some well versed alchemists might know how to prepare a charm to ward off the Wild Hunt. Mixed with powdered unicorn horn, extracts of mandrake roots and sanctified salts, this mixture is preserved in a special pouch.

UNICORN SALTS

Wondrous item, uncommon (requires attunement)

While wearing the pouch around your neck you are hidden from divination magic from fey creatures of evil alignment. You can't be targeted by such magic or perceived through magical scrying sensors. A fey creature of evil alignment who targets you with an attack or a harmful spell must first make a DC 13 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This effect doesn't protect you from area effects, such as the explosion of a fireball. You are immune to the memory loss induced by the spectral hunt and the Feywild.

Soulless Nature. A fey of the *Dearg Ruadhri* doesn't require sleep, doesn't age and cannot be resurrected.



EASNADH HUNTSMAN

Medium fey, lawful evil

Armor Class 17 (studded leather)

Hit Points 71 (11d8 + 22)

Speed 40 ft.

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

Saving Throws Dex +8, Cha +5

Skills Perception +8, Stealth +11, Survival +5

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

Damage Immunities cold

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 18

Languages Elvish, Primordial, Sylvan

Challenge 8 (3,900 XP)

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

- at will: *find steed*, *hunter's mark*
- 3/day each: *haste*, *misty step*, *pass without trace*
- 1/day each: *conjure volley*, *control weather*, *passwall*

Frost Weapons. The huntsman's weapon attacks are magical. When the huntsman hits with any weapon, the weapon deals an extra 2d8 cold damage (included in the attack).

Relentless Pursuer. If the huntsman has even a tiny piece of a creature or an object in its possession, such as a lock of hair or a splinter of wood, it knows the distance to and the most direct route to that creature or object, even if the creature or object and the huntsman are on different planes of existence. A creature or an item that is hidden from divination magic is immune.

Actions

Multiattack. The huntsman makes two melee attacks or two ranged attacks.

Shortsword Melee Weapon Attack: +8 to hit, reach 5ft., one creature. *Hit:* 8 (1d6 + 5) piercing damage plus 9 (2d8) cold damage.

Longbow. Ranged Weapon Attack: +8 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 9 (2d8) cold damage.

Eldritch Shot (Recharge 5-6). Ranged Weapon Attack: +8 to hit, range 150/600 ft., one target. *Hit:* 18 (3d8 + 5) force damage plus 18 (3d8) cold damage and the target must succeed on a DC 15 Constitution saving throw or have its speed reduced to 0 until the end of its next turn.

Summon Hounds (1/Day). The huntsman attempts to magically summon 1d4 + 1 hound of the wild hunt with a 50 percent chance of success. If the attempt fails, the huntsman takes 5 (1d10) psychic damage. Otherwise, the summoned hounds appear in an unoccupied space within 60 feet of its summoner and acts as an ally of its summoner. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

EASNADH HUNTSMAN

Invisible Watcher. Long ago, when the walls of Tyr na Lia stood strong, the *easnadh* huntsmen, the "all seeing ones", were tasked with keeping the borders of the realm safe. Nowadays they are the scouts and assassins of the Wild Hunt, scouring the planes for defenseless towns to raid and relentlessly tracking those of interest to the *Aen Elle*.

Thrill of the Hunt. Silent and deadly, the huntsmen are patient hunters. If given the occasion, they will plan elaborate ambushes, watching their target from the shadow for days before striking. If outmatched, the huntsmen will retreat, confident in their abilities to find their quarry later. They are learning with each encounter, studying the favorite tactics of their adversary and planning accordingly. In truth, the *easnadh* enjoy the thrill of the hunt, one of the few emotions they can still feel, and will often toy with their prey.



VARIANT: SPECTRAL KING

With this option, the king has a challenge rating of 25 (75,000 XP) and the following trait:

Spectral King (1/Day). As an action, the king psionically transform into the spectral king (see spectral hunt section), and can remain in this form for up to 12 hours. The king can choose whether its equipment falls to the ground, melds with its new form, or is worn by the new form. The king can revert to its true form using a bonus action on its turn. The king assumes the hit points of its new form, and when it reverts to its normal form, the king returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the king's normal form to 0 hit points, it isn't knocked unconscious. While in this new form, the king retains its game statistics and ability to speak, but its AC, movement modes, Strength, Constitution and Dexterity are replaced by those of the new form, and it gains any special senses, proficiencies, traits, actions, reactions and legendary actions that the new form has but that it lacks.

KING OF THE WILD HUNT

Mysterious Ruler. For most, the king of the Wild Hunt is nothing but a legend. Countless tales describe it in many ways, always dreadful. The name of the being behind the frightful mask, the identity of the lord of nightmares, remains unknown. It might still be the initial king of the *Aen Elle*, banished eons ago, but it might just as well be a title passed down from ruler to ruler. Nothing is ever certain when it comes to the king, for centuries of tales, propaganda and misinformation campaigns have created an intricate web of lies around the truth.

Destroyer of Worlds. The king is said to have once possessed *Ard Gaethe*, The Gate of Worlds, a great power allowing one to control space and time. With this power and its navigators, the Wild Hunt seemed unstoppable and tore asunder all who dared stand in their way, gaining control of other planes and exterminating all non-fey they could find, until they could be finally stopped and exiled. From this distant past, the king retains the terrifying ability to open vortex leading directly to the void and to plunge entire regions into Everlasting Winter.

EVERLASTING WINTER

Using the power of a thousand souls and undergoing a lengthy ritual taking 24 hours to complete, the king of the Wild Hunt can open a permanent screaming vortex, allowing the White Frost to pour into an entire region. One of the few known ways to end the Everlasting Winter is to cast a *wish* spell for that purpose while within 30 feet of the vortex; alternatively, a unicorn can willingly sacrifice its life, stepping into the vortex to close it and end the Everlasting Winter.

- The region is permanently subject to Extreme Cold, Strong Wind and Heavy Precipitation (heavy snowfall) (p.110 of the *Dungeon Master's Guide*). Spells affecting the weather conditions are ineffective and cannot improve the weather in any ways.
- Snow never ceases to fall and ice forms around surfaces. At first, effects are minor, frost covers everything as the temperature drops, small flora suffers the most, work and travel become very tiring. As time passes, the situation gets worst; after 5 days, plants die; after 10 days, unprotected animals die, and wells and small rivers freeze over, while regular buildings collapse or disappear under the ice and snow; after 20 days, only the tallest buildings are still visible, breaking through the sea of snow, rivers are entirely frozen.
- Psychic storms erupt frequently in the region. Every day, there is a twenty percent chance that characters in this region are caught in the path of a psychic storm moving 50 feet per round. Creatures with a passive Wisdom (Perception) score of 15 or more receive 1d4 rounds of warning: a screaming, maddening sound in the distance. A psychic storm is first sensed as a rapid darkening of the sky. After a few rounds, the area becomes as dark as a moonless night. Each creature affected by the storm must make a DC 15 Intelligence saving throw. On a failed save, the creature suffers the mental effect. Roll a d20 and consult the Psychic Wind Effects table (p.48 of the *Dungeon Master's Guide*) to determine the mental effects.



KING OF THE WILD HUNT

Medium fey, lawful evil

Armor Class 18 (plate armor)

Hit Points 312 (25d8 + 200)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	24 (+7)	26 (+8)	25 (+7)	25 (+7)	26 (+8)

Saving Throws Con +15, Int +14, Wis +14, Cha +15

Skills Athletics +15, Intimidation +15, Perception +14

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

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 24

Languages Elvish, Primordial, Sylvan

Challenge 22 (41,000 XP)

Innate Spellcasting. The king's innate spellcasting ability is Charisma (spell save DC 23). The king can innately cast the following spells, requiring no material components:

- At will: *find steed, misty step, sanctuary*
- 2/day each: *forcecage, maze, plane shift, wall of ice*

Bringer of Death. Any creature hostile to the king that starts its turn within 20 feet of the king must make a DC 21 Wisdom saving throw, unless the king is incapacitated. On a failed save, the creature is frightened until the start of its next turn. While frightened in this way, a creature has disadvantage on all saving throws. If a creature's saving throw is successful, the creature is immune to the king's Bringer of Death for the next 24 hours.

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

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

White Frost Weapons. The king's weapon attacks are magical. When the king hits with any weapon, the weapon deals an extra 4d8 cold damage and 4d8 psychic damage (included in the attack).

Actions

Multiattack. The king can use its Proclaim Edict. It then makes three melee attacks.

Greatsword. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage plus 18 (4d8) cold damage and 18 (4d8) psychic damage.

Proclaim Edict. The king targets up to three creatures that it can see within 30 feet of it. Each target must succeed on a DC 21 Wisdom saving throw. In case of failure the target is under one of the following effects, chosen by the king:

1. **Edict of Death.** The next time the target is taking damage, its hit point maximum is reduced by an equal amount and the Edict ends for it. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.
2. **Edict of Despair.** Whenever the target makes an attack roll or a saving throw, the target must roll a d10 and subtract the number rolled from the attack roll or saving throw and the Edict ends for it.
3. **Edict of Obedience.** If the target makes an attack or casts a spell that affects an enemy creature, the target takes 22 (4d10) psychic damage and the Edict ends for it.

Legendary Actions

The king 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 king regains spent legendary actions at the start of its turn.

- **Teleport.** The king magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.
- **Command the Hunt (Costs 2 Actions).** Up to three friendly creature within 120 feet of the king that can hear it can use their reactions to move up to their speed and each make one weapon attack.
- **Screaming Vortex (Costs 3 Actions).** The king targets a space that it can see within 60 feet of it. A vertical column of White Frost energies erupts from a dimensional rift at the location. Each creature in a 10-foot radius, 40-foot-high cylinder centered on a point must succeed on a DC 21 Strength or Dexterity saving throw (target's choice) or be trapped by the vortex. While trapped, the target is incapacitated and take 18 (4d8) cold damage and 18 (4d8) psychic damage at the start of each of its turns. If this damage reduces the target to 0 hit points, it dies and no mortal magic can return that creature to life. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The target remains there until the effect ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. If the effect ends for a creature, it must succeed on a DC 21 Wisdom saving throw or acquires a long-term madness randomly determined.

HONOR GUARD

Some chosen among the *Dearg Ruadhri* have the immense honor to defend the navigators. These personal guards can draw power from the navigator itself. A member of the honor guard has the following traits:

Shared Spellcasting. While members of the honor guard are within 60 feet of a navigator, they can each cast the following spells but must share the daily uses among themselves:

At will: *frostbite*, *misty step*, *ray of frost*
3/day each: *armor of agathys* (4th-level version),
ice storm, *protection from energy*
1/day each: *elemental bane*, *investiture of ice*

For casting these spells, each member of the honor guard is a 12th-level spellcaster that uses Charisma as its spellcasting ability. The spell save DC is 12 + the member's Charisma modifier, and the spell attack bonus is 4 + the member's Charisma modifier.

War Magic. When a member of the honor guard uses its action to cast a cantrip, it can also take a bonus action to make one weapon attack.

NAVIGATOR

Prized Officers. Navigators, or *arwain' cyfren*, are amongst the most prized advisors of the king of the Wild Hunt and, on account of their extraordinary abilities, high ranking officers of the Wild Hunt. Calling on arcane magic, navigators can guide the warriors of the Hunt along mystic pathways through time and space in order to reach other worlds. As powerful mages, they rely in combat first and foremost on their spells and supernatural powers. They are also masters of immediate dimensional transport, such as teleportation, which they make ample use of in a fight.

Dimensional Mastery. Navigators are the product of selective breeding, often unwilling, between *Aen Elle* and elven or fey partners gifted with the ability to manipulate time and space, the inner gift for magic. The prized offsprings are then tutored by other navigators, a pupil spending several decades under its master's tutelage before receiving the command of its own naglfar ship. Some pupils cut this apprenticeship short by making a pact with a permafrost elemental, creating the bond of the hjarthane. Such shortcut comes with its own risk, those that fail become tormentors.

A NAVIGATOR'S LAIR

The "lair" of a navigator differs from common definitions. In fact, the lair isn't so much a place as it is a catalyst for the navigator's magic, a naglfar ship (see Spectral Hunt section) or a hjarthane elemental (see White Frost Elemental section). When the navigator is within sight of a catalyst, it can use its lair actions. A navigator cannot use its lair actions if its catalyst is incapacitated, killed or unconscious.

A navigator encountered in its lair has a challenge rating of 16 (15,000 XP).

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the navigator takes a lair action to cause one of the following magical effects; the navigator can't use the same effect two rounds in a row:

- The navigator folds dimension, altering any magical travel. Until initiative count 20 on the next turn, the destination of any magical travel attempt, such as the *teleportation*, *portal* or *plane shift* spell, done within 360 feet of the navigator is redirected to a location of its choosing, within the limitation of the initial effect's range.
- The navigator summons the White Frost, spreading as a wave of supernatural cold, flash freezing anything within its path. In a 90-foot line that is 30 feet wide blasting from the navigator in a direction it chooses, nonmagical fires are extinguished, water is frozen, and the ground becomes difficult terrain. Each creature that is not immune to cold damage must succeed on a DC 18 Dexterity or Constitution saving throw (creature's choice) or be petrified, encased in ice until the end of its next turn.
- The navigator channels the tumultuous psychic winds, breaching the barrier between worlds in a 90-foot line that is 30 feet wide blasting from the navigator in a direction it chooses. Each creature in that line must succeed on a DC 18 Wisdom saving throw or suffer from the Psychic Winds mental effects (p.48 of the *Dungeon's Master Guide*).



NAVIGATOR

Medium fey, lawful evil

Armor Class 18 (plate armor)
Hit Points 172 (23d8 + 69)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	17 (+3)	18 (+4)	14 (+2)	22 (+6)

Saving Throws Con +8, Int +9, Wis +7, Cha +11
Skills Arcana +9, History +9, Insight +7, Perception +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Damage Immunities cold
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 17
Languages Elvish, Primordial, Sylvan
Challenge 15 (13,000 XP)

Innate Spellcasting. The navigator's innate spellcasting ability is Charisma (spell save DC 19). The navigator can innately cast the following spells, requiring no material components:

- At will: *dimension door*, *fire shield* (chill shield only), *misty step*, *scrying*, *thaumaturgy*
- 3/day each: *arcane gate*, *banishment*, *cone of cold*, *telekinesis*
- 2/day each: *commune*, *Otiluke's freezing sphere*, *plane shift*, *teleport*, *wall of ice*
- 1/day each: *foresight* (self only), *gate*

Sorcery Points. The navigator has 20 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Heightened Spell: When it casts a spell that forces a creature to make a saving throw to resist the spell's effects, the navigator can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell: When it casts a spell that has a casting time of 1 action, the navigator can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Frost Weapons. The navigator's weapon attacks are magical. When the navigator hits with any weapon, the weapon deals an extra 5d8 cold damage (included in the attack).

Actions

Multiattack. The navigator makes two melee attacks or two ranged attacks.

Ice Orb. Ranged Spell Attack: +11 to hit, range 150 ft., one target. *Hit:* 22 (5d8) cold damage.

Quarterstaff. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 22 (5d8) cold damage or 6 (1d8 + 2) bludgeoning damage plus 22 (5d8) cold damage if used with two hands.

Summon Elemental (3/Day). The navigator magically summons 1d4 + 1 hound of the wild hunt or 1d2 white frost elemental. The summoned creatures appear in an unoccupied space within 60 feet of their summoner and act as an ally of their summoner. They remain for 10 minutes, until they or their summoner dies, or until their summoner dismisses them as an action.

Legendary Actions

The navigator 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 navigator regains spent legendary actions at the start of its turn.

- **Permafrost Mantle.** The navigator creates an icy mantle of protection on itself. The next time that it takes bludgeoning, slashing, or piercing damage, that damage is reduced to 0, and the mantle is destroyed.
- **Absorb Essence (Costs 2 Actions).** One elemental within 20 feet of the navigator takes 13 (3d8) necrotic damage, and the navigator regains 3 (1d4 + 1) sorcery points, up to its maximum of 20.
- **Ice Orb (Costs 2 Actions).** The navigator makes one ice orb attack.
- **Mass Phase (Costs 2 Actions).** Up to three friendly fey creatures within 30 feet of the navigator can use their reactions to teleport, along with any equipment they are wearing or carrying, up to 120 feet to an unoccupied space they can see.



RED RIDER

Medium fey, lawful evil

Armor Class 18 (plate)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	14 (+2)	13 (+1)	13 (+1)	16 (+3)

Saving Throws Dex +8, Con +6, Cha +7

Skills Intimidation +11, Perception +5

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

Damage Immunities cold

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 15

Languages Elvish, Primordial, Sylvan

Challenge 9 (5,000 XP)

Innate Spellcasting. The rider's innate spellcasting ability is Charisma (spell save DC 15). The rider can innately cast the following spells, requiring no material components:

- at will: *find steed*
- 3/day each: *counterspell*, *misty step*, *staggering smite*
- 1/day each: *destructive wave*, *geas*, *locate creature*

Frost Weapons. The rider's weapon attacks are magical. When the rider hits with any weapon, the weapon deals an extra 3d8 cold damage (included in the attack).

Unicorn Slayer. When the rider hits a celestial with a weapon attack, the celestial takes an extra 10 (3d6) damage of the weapon's type.

Actions

Multiattack. The rider makes two attacks.

Loa'then Spear. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 13 (3d8) cold damage, or 8 (1d8 + 4) piercing damage plus 13 (3d8) cold damage if used with two hands to make a melee attack. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or it can't regain hit points until the curse is lifted by a *remove curse* spell or similar magic. If the spear is thrown, it immediately flies back in the rider's hands after the attack.

Summon Hounds (1/Day). The rider attempts to magically summon 1d4 + 1 hound of the wild hunt with a 50 percent chance of success. If the attempt fails, the rider takes 5 (1d10) psychic damage. Otherwise, the summoned hounds appear in an unoccupied space within 60 feet of its summoner and acts as an ally of its summoner. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

Reactions

Frost Globe (2/Day). When the rider is hit by an attack, it becomes surrounded by a frost globe that has 50 hit points. Whenever the rider takes damage, the globe takes the damage instead. If a creature hits the globe with a melee attack, the creature takes 10 cold damage. If the globe is reduced to 0 hit points, the rider takes any remaining damage. While the globe remains, the rider is incapacitated and regains 20 hit points at the start of its turn.

RED RIDER

Inner Circle. Each Wild Hunt warrior has gone through a rigorous selection process, but the king's personal cavalcade includes only the most brutal and most ferocious of the *Aen Elle*. The inner circle, as they are sometimes called, are the initial members of the *Dearg Ruadhri*, the true red riders. They still wear their red heraldry, and all swore the *zvaere loa'then*, the oath of hatred, to exterminate all the unicorns and pursue their bloody crusade across the planes. Their signature weapon is the loa'then spear, a magical spear forged with the horn and the blood of a slayed Unicorn.

Honor Guard. A red rider that is part of the honor guard (see the "Honor Guard" sidebar, in the Navigator section) has a challenge rating of 11 (7,200 XP).



TORMENTOR

Botched Navigator. Many navigator aspirants lack the patience and dedication to master their powers, they are the ones that turn to permafrost elementals, venturing deep into the Frostfell. Some manage to tame the elemental, merging their essence in the hjarthane bound and finding a balance between the destructive power of the White Frost and their ego. The ones too weak to oppose their will are swallowed all by the devouring hunger of the void, leaving behind nothing more than a hollow shell.

Traitor to the Creed. If all members of the *Dearg Ruadhri* have a weeping wound inside them, the tormentors have a gaping gash, peering directly into the void's maw. Tormentors are completely unconcerned with the ideals of the Wild Hunt, for naught is left of their personality, and they care nothing for the fate of the *Aen Elle* or their past. Many turn "traitors", disassociated with the Wild Hunt and taking on their own, only interested in hastening the coming of the White Frost and feeding their insatiable hunger. Navigators especially despise them, for the weakness they showed and the wasted potential they represent. The ones that do stay, find convenience in the raids of the Hunt, facilitating their acquisition of souls. Still, the role that tormentors play in Tyr na Lia, and the Wild Hunt as an all, is essential. They are tolerated as a necessary evil to advance a bigger cause.

FETCH

When a tormentor takes a hold of someone's soul, it can imprint a part of it in a simulacrum called a fetch. Created with the *simulacrum* spell, a fetch can only replicate a creature that is afflicted by Soul Torment from the tormentor. A tormentor can have five fetches at any one time, disregarding the limitation of the *simulacrum* spell. A fetch has the following traits:

Perfect Replica. A fetch can access the integrality of the memory from the creature it impersonates, mimicking perfectly its emotions and thoughts. When the fetch makes a Charisma check to impersonate, it can replace the number it rolls with a 15. Additionally, no matter what it says, magic that would determine if it is telling the truth indicates that it is being truthful.

Twin Souls. Whenever the fetch takes damage, the creature it impersonates must make a DC 15 Wisdom saving throw. On a failed save, the fetch takes only half the damage dealt to it, and the creature takes the other half.

Psychic Report (Recharges after a Short or Long Rest). While the fetch maintains concentration, for 10 minutes (as if concentrating on a spell), it telepathically transmits its memories of the last 24 hours to its master, regardless of distance, so long as they are both on the same plane of existence.

Psychic Leech. What magical essence lied in the tormentor was absorbed by the White Frost, filling the void left with otherworldly psionic energies. Tormentors are psychic leech, slavers and torturers. They break the will of the prisoners, draining them avidly of their soul and inflicting excruciating torment until nothing is left but a servile, broken, captive. Tormentors use their insidious powers to fashion partially real substitute of a creature, formed from ice or snow, and infused with a fragment of the creature's soul. These fetches, as they are called, take the place of a creature, living its life as the creature would have until its master requires its service. Fetches are often released after raids, pretending to be returning survivors, spreading fear and misinformation on the Wild Hunt. In other cases, when the disappearance of a person would cause too much of a commotion, or when the tormentor would gain to have a pawn in a strategic location, a person is kidnaped purposely to be replaced by a fetch.



TORMENTOR

Medium fey, neutral evil

Armor Class 18 (plate armor)

Hit Points 142 (15d8 + 75)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	20 (+5)	20 (+5)	8 (-1)	16 (+3)

Saving Throws Int +9, Wis +3, Cha +7

Skills Deception +7, Intimidation +11, Perception +3

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

Damage Immunities cold, psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 13

Languages Elvish, Primordial, Sylvan, telepathy 120 ft.

Challenge 12 (8,400 XP)

Innate Spellcasting (Psionics). The tormentor's innate spellcasting ability is Intelligence (spell save DC 17). It can innately cast the following spells, requiring no components:

- At will: *detect thoughts*, *misty step*
- 2/day each: *fear*, *phantasmal killer*, *staggering smite*
- 1/day each: *circle of power*, *dream*, *geas*, *simulacrum*

Psychic Absorption. Whenever the tormentor is subjected to psychic damage, it takes no damage and instead regains a number of hit points equal to the psychic damage dealt.

Psychic Weapons. The tormentor's weapon attacks are magical. When the tormentor hits with any weapon, the weapon deals an extra 2d8 psychic damage (included in the attack).

Actions

Multiattack. The tormentor makes two attacks, only one of which can be with its psychic whip.

Psyblade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 9 (2d8) psychic damage or 9 (1d10 + 4) slashing damage plus 9 (2d8) psychic damage if used with two hands.

Psychic Whip. *Melee Spell Attack:* +9 to hit, reach 20 ft., one creature. *Hit:* 23 (4d8 + 5) psychic damage and the target is grappled (escape DC 17) if it is a Large or smaller creature. If the target is a Large or smaller creature, it is pulled up to 20 feet closer to the tormentor. Until this grapple ends, the target is restrained, and the tormentor can't use its psychic whip on another target.

Soul Drain (Recharges 5-6). The tormentor targets one creature it can see within 5 feet of it that isn't an undead, elemental or construct. The target must make a DC 17 Wisdom saving throw, taking 37 (5d8 + 15) psychic damage on a failed save, or half as much damage on a successful one. On a failure, the creature is cursed with Soul Torment (see Appendix).

Legendary Actions

The tormentor can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The tormentor regains spent legendary actions at the start of its turn.

- **Psychic Leech.** One creature that the tormentor is grappling with its psychic whip takes 9 (2d8) psychic damage and the tormentor regains hit points equal to that amount.
- **Torment (Costs 2 Actions).** The tormentor targets one creature afflicted by soul torment and that it can see within 30 feet of the tormentor. The creature must make a DC 17 Wisdom saving throw. On a failure, the creature is frightened until the end of its next turn and the tormentor immediately recharges Soul Drain. While frightened in this way, whenever the tormentor takes damage, the target must make a DC 17 Constitution saving throw. On a failed save, the tormentor takes only half the damage dealt to it, and the creature takes the other half.

REGIONAL EFFECT

The territory within 2 miles of a tormentor is altered by the creature's psionic presence, which creates one or more of the following effects:

- Sleep is plagued by ominous nightmares, painting a terrifying picture of the White Frost's coming. A humanoid resting for at least 3 hours within 2 miles of a tormentor must make a DC 12 Wisdom saving throw. On a failed save, the supernatural nightmares last the duration of the creature's sleep and the creature gains no benefit from its rest. Creatures that don't sleep, such as elves, are unaffected. A *protection from evil and good* spell cast on a creature prevents the nightmares, as does a *magic circle*.
- Fetches created by the tormentor are empowered by its presence and have advantage on all saving throws.

- When a creature magically divines information, such as through an *augury* or *clairvoyance* spell, the tormentor can provide false information. The tormentor can shape the contents of any vision granted to the creature, creating false landscapes, creatures, and other sensory phenomena. Alternately, the tormentor can impersonate a contacted entity, providing false or misleading answers. The creature can make a DC 18 Wisdom (Insight) check after the divination ends. On a success, the creature becomes aware that something is wrong and the information received has been tampered with. The nature of the tormentor, however, remains hidden.

If the tormentor dies, these effects immediately end.

WILD HUNT GENERAL

Medium fey, lawful evil

Armor Class 21 (plate armor)
Hit Points 187 (25d8 + 75)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	19 (+4)	17 (+3)	13 (+1)	13 (+1)	18 (+4)

Saving Throws Str +13, Con +9, Wis +7, Cha +10
Skills Athletics +13, Intimidation +16, Perception +7
Damage Immunities cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 17
Languages Elvish, Primordial, Sylvan
Challenge 17 (18,000 XP)

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

- At will: *find steed, misty step, thaumaturgy*
- 3/day each: *fear, staggering smite*
- 2/day each: *banishing smite, destructive wave*

Frost Weapons. The general's weapon attacks are magical. When the general hits with any weapon, the weapon deals an extra 4d8 cold damage (included in the attack).

Juggernaut. A weapon deals two extra dice of its damage when the general hits with it (included in the attack). The general deals double damage to objects and structures.

Pain Indifference. The general's AC includes its Constitution modifier.

Actions

Multiattack. The general can use its Booming Teleport or Inspire Dread. It then makes two attacks.

Maul. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) bludgeoning damage plus 18 (4d8) cold damage and the target must succeed on a DC 18 Constitution saving throw or be stunned until the start of the general's next turn.

Booming Teleport. The general, along with any objects it is wearing or carrying, teleports up to 60 feet to an unoccupied space it can see. Each creature within 5 feet of the general before it teleports must succeed on a DC 18 Constitution saving throw or take 18 (4d8) force damage and be pushed up to 10 feet away and knocked prone. If the saving throw is successful, the creature takes half the force damage and isn't flung away or knocked prone.

Inspire Dread (Recharges 5-6). The general exudes magical terror. Any creature hostile to the general within 30 feet of the general must succeed on a DC 18 Wisdom saving throw or be frightened for 1 minute. While frightened in this way, a creature has disadvantage on Intelligence, Wisdom and Charisma saving throws. If a frightened target ends its turn more than 30 feet away from the general, the target can repeat the saving throw, ending the effect on itself on a success.

WILD HUNT GENERAL

Immortal Nightmare. Those that cross path with generals of the Wild Hunt are destined to see them appear in their nightmares for the rest of their lives. Generals of the Wild Hunt wield great power and make for formidable opponents. Experts in the art of war, they fought in the countless battles and campaigns for conquest waged by the *Aen Elle* in other worlds. General's armors are covered with blade marks—mementos earned during their thousands of battles. They prize physical confrontation above all else, seeking out direct, bloody skirmishes where opponents pit their strength, agility and training against each other in a contest to the death.

Weakness of the Flesh. Empowered by the thousands of souls they consumed over the course of centuries, generals became immune to physical pain and nearly invulnerable to all blows. However, the high cost required to maintain their immortality also left them weakened against more common desires and delights. To the contrary of most *Aen Elle*, generals are prone to wallow in corporeal pleasures, reveling in fiendish orgies and crones' sabbath.



WILD HUNT WARRIOR

Medium fey, lawful evil

Armor Class 18 (plate armor)

Hit Points 44 (8d8 + 8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +5, Cha +4

Skills Intimidation +6, Perception +3

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

Damage Immunities cold

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 13

Languages Elvish, Primordial, Sylvan

Challenge 3 (700 XP)

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

- At will: *find steed*
- 3/day each: *misty step*, *wrathful smite*

Frost Weapons. The warrior's weapon attacks are magical. When the warrior hits with any weapon, the weapon deals an extra 1d8 cold damage (included in the attack).

Actions

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 10 (2d6 + 3) plus 4 (1d8) cold damage.

Halberd. *Melee Weapon Attack:* +5 to hit, reach 10ft., one target. *Hit:* 8 (1d10 + 3) plus 4 (1d8) cold damage.

Reactions

Arcane Rush. After a magical teleport the warrior can make one melee weapon attack with advantage.

WILD HUNT WARRIOR

Merciless Brigade. The warriors of the Wild Hunt are members of this elite cavalry brigade, commanded by their ambitious and ruthless king. These fearless and highly trained fighters can be found wherever the Hunt goes, filling the crews of naglfar ships or riding on their spirit steeds. In combat, they focus their attacks on dangerous enemies, especially enemy spellcasters.

Honor Guard. A Wild Hunt warrior that is part of the honor guard (see the "Honor Guard" sidebar, in the Navigator section) has a challenge rating of 5 (1,800 XP).

VARIANT: CORSAIR

Corsairs spend most of their time on naglfar ships, sailing the Astral Sea and honing their skills in skirmishes against githyanki warriors, githzekai monks and other creatures of this dangerous plane. A corsair has a challenge rating of 5 (1,800 XP) and the following additional traits:

- **Action Surge** (*Recharges after a Short or Long Rest*). On its turn, the corsair can take one additional action and a possible bonus action.
- **Endless Hunt** (*Recharges after a Short or Long Rest*). When the corsair takes damage that reduces it to 0 hit points, it immediately regains 20 hit points.

Honor Guard. A corsair that is part of the honor guard (see the "Honor Guard" sidebar, in the Navigator section) has a challenge rating of 7 (2,900 XP).



WHITE FROST'S DENIZEN

Frozen Essence. Very little is known of the elemental force called the White Frost. Invisible and ineluctable it prowls at the border of the known multiverse or manifest amidst the eternal ice of the Frostfell. Few creatures can survive its touch, and only a handful of elemental species are known to be created from its deleterious force. Elementals of the White Frost are rarely found outside of frozen regions, for they thrive in cold climates, still, some talented conjurer might bend one to its will and summon it in unusual places. Outside of tundra and glaciers they can alternatively be found in the Wild Hunt's wake, reveling in its path of destruction.

HOUND OF THE WILD HUNT

Strange Beasts. Born, or so some experts believe, of magical ice crystal, the hounds of the Wild Hunt are frequently found within the Wild Hunt ranks of smaller minions or wandering the frozen wastes of the Frostfell. "Hound" is a bit of a misnomer, for these are no normal dogs, but strange four-legged beasts born in some nameless place far beyond our world and time. At a glance, one can see that any relation these hounds have to dogs is very distant indeed. Their heads feature blunt snouts and almost no neck whatsoever, melding abruptly into their barrel-chested abdomen.

Merciless Hunter. This monster runs on four widely-spaced legs tipped with sharp claws. Its grotesque body is covered in hard, coarse armor. The hounds are pack hunters and merciless creatures that obey their master's every command, killing with brutal efficiency. Their elemental nature allows them to summon ice spikes within melee reach, making long range attacks or reach weapon necessary against them.



HOUND OF THE WILD HUNT

Medium elemental, neutral evil

Armor Class 15 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	3 (-4)	13 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold

Senses passive Perception 13

Languages understands Primordial but can't speak

Challenge 1 (200 XP)

Ice Walk. The hound can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Pack Tactics. The hound has advantage on an attack roll 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

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 4 (1d8) cold damage.

Ice Spikes (Recharges after a Short or Long Rest). The hound magically summons ice spikes out of the ground. Each creature within 5 feet of the hound of the wild hunt must succeed on a DC 12 Dexterity saving throw or take 10 (3d6) cold damage.

ICE WRAITH

"These ice wraiths are lucid, serpentine creatures of magic, as if conjured from the frozen tundra and glaciers of the Frostfell itself." - Galmar Stone Fist

Elemental Serpent. The creature known as ice wraith is an elemental creature with a serpent-like body that usually only appears in the Frostfell and snowy places. It can be very difficult to see due to its transparency and frosty glow. It typically avoid large group of enemies and despise fire. One should carry many torches and other open flames in hope to keep them at bay. Ice wraith are commonly seen in pairs or alone. They are especially deadly when they hunt in pairs, coordinating their attack on the weakest members of the group, hoping to force the others to abandon them.

Fearsome Ambusher. During an ambush, an ice wraith usually waits for a prey to pass by, blending perfectly with its environment. When it attacks, it inflicts as much damage as it can before retreating as quickly as it appeared. It is an extremely agile creature; moving through the air with slithering motions that makes it very difficult to hit at range, and once it enters melee it is incredibly evasive. It slithers in and out of reach with fearsome unpredictability, striking fast and then withdrawing out of reach again. If it meets some resistance it will disappear in the wilderness for a time, letting its bite weaken the wounded before returning.

Cruel Scavenger. Unless compelled to, ice wraiths do not serve the Wild Hunt, but can often be seen at the site of an ongoing raid, feeding on the stragglers and the survivors. In this regard, they are akin to vultures following a pack of predators, they hover above the wounded, reveling in their suffering and waiting for the frostbites to incapacitate them and start eating them alive.

JÖRMUNGANDR

"The serpent grew so large that it was able to surround the world and grasp its own tail. Thus, we gave him the name of Jörmungandr, the World Serpent. When it releases its tail, the end times will begin." - Northern tale of the end times.

World Serpent. In northern lands, the ice wraiths hold a significant role in tribal cultures. They symbolize the unforgivable winter, the incarnation of the end times, the serpents that will devour the world. Impressive bonfires are lit at night to protect the villages and repel them. None was more feared that the one they called Jörmungandr, the "World-Serpent". If the legends are to be believed, Jörmungandr was a serpent so large that it wrapped itself around the world, plunging it into an ice age. When it was defeated by the gods, it shattered into thousands of ice shards. The tribes believe that each of the shards fled into a smaller version of the World Serpent, each carrying a piece of its essence. These figures are often represented on murals biting their own tail, a reference to their dreadful power.

Ouroboros. Jörmungandrs are notably larger than regular ice wraiths, some are rumored to be of the size of a whale or small dragon. Their serpentine body is barely visible under any circumstances, as if they were only slightly peering through reality. Their disincarnated nature allows them to shift from plane to plane in an instant, making them extremely difficult to fight by conventional means. Perhaps even more frightening is their ability to form the ouroboros, the ring of frost. When a jörmungandr bites its own tail, it opens a rift of freezing elemental energy, swallowing any unfortunate soul close to the monster. Few have ever escaped from the rift, but their testimony is always terrifying. Some believe this is how the world will end one day, when all the jörmungandr will gather in the sky, reforming the World Serpent and consume everything in a ring of frost.



ICE WRAITH

Large elemental, chaotic evil

Armor Class 19

Hit Points 75 (10d10 + 20)

Speed 0 ft., 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	28 (+9)	14 (+2)	6 (-2)	15 (+2)	7 (-2)

Saving Throws Dex +12

Skills Perception +5, Stealth +12

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, poison

Condition Immunities grappled, paralyzed, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 15

Languages Primordial

Challenge 6 (2,300 XP)

Deadly Ambusher. In the first round of a combat, the ice wraith can make a Freezing Bite attack as a bonus action and has advantage on attack rolls against any creature it surprised.

Evasion. If the ice wraith is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Snowy Stealth While in a snowy environment, the ice wraith has advantage on Dexterity (Stealth) checks made to hide, and it can take the Hide action as a bonus action.

Actions

Freezing Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 18 (2d8 + 9) piercing damage plus 9 (2d8) cold damage. The target must succeed on a DC 14 Constitution saving throw, or for 1 minute, take 9 (2d8) cold damage at the start of each of its turns, its speed is halved; it can take either an action or a bonus action on each of its turns, not both; and it can't take reactions. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Reactions

Slither Away. The ice wraith adds 3 to its AC against one melee attack that would hit it. To do so, the ice wraith must see the attacker. If the attack misses, the ice wraith moves up to its speed and doesn't provoke an opportunity attack when it moves out of an enemy's reach.

JÖRMUNGANDR

Huge elemental, chaotic evil

Armor Class 17

Hit Points 172 (15d12 + 75)

Speed 0 ft., 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	24 (+7)	20 (+5)	8 (-1)	15 (+2)	7 (-2)

Saving Throws Con +9, Dex +11

Skills Perception +6, Stealth +11

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, poison

Condition Immunities grappled, paralyzed, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 16

Languages Primordial

Challenge 12 (8,400 XP)

Etherealness. As a bonus action, the jörmungandr magically enters the Ethereal Plane from the Material Plane, or vice versa.

Evasion. If the jörmungandr is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Snowy Stealth While in a snowy environment, the jörmungandr has advantage on Dexterity (Stealth) checks made to hide, and it can take the Hide action as a bonus action.

Actions

Multiattack. The jörmungandr makes two melee attacks.

Freezing Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (2d12 + 7) piercing damage plus 18 (4d8) cold damage. The target must succeed on a DC 15 Constitution saving throw, or for 1 minute, take 18 (4d8) cold damage at start of each of its turns, its speed is halved; it can take either an action or a bonus action on each of its turns, not both; and it can't take reactions. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ouroboros (Recharge 5-6). The jörmungandr bites its own tail and start spinning on itself, opening a rift of supernatural frost to the Frostfell. Each creature within 10 feet of the jörmungandr must succeed on a DC 15 Strength or Dexterity saving throw (target's choice) or be trapped by the rift. While there, the target is incapacitated and take 21 (6d6) cold damage at the start of each of its turns. If the target is killed by this damage, it becomes a frozen statue in the Frostfell. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The target remains there until the effect ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

WHITE FROST ELEMENTAL

Large elemental, neutral evil

Armor Class 16 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	5 (-3)	10 (+0)	7 (-2)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, poison

Condition Immunities exhaustion, paralyzed, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Primordial

Challenge 5 (1,800 XP)

Detect Heat. The elemental can magically sense the presence of heat sources, including warm-blooded creatures, up to 5 miles away. It knows the general direction they're in but not their exact locations.

Drain Warmth. When a creature of the elemental's choice starts its turn within 60 feet of the elemental, the elemental can force the creature to make a DC 13 Constitution saving throw if the elemental isn't incapacitated. On a failed save, the creature has vulnerability to cold damage for 1 minute, until it has immunity to cold damage. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the elemental's Drain Warmth for the next 24 hours. A *lesser restoration* spell ends this effect.

Ice Walk. The elemental can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Actions

Multiattack. The elemental makes two slam attacks.

Hurl Ice. *Ranged Weapon Attack:* +7 to hit, range 60/240 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 9 (2d8) cold damage.

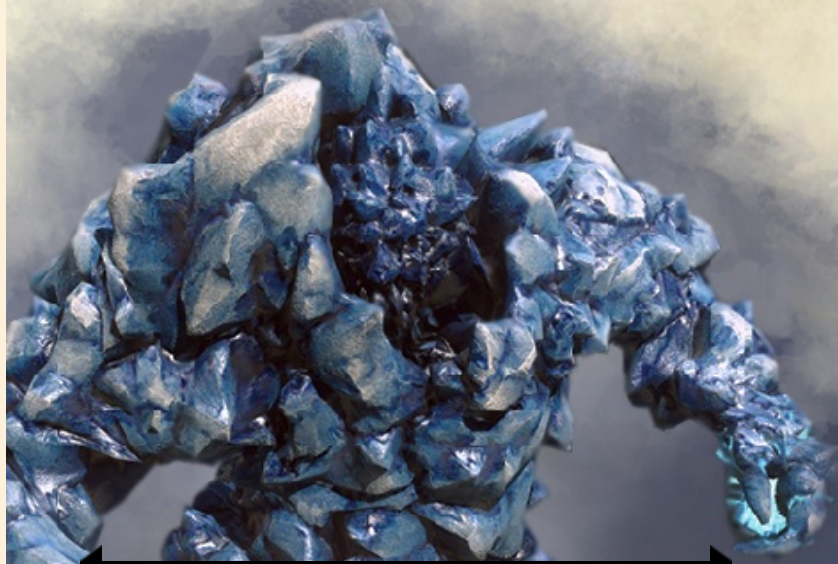
Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 4 (1d8) cold damage.

WHITE FROST ELEMENTAL

"I thought to myself - what's a hunk of ice doing in the middle of some lab? And then that hunk of ice got up and broke my legs." – Yarrick Lovt, burglar

Extinguish all Warmth. A white frost elemental is a mass of frozen water animated by the White Frost magic. Deprived of conscience, this single-minded elemental is incarnating the White Frost, it is bound to consume and destroy any source of heat it encounters. This creature reacts in one possible way when meeting with warm-blooded living creature: kill them all. They can detect a source of heat within miles around them, when they do, they rush in a straightforward line, moving in an unstoppable path of destruction that cannot be reasoned with.

Accidental Summoning. Adventurers have thankfully few chances to cross path with this creature, unless they make a specialty of visiting the most inaccessible pics and the harshest frozen wastelands of the world. On rare occasions the botched summoning of any kind of elemental can call a white frost elemental. Most conjurers are puzzled as to how it is even possible, but, sadly, there are enough documented cases to simply disregard the eventuality. This occurs significantly more often at times of Wild Hunt sightings or during cold, clear, winter nights



OPTIONAL: PALE NIGHT

When the Wild Hunt rides in the night sky or the pale dead stars are aligned, most conjurers know it is folly to call upon elemental servants. When a spellcaster attempt to summon an elemental creature with a spell such as *conjure elemental*, it must make on a DC 16 Wisdom saving throw. On a failed save, the spell conjures a hostile white frost elemental, as if it had lost concentration on its spell.

PERMAFROST ELEMENTAL

Large elemental, neutral evil

Armor Class 18 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	5 (-3)	10 (+0)	7 (-2)

Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities cold, poison
Condition Immunities exhaustion, paralyzed, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Primordial
Challenge 10 (5,900 XP)

Detect Heat. The elemental can magically sense the presence of heat sources, including warm-blooded creatures, up to 5 miles away. It knows the general direction they're in but not their exact locations.

Drain Warmth. When a creature of the elemental's choice starts its turn within 60 feet of the elemental, the elemental can force the creature to make a DC 16 Constitution saving throw if the elemental isn't incapacitated. On a failed save, the creature has vulnerability to cold damage for 1 minute, until it has immunity to cold damage. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the elemental's Drain Warmth for the next 24 hours. A *lesser restoration* spell ends this effect.

Ice Walk. The elemental can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Actions

Multiattack. The elemental makes two slam attacks, and uses its Freeze Heart if it can.

Hurl Ice. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage plus 9 (2d8) cold damage.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 9 (2d8) cold damage.

Freeze Heart (Recharge 5-6). The elemental targets one creature it can see within 60 feet of it that isn't an undead, elemental or construct. The target must make a DC 16 Constitution saving throw, taking 13 (3d8) cold damage on a failed save, or half as much damage on a successful one. On a failure, the creature is cursed with Soul Torment (see Appendix).

Reactions

Condemn Fire. The elemental can force a creature within 60 feet of it that is casting a spell that can deal fire damage to make a DC 16 Constitution saving throw. On a failed save, the creature takes 1d8 cold damage per level of the spell, and the spell has no effect and is wasted.

Heinous Reprisal. In response to being hit by a melee attack that deals fire damage, the elemental can make one melee weapon attack with advantage against the attacker.

VARIANT: HJARTHANE

An elemental can gain power from a pact with a navigator. A hjarthane has a challenge rating of 12 (8,400 XP) and the following additional traits:

Hjarthane Bound. The elemental is magically bound to a navigator. As long as the navigator and its hjarthane are on the same plane of existence, the navigator can telepathically call the hjarthane to travel to it, and the hjarthane knows the distance and direction to the navigator. If the hjarthane is within 60 feet of the navigator, half of any damage the navigator takes (rounded up) is transferred to the hjarthane.

Regeneration. The hjarthane regains 20 hit points at the start of its turn. If the hjarthane takes fire damage, this trait doesn't function at the start of the hjarthane's next turn. The hjarthane is killed only if it starts its turn with 0 hit points and doesn't regenerate.

PERMAFROST ELEMENTAL

Ice Juggernaut. Permafrost elementals have no qualms about carrying out their destructive purpose. Gifted with incredible strength, they are completely invulnerable to poison, deprived of sensitive organs, hard as permafrost and all in all incredibly difficult opponents. Above all, one should refrain from using against them what might seem their logical bane, fire, for it will fuel the creature's unbridled fury. It is especially true when it comes to fire magic, as they will turn it against its wielder. Beyond that remains only prayer.

Hjarthane Bound. Permafrost elementals are rarely seen joining directly the Wild Hunt. Similarly to ice wraiths and hounds, they follow the pathways opened by the spectral hunt to enter our world but do not hold any influence inside the Wild Hunt. There is a notable exception regarding navigators, that deal closely with the creatures to learn and empower their magic. When a pact is made between the two, the frozen heart of the navigator is placed inside the elemental, encased by the ice of its massive body. The permafrost elemental equally gains from the symbiosis, becoming a Hjarthane. As long as one of them remains, the mystical bound can be used to regenerate the other.

WRAITH

Wraith is malice incarnate, concentrated into an incorporeal form that seeks to quench all life. The creature is suffused with negative energy, and its mere passage through the world leaves nearby plants blackened and withered. Animals flee from its presence. Even small fires can be extinguished by the sucking oblivion of the wraith's horrifying existence.

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

OPTIONAL: WRAITH REJUVENATION

Often, simply destroying the physical form of a wraith isn't enough to get rid of it permanently. Most wraith haunt a specific location and sending them to their final death will require some extra work. If destroyed, a wraith will regain all its hit points in 24 hours, unless prevented to in the following ways:

- **Nightwraith.** Reforms at the place of its haunting unless a *dispel evil and good* or *greater restoration* spell is used on its remains and its bones are splashed with holy water and then burned.
- **Noonwraith.** Reforms at the place of its haunting unless a *remove curse* spell is used on the anchor bounding it to this world. The anchor could be a wedding ring, a bride's veil, wedding vows or even, in some cases, a person or its remains.
- **Plague Maiden.** Reforms somewhere in the region unless it was destroyed in the area of effect of a *hallow* spell specifically casted for this purpose.
- **Hym.** Reforms unless the hymn's initial victim is freed from the indefinite madness of the wraith.

EXTRA POWERS

Ghost and wraith were once people, with their own personalities, dreams, hopes and flaws. When they died some of their abilities carried in undeath. You can add the following **Innate Spellcasting** options to any kind of ghost, specters or wraith to make it more unique. These abilities are affecting the CR of the creature as indicated. Please note that, in some case, the ability might be more powerful or useful when combined with some other feature already included in the creature's profile. To know the spell DC of the powers refer yourself to the Spell DC table.

Number of options	CR Increase
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1-2	+1
3+	+2

ENTROPY

By essence, ghost are entropic creatures, forces of decay infused with necrotic energies. The creature can use the *bestow curse*, *ray of enfeeblement* and *vampiric touch* spells once per short rest.

GRAVETOUCH

Unexplainable cold spots are often associated with haunted places and many ghost do have the power to summon supernatural cold. The creature can use the *ray of frost* cantrip at will and the *sleet storm* and *cone of cold* spells once per short rest.

MADNESS

Many ghosts are utterly mad, driven insane by an eternity in constant sorrow. Some of them have the ability to project that madness. The creature can use the *crown of madness*, *confusion* and *fear* spells once per short rest.

SUPERNATURAL LOCKDOWN

The creature is able to lockdown a place, preventing anyone to enter or leave it without powerful magic. The ghost can use the spell *arcane lock* at will and the *mordenkainen's private sanctum* and *wall of force* spells once per short rest.

TELEKINESIS

Many ghost have the ability to move object and people with the sheer strength of their will. The creature can use the cantrip *mage hand* at will and the spell *telekinesis* once per short rest.

UBIQUITOUS

Some ghost are known to haunt multiple places at once, or to be able to appear instantly from a location to another, even when separated by great distances. The creature can use the *simulacrum* and *teleport* spell once per short rest to move between places related to its story.

WARP

Many ghosts have the ability to manipulate reality, shapping it to reflect the constant pain they are experiencing. The creature can use the *animate object*, *seeming* and *silence* spells once per short rest.

INNATE SPELLCASTING - SPELL DC

Challenge Rating	Spell DC	Spellcasting level
0-4	13	1st
5-8	15	5th
9-12	16	11th
13-16	18	17th
17-20	19	20th

NIGHTWRAITH

When the sun sets, the fields become the domain of midnight demons who draw their power from moonlight. Dark as the night itself and filled with grief, they roam the fields lit by silver light. Woe to those who are spotted by a nightwraith.

Born of Grief. Some say you should fear a nightwraith as much as you should pity it. Nightwraiths exude an immense sadness, coupled with an helpless wrath. One can feel instantly the profound distress coming from the wraith, pouring out of it like a well of endless despair. The story of a nightwraith is always a tragic one, they were killed by loved ones, betrayed by a close friend or the victim of an hideous plot. Some legends say you can put a nightwraith to rest by avenging it, bringing its tormentor to justice or making their killer weep for them sincerely on their grave. The truth is, nothing is ever so easy.

Terror of the Night. Like noonwraiths, nightwraiths are mostly found in rural areas and only a handful of cases involving a nightwraith have been reported in cities. Travelers fall victim to them most often, but if legends are to be believed they also sneak into huts at times and murder peasants in their sleep. Do not believe the old wife tales and think yourself completely safe from nightwraiths during the day. They appear under the light of the sun as well, but are much weaker then than after dusk. Nightwraiths are, like most wraith, drawn to the site of many deaths and their presence increase near battlefields or mass graves.



NIGHTWRAITH

Medium undead, neutral evil

Armor Class 14

Hit Points 110(13d8 + 52)

Speed 0ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	18 (+4)	12 (+1)	14 (+2)	17 (+3)

Damage Resistances acid, fire, lightning, thunder, bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60ft., passive Perception 12

Languages the languages it knew in life

Challenge 7 (2,900 XP)

Incorporeal Movement. The nightwraith 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.

Moonlight Dance. Each non-undead creature within 60 feet of the nightwraith that can see it must succeed on a DC 15 Wisdom saving throw or become charmed, joining the wraith in its maddening dance. The creature is free from the enchantment if it takes any damage. Each hour passed dancing, the creature gains one level of exhaustion. A charmed target can repeat the saving throw each hour, with disadvantage if the nightwraith is within line of sight, 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 nightwraith's Moonlight Dance for the next 24 hours.

Actions

Life Drain. *Melee Weapon Attack:* +7 to hit, reach 5ft., one creature. *Hit* 27 (5d8 + 4) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction last until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Deathly Projection (Recharge 5-6). The nightwraith creates 4 Deathly Projection of itself and becomes ethereal, as for the *etherealness* spell, until they are all destroyed or it dismisses them with an action. If this ability is used again while any Projections remain, they crumble to dust and 4 new ones are formed. Any damage inflicted by the projections heals the nightwraith by an equal amount.

DEATHLY PROJECTION

Medium undead, neutral evil

Armor Class 14

Hit Points 9 (1d8 + 4)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	18 (+4)	12 (+1)	14 (+2)	17 (+3)

Damage Resistances acid, fire, lightning, thunder, bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge -

Incorporeal Movement. The projection 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.

Life Drain Aura. The deathly projection drains the life of all living creatures around it. All non-undead creatures within 20 feet around the projection automatically suffer 7 (2d6) necrotic damage at the beginning of the projection's turn.

OPTIONAL: CURSE OF THE NIGHT MAIDEN

In some parts of the world nightwraith are known under a different name, night maiden. These creatures, always female of appearance, are known for visiting at midnight pregnant women that were wronged by the man that impregnated them. The wraith curses the child growing in her womb. The following pregnancy is plagued with nightmares and constant exhaustion, as the growing child drains away the life of the unfortunate mother. If the pregnancy comes to terms, it will always result in the death of the mother and the birth of a stillborn child. In the following night the child will raise as a botchling, hellbent on killing his father. The only known way to prevent the curse to follow its course is to cast the *remove curse* spell on the mother, ending the pregnancy in a miscarriage.



NOONWRAITH

Medium undead, neutral evil

Armor Class 15

Hit Points 110 (13d8 + 52)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	21 (+5)	18 (+4)	12 (+1)	14 (+2)	17 (+3)

Damage Resistances acid, lightning, thunder, bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 8 (3,900 XP)

Incorporeal Movement. The noonwraith 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.

Midday Dance. Each non-undead creature within 60 feet of the noonwraith that can see it must succeed on a DC 15 Wisdom saving throw or become charmed, joining the wraith in its maddening dance. The creature is free from the enchantment if it takes any damage. Each hour passed dancing, the creature gains one level of exhaustion. A charmed target can repeat the saving throw each hour, with disadvantage if the noonwraith is within line of sight, 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 noonwraith's Midday Dance for the next 24 hours.

Moonlight Sensitivity. At night, the noonwraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit* 32 (6d8 + 5) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken and the noonwraith 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.

Searing Heat (Recharge 4-6). The noonwraith wraps heat and dust around her. Every creature within 20 feet of the wraith must make a DC 15 Dexterity saving throw, taking 22 (6d6) fire damage on a failed save and being blinded until the end of their next turn. Creatures take half as much damage on a successful saving throw and are not blinded.

NOONWRAITH

Noonwraiths are born at high noon out of heat, sadness and the sweat of ploughmen. In the hot air above the fields, they gather to dance madly, creating air vortexes, but the specters dislike being watched. Those who peep are forced to dance with them.

Innocence Lost. Crops swaying in the fields on a windless day indicate that a noonwraith is nearby. These monsters kill humans who venture into the fields at noontime, thus, farmers return home or seek shelter in the shade at this time of the day. The noonwraith is a sun-burned old woman. Clothed in a linen, she hovers just above the ground, her hair white from constant exposure to the sun. Streaks of light drift about her, and when necessary she uses these to blind her opponents. The noonwraith's frock and shoes suggest she once was a young girl, who venturing into the fields, joined in a spectral dance and thus entered the spirit world as a wraith.

Wronged Brides. The noonwraiths are the spirits of young women and girls who died violent deaths right before their weddings. Driven mad with pain or anger, they wander the fields searching for their unfaithful lovers or backstabbing rivals, though they will kill anyone who does not get out of their way in time. They are often held in this world by some object of intense emotional significance. That is why, if one ever finds a wedding ring or torn veil in the middle of a field, one should not pick it up, but instead back away as quickly as possible. Contrary to popular belief, noonwraiths can also be encountered at night, but are much weaker than during the day.



PLAGUE MAIDEN

When plague ravages a region, a spirit will sometimes walk its lands, a ghost resembling an ill woman whose flesh rots off her bones and in whose wake crawls a cavalcade of rats and vermines. No one knows whether this spirit brings the pox with her or is merely drawn to it like a moth to a light. Yet it is certain that she delights in dealing pain and suffering, in hearing the howling and moaning of men.

Subtle Influence. Many have called into question the very existence of plague maidens, or pestae, as they are sometimes called. Only two confirmed sightings of such a creature have ever been recorded, both during times of raging epidemic. The truth is that the work of a pestae can most of the time be attributed to natural causes. It's very difficult to assert with certainty the presence of the creature and only the most knowledgeable of scholars, wraith-hunters and apothecaries can detect its work.

Deceitful Spirit. Some suggest that plagues maiden can pass for other type of ghost or wraith, hiding their presence and true identity on purpose. As the name "plague maiden" suggests, these wraiths take the appearance of females, though exactly why that is remains a mystery. Most scholar speculate they, like other such wraiths, arise from the powerful emotional charge associated with certain circumstances of death, such as death preceded by a long and particularly painful illness. To the difference of many other wraith the plague maiden are not bound to a location and can travel great distances, they go were epidemics spread or move to new regions to start them, which of the two is uncertain.

Feverish Worship. Those afflicted by the supernatural disease of a pestae will sometime experience fever induced visions, showing them a feminine figure floating over them. In some regions raging with epidemics, plague cults have spread, actively exposing members to the disease to receive the "blessing" of the lady. In some rare cases some of these individuals are living in an inexplicable state of harmony with a devouring cancer, wrapping their body with scabs and boils but somehow keeping them alive, sometime long after their life expectancy.

REGIONAL EFFECTS

The region containing a plague maiden suffers of the creature's insidious presence, creating the following magical effects:

- Using natural and magical healing is a difficult thing in the region. All Wisdom (Medicine) checks are made with disadvantage and casters that want to use healing magic must first make a DC 13 Charisma saving throw. On a failure the spell has no effect and the spell slot used is wasted.
- Epidemics start to spread quickly in the region. Saving throws made against diseases in the region have disadvantage and incubation time is reduced by half.
- Vermin, especially rats and flies, start to converge toward the region and show signs of unusual swarm behavior and increased aggressiveness. These swarms are always carrying diseases.

When the plague maiden is destroyed, all of these regional effects fade over 10 days.



PLAGUE MAIDEN

Medium undead, neutral evil

Armor Class 16

Hit Points 211 (17d8 + 136)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	22 (+6)	26 (+8)	20 (+5)	14 (+2)	17 (+3)

Saving Throws Dex +11, Con +13, Int +10

Skills Deception +13, Stealth +13

Damage Resistances acid, cold, fire, lightning, thunder, bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 14 (11,500 XP)

Contagious Ichor. When a creature within 10 feet of the pestae hits it with an attack it must make a DC 18 Constitution saving throw, contracting a disease on failure, as per the *contagion* spell.

False Appearance. The plague maiden can modify its appearance to look like any other kind of ghost, specter or wraith. Nothing short of a *true seeing* spell or equally powerful magic can pierce the illusion.

Incorporeal Movement. The plague maiden 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.

Pestilence Aura. At the start of each of the plague maiden's turns, each creature affected by a disease within 90 feet of it must make a DC 18 Constitution saving throw, suffering from the full effect of the aura on failure, based on the number of diseases contracted. The pestae can decide to exclude a creature from the aura. The effects of the levels of infection are cumulative:

1. *disease:* The creature takes 14 (3d8) necrotic damage.

2. *diseases:* The creature is unable to regain hit points by any means.

3. *diseases:* the creature takes 14 (3d8) poison damage.

4. *diseases:* The creature gains a level of exhaustion.

Regeneration. The plague maiden regains 20 hit points at the start of its turn if it has at least 1 hit point. If the plague maiden takes radiant damage this trait doesn't function at the start of the pestae's next turn.

Supernatural Plague. The body of a pestae contains simultaneously all diseases that ever existed, aggravated by the wraith. The DC of all diseases originating from the wraith is raised to 18. All diseases have supernatural origins and bypass the immunity of characters usually immune to them (like druids, monks or paladins). When a feature refers to the *contagion* spell, the disease immediately takes effect and lasts for 7 days.

Actions

Plague Caress. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit* 20 (3d8 + 6) necrotic damage plus 14 (3d8) poison damage. The creature make a DC 18 Constitution saving throw, contracting a disease on failure, as per the *contagion* spell.

Legendary Actions

The plague maiden 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 plague maiden regains spent legendary actions at the start of its turn.

Teleport. The plague maiden magically teleports, along with any equipment its wearing or carrying, up to 120 feet to an unoccupied space it can see.

Plague Caress. The pestae makes one plague caress attack.

Fetid Breath (Costs 2 Actions). The plague maiden exhales a 30-foot cone of flies and noxious gaz. Each creature in that area must make a DC 18 Constitution saving throw, contracting a disease on a failed save, as per the *contagion* spell.



HYM'S MADNESS

d100 Indefinite Madness

- 01- "My anger consumes me. I can't be reasoned with
20 when my rage has been stoked."
- 21- "Someone is plotting to kill me. I need to strike first
40 to stop them!"
- 41- "I have intermittent hallucinations and fits of
60 catatonia."
- 61- "I convince myself that things are true, even in the
80 face of overwhelming evidence to the contrary."
- 81- "My perception of reality doesn't match anyone
00 else's. It makes me prone to violent delusions that
make no sense to anyone else."

Hym

Some men have got good reason to fear their own shadows. A tyrant slowly loses grip over his kingdom, shutting out all his advisers, accusing his most loyal knights of plotting against him. The father that drowns his children during the last famine screams at them in the street, asking for forgiveness one second and cursing them the other. These are all signs of Hym's haunting. These wraiths torment the guilty, the wicked and the mad, driving them always further down the path of insanity.

Attracted by Wickedness. Monsters most commonly claim innocents as their victims: tardy merchants, reckless children and travelers who wander into dark woodlands out of misplaced curiosity. None of the above need fear hymns, however. These wraiths only latch onto particularly despicable or guilty individuals who have committed some unspeakable crime. To all others, they remain completely invisible, hiding in the Border Ethereal. When they do show themselves to the one they torment, they appear as a tall, shadow-clad, humanoid silhouette with long, sharp claws.

Tormentors. Yet hymns do not sink these claws into their victims. Instead, they sap their strength indirectly, through inflicting suffering. Speaking in a voice only the victim hears, they drive him to commit acts of violence, aggression and self-harm. A hym will seize on a guilty person's worst fears and weave out of them hideous visions, slowly driving the poor soul into madness. Evil creatures are certainly the ones that should fear the hym most, but those that committed acts of wickedness in the name of a greater cause should equally fear for their soul.

Descent into Madness. Those tormented by a hym are incapable of restful sleep, for they are tormented by ever-more-frequent, incredibly-realistic nightmares. At times the victim will become extremely on edge, yelling pleas or threats at invisible phantoms or confessing his guilt out loud in the hope this will end her torment. This act does not, however, bring any relief, for the hym will not leave until it has added its victim's wits completely or driven him to suicide.

OPTIONAL: TRICKING A HYM

In theory, a hym can be tricked to leave its victim. Hymns attack those who have guilty conscience and can be tempted to take a new, fresher host. Tricking the creature is a daunting task though. The trickster can't know its a trick, he needs to truly believe he committed a fool deed. If the new host doesn't feel true sorrow the hym will sense it and won't take the bait. When the hym realizes it has been tricked, it will be forced to leave, giving its sanity back to its victim and abandoning its lair.



HYM

Large undead, neutral evil

Armor Class 16 (19 in dim light or darkness)
Hit Points 158 (15d10 + 75)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	22 (+6)	20 (+5)	20 (+5)	14 (+2)	19 (+4)

Saving Throws Dex +11 (+14 in dim light or darkness), Con +10

Skills Stealth +11

Damage Resistances acid, cold, fire, lightning, thunder, bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities necrotic, poison

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

Senses truesight 120 ft., passive Perception 12

Languages all, telepathy 120 ft.

Challenge 13 (10,000 XP)

Innate Spellcasting. The hym's innate spellcasting ability is Charisma (spell save DC 17). The hym can innately cast the following spells, requiring no material components:

At will: *darkness*, *dream*, *phantasmal force*
3/day each: *evard's black tentacles*, *phantasmal killer*
1/day: *weird*

Etherealness. The hym enters the Ethereal Plane from the Material Plane, or vice versa with a bonus action. The hym is invisible while on the Border Ethereal and it can't affect or be affected by anything on the other plane.

Incorporeal Movement. The hym 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.

Shadow Being. While in dim light or darkness, the hym gains +3 to its AC, Dexterity saving throw and can take the Hide action as a bonus action.

Actions

Multiattack. The hym makes three attacks, one with its sapping tether and two with its shadow claws.

Shadow Claws. *Melee Weapon Attack:* +11 to hit, reach 10ft., one target. *Hit* 24 (4d8 + 6) 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 last until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Sapping Tether. *Melee Weapon Attack:* +11 to hit, reach 10ft., one target. *Hit* 17 (2d10 + 6) psychic damage and the target's Wisdom score is reduced by 1d6. The target gains a Hym's Indefinite madness if this reduces its Wisdom to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Legendary Actions

The hym 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 hym regains spent legendary actions at the start of its turn.

Shadow Step. The hym magically teleports up to 60 feet to an unoccupied space it can see that is in dim light or darkness. It then has advantage on the next melee attack before the end of its next turn.

Shadow Claws. The hym makes one shadow claw attack.
Torment (Costs 3 Actions). The hym targets on creatures with Hym's indefinite madness that it can see within 60 feet of it. the target must succeed on a DC 17 Wisdom saving throw, taking 33 (6d10) psychic damage on a failed save, or half as much damage on a successful one. If the saving throw is failed by 5 or more the creature gains a short-term madness.

A HYM'S LAIR

A hym's lair completely depends on the nature of the person its currently haunting. The lair will usually have a significance for the victim, probably where she committed her fool deed.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the hym takes a lair action to cause one of the following magical effects:

- Signs of haunting are manifested, blood pool over the walls, black gooey ectoplasme boils on the ground or dreadful screams echo in the lair. All non-undead creatures must succeed on a DC 10 Wisdom saving throw or become frightened until the end of their next turn.
- Unholy energy suffuse through the lair, all undead creatures in the lair have advantage on all saving throws until initiative count 20 on the next round.
- The temperature drops significantly inside the lair, slippery ice forms on surfaces, making a 20 foot radius difficult terrain. When a creature moves onto it for the first time on a turn, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone.



ARCH-WRAITH

The arch-wraith, also sometimes called draug, deathless, grim-reaper or koschei is a mythical creature, straight from ancient legends of heroes and epic deeds. When the hero enters the burning hells to rescue his beloved, or when he has to avenge his father's death, the arch-wraith is often his opponent. Why are poets so keen to cast this monster as the arch-enemy? Well, the creature is a wraith, so it fits any dark story featuring a curse or vengeance from the beyond. There's no telling how it actually looks like, so its terrifying visage can be described in many ways without risking accusation of confabulation. Furthermore, it is a powerful creature, a prince of the damned, so it makes an ideal villain.

Born from Tragedy. Wraith of such power are exceedingly rare, the combination of emotional charge and brutality needed to create the creature occur maybe once in a century. When entire armies are slaughtered in a day, when a town disappear in a cataclysm or a sudden disease wipes out a country, an arch-wraith can be born. Still it requires a leader with an exceptionally strong will to raise as such. There is always a constant in the creation myth of an arch-wraith, the leader played a major part in the destruction of its people, enslaving their soul in its passing. As they served it in life, so shall they in death.

Kingdom of Nightmare. The arch-wraith can be described in various ways, as has been said, but is always a lethal foe. Forget its huge strength, invulnerability to most weapons, fearlessness and supernatural abilities. One cannot just defeat such a creature using conventional means. As with every wraith, there is some tragic event connected to it, forcing the creature to remain among the living. The wraith is untouchable, unreachable for anyone who is not part of that story, hidden in a Domain of Dread that leaks through the material world. That is why the mythical hero has to get involved in various brawls and pass through many trials. By overcoming these obstacles, he enters the wraith's world and becomes worthy of facing the monstrosity. When confronting an arch-wraith, it will always be on its own terms.

Prince of the Damned. As a leader, the creature never stood to do anything with its own hands. It has lackeys for that, always wraiths, revenants or other restless spirits. Having been a king, religious leader or a commander in life, the arch-wraith retains its charisma in death, and its deathly subordinates always blindly obey its orders. Thus one needs to exterminate all manner of servants on the way to its underground palace, wilderness keep or other foreboding abode. Only then can one face the arch-wraith itself.

Perverted Psychopomp. Many believes that the immense powers of an arch-wraith comes from its capacity to deny a soul passage into the afterlife, trapping it into a state of undeath and servitude. Some of the most powerful arch-wraith have trapped hundreds of souls, if not thousands, endlessly replaying over and over the tragic events that lead to the arch-wraith's emergence. When fighting an arch-wraith one should always remember what failures means: the enslavement of one's soul for eternity.



AN ARCH-WRAITH'S LAIR

An arch-wraith stands at the center of its Domain of Dread. The fortress of the wraith can take many shapes, depending on who it was in life. A crumbling keep in a forest of tombstones, a flesh cathedral surrounded by hundred of worshipping souls, a bone-made spire topping a jagged cliff, all are possible lairs.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the arch-wraith takes a lair action to cause one of the following magical effects:

- The arch-wraith wraps itself into a shroud of magical darkness, until initiative count 20 on the next round. While under the shroud the arch-wraith is immune to spells of 6th level or lower unless it wishes to be affected. It has advantage on saving throws against all other spells and magical effects and has resistance to radiant damage.
- The arch-wraith summons a swarm of mad wraith and specters, howling unbearable sounds of madness and despair as they pass through the battlefield. Each non-undead creature that can hear must succeed on a DC 18 Wisdom saving throw or be frightened until the end of its next turn.
- The arch-wraith calls forth the enslaved souls at its command. Specters and wraiths materialize and attack one creature that the arch-wraith can see within 60 feet of it. The target must succeed on a DC 18 Constitution saving throw, taking 52 (15d6) necrotic damage on a failed save, or half as much damage on a success. The specters and wraith then retreat.

REGIONAL EFFECTS

A region haunted by an arch-wraith suffers from its nefarious energy, creating the following magical effects:

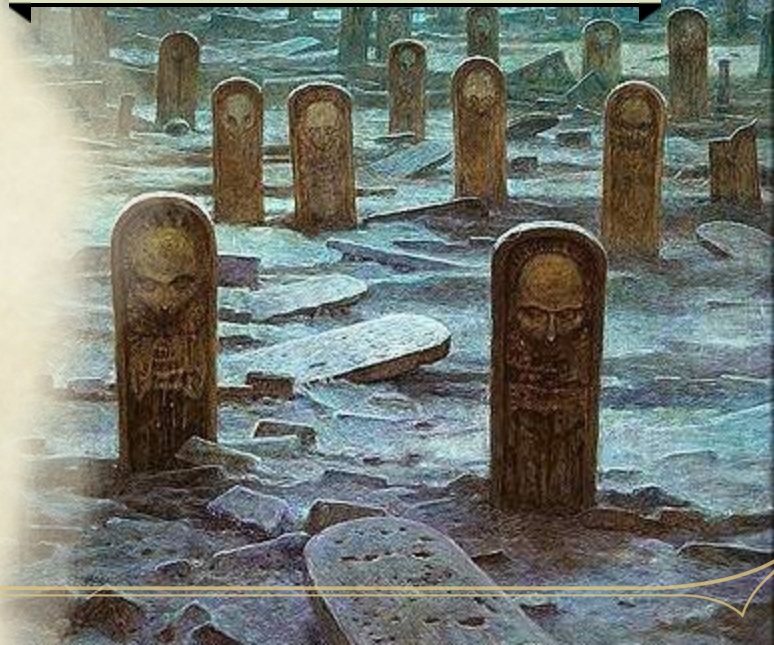
- Mystical mist spread over the region. The mist is a shadow crossing leading to the arch-wraith's Domain of Dread in the Shadowfell (see p. 51 of the Dungeon Master's Guide).
- The arch-wraith can expand or shrink the size of its Domain of Dread at will. It can modify as well the geographical features, creating chasm filled with bones, hill of corpses, river of blood or any kind of terrain it wishes. The change takes 1 minute to occur.
- Throughout the land, apparitions manifest and reenact scenes of the tragic events that took place. Some of these apparitions happen at random, while other reenact at precise times of the day or the year. A character witnessing one of these apparitions must make a DC 15 Wisdom saving throw or become charmed, assuming the personality of one of the apparition and playing its part in the drama until it unfolds.

When the arch-wraith is destroyed, all of these regional effects fade over 1d10 days.

BEYOND THE MIST

The land under an arch-wraith's influence contains a supernatural mist, hanging between the world men see and the one they cannot. By stepping into the mist, a shadow crossing really, one can break through the veil between worlds and enter the arch-wraith's Domain of Dread in the Shadowfell. The domain is entirely under the arch-wraith control, making it a god-like entity in its kingdom, a god trapped in its own tragic story. As for the rest of the Shadowfell, the domain is a twisted and warped-distorted reflections of the region haunted by the wraith. The domain is an infinite expanse, expanding far beyond the geographical limits of its Material Plane equivalent.

- Undead creatures can cross in and out the mist at will, but when doing so they are not driven by reason and logic, but by a thoughtless, irrational need, carrying the will of the arch-wraith.
- A living creature entering the mist must succeed on a DC 15 Charisma saving throw or be trapped, incapable of leaving the domain of dread by simply walking out of the mist. This saving throw is made with advantage if the creature knows the mist's nature, and constructs succeed on the saving throw automatically. Creatures trapped in the mist don't age. A creature trapped within the domain can escape using magic that permits planar travel. Otherwise, the creature is confined to the domain until freed.
- The gloomy atmosphere and almost tangible despair that seeps through the domain affects all living creatures stepping through it. Creature must resist the Shadowfell Despair (see p. 51 of the Dungeon Master's Guide) after only an hour passed in the domain of dread.
- The soul of a creature dying in the domain of dread becomes trapped here, joining the ranks of the enslaved wraith and specters serving the arch-wraith. Until the arch-wraith is destroyed permanently the creature cannot be resurrected or brought back to life by any mean, unless the arch-wraith is willing to bargain for it (see the Bargain).



THE BARGAIN

Tales of heroes braving countless dangers to rescue their true love from the clutch of an arch-wraith abode for a reason. The only known way to free the souls captured by the monster is to slay it, an impossible task for most mortals, or to bargain with it. These tales always end up tragically, the hero striking an impossible deal with the creature in hope to save their beloved. In theory though, it is possible, after overcoming many challenges, to bargain for a specific soul with the arch-wraith. The wraith will always put nearly impossible conditions to fulfill if it agrees (see Terms of the Bargain for examples). Once the bargain is made, the arch-wraith can use its magic to cast a *true resurrection* spell. If the bargain's terms are broken the resurrected creature crumbles to dust and the arch-wraith is free to raise the soul into one of its most powerful servant, a remnant.

REMNANT

A remnant is a powerful undead reanimated by an arch-wraith with the power of a broken bargain. Sometimes called draugir, remnants are usually death knights, revenants, wights or even, in rare cases, mummies. Remnants are keeping their personality and memories but are twisted by the arch-wraith's power, always turning evil. These creatures live to torment the ones that made a bargain to free their soul from the clutch of an arch-wraith but failed ultimately, breaking the terms. The remnant is identical to its usual type of undead and gains the following features:

- The remnant has advantage on attack rolls and saving throws against the creature that made the bargain to save it. The creature has disadvantage on all attack rolls and saving throws made against the remnant.
- The remnant knows the distance to and direction of any creature that made the bargain to save it, even if the creature and the remnant are on different planes of existence. If the creature being tracked by the remnant dies, the remnant knows.
- A remnant can arise anew even after it has been destroyed. Only when its soul has been freed from the arch-wraith can it be truly destroyed.

TERMS OF THE BARGAIN

d100 Terms

- 01- The creature must leave the Domain without sleeping or sustaining itself. If it sleeps, eats or drinks it will suffer from amnesia, forgetting his entire past with the person it came to save. The domain of dread will expand almost indefinitely, tempting it along the way as the climate and the journey become increasingly harsher.
- 20- The creature must take a cursed artefact, connected to the arch-wraith story, outside the domain. Doing so allows the wraith to expand its influence over a new region.
- 41- The creature must leave the domain of dread in a limited time, with only just enough time to do so if it hurries. Dangerous obstacles will appear along the way, with a safer but longer alternative offered to avoid them.
- 60- Every morning the creature will die, while its loved one is resurrected. Every evening the loved one will die, as the creature is resurrected. The two will only cross path briefly for a minute while they trade places in life or death.
- 80- The character can never name or look at the dead person, otherwise she will disappear as dust taken by a supernatural wind.



ARCH-WRAITH

Huge undead, neutral evil

Armor Class 21 (natural armor)

Hit Points 406 (28d12 + 224)

Speed 0 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	18 (+4)	27 (+8)	20 (+5)	14 (+2)	24 (+7)

Saving Throws Str +16, Con +15, Int +12, Cha +14

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

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

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

Senses darkvision 120 ft., passive Perception 13

Languages the languages it knew in life, telepathy
limitless in its Domain of Dread

Challenge 23 (50,000 XP)

Detect Life. The arch-wraith can magically sense the presence of living creatures anywhere in its Domain of Dread. It knows the general direction they're in but not their exact locations.

Incorporeal Movement. The arch-wraith 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.

Legendary Resistance (3/Day). If the arch-wraith fails a saving throw, it can choose to succeed instead.

Turn Immunity. The arch-wraith is immune to effects that turn undead.

Actions

Multiattack. The arch-wraith makes three attacks, one with its grave's touch and two with its life drain.

Life Drain. Melee Weapon Attack: +16 to hit, reach 10ft., one creature. *Hit* 32 (5d8 + 9) necrotic damage. The target must succeed on a DC 20 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's Touch. Melee Weapon Attack: +16 to hit, reach 10ft., one target. *Hit* 34 (5d10 + 9) cold damage and the target's must succeed on a DC 20 Constitution saving throw, becoming petrified, encased in ice, until the end of its next turn on a failure.

Legendary Actions

The arch-wraith 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 arch-wraith regains spent legendary actions at the start of its turn.

- **Grave's Touch.** The wraith makes one grave's touch attack.
- **Whirlwind (Costs 2 Actions).** The arch-wraith turns into a frigid whirlwind, draining away the life of nearby creatures. All creatures within 30 feet of it must succeed on a DC 20 Dexterity saving throw, taking 21 (6d6) cold damage plus 21 (6d6) necrotic damage on a failure, or half as much damage on a success.
- **Dead Silence (Costs 3 Actions).** The arch-wraith can rob a creature with 60 feet of it from its senses, leaving it in pitch-black darkness. The creature must succeed on a DC 20 Wisdom saving throw, becoming blinded and deafened on failure 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.



ZOMBIE

Necromantic energies come from many sources and can affect radically differently a creature, based on its past, condition and environmental factors. Some necromancers constantly experiment on their creations, trying to raise always deadlier servants, while diseases spreading from terrible places can also raise the dead under the right circumstances.

BLOATED ZOMBIE

Bloated zombies are repulsive creatures, even by zombie standards. Their bloated body is full of acid bile they can spew at nearby enemies. They are as mindless and stupid as regular zombie and explode in a shower of acidic fluids, bones and gore when destroyed.

FERAL ZOMBIE

Feral zombies are the most aggressive zombies that can be found, they roam in packs and run after any source of food they can find. They are surprisingly fast compared to their slower kind. What makes them truly dangerous is that, at first glance, nothing allows to tell them apart from regular zombies, until they start moving at an alarming speed.

HORDE OF ZOMBIES

A single zombie isn't too dangerous, even for an inexperienced group of adventurers. Two or more starts to become more of challenge, but things start to smell rotten when the undeads congregate into unstoppable swarm of flesh craving corpses. The mindless host devour everything in its path, piling over preys and tearing them to pieces before moving to its next victim.

RAVENOUS ZOMBIE

Ravenous zombies are the incarnation of the hunger that afflicts them all. They always look famish and are constantly searching for a source of food, never standing around. They are just skin and bones, no matter how much they gorge themselves and a light of malevolent cunning gleam in their eyes. Any creature that comes close to them can feel their life force sucked out by the undead, feeling the devouring hunger growing into them. Food spoils instantly in their presence, milk turns sour and any ration rot instantly.

BLOATED ZOMBIE

Medium undead, neutral evil

Armor Class 10

Hit Points 53 (7d8 + 21)

Speed 30 ft.

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 10

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

Challenge 3 (700 XP)

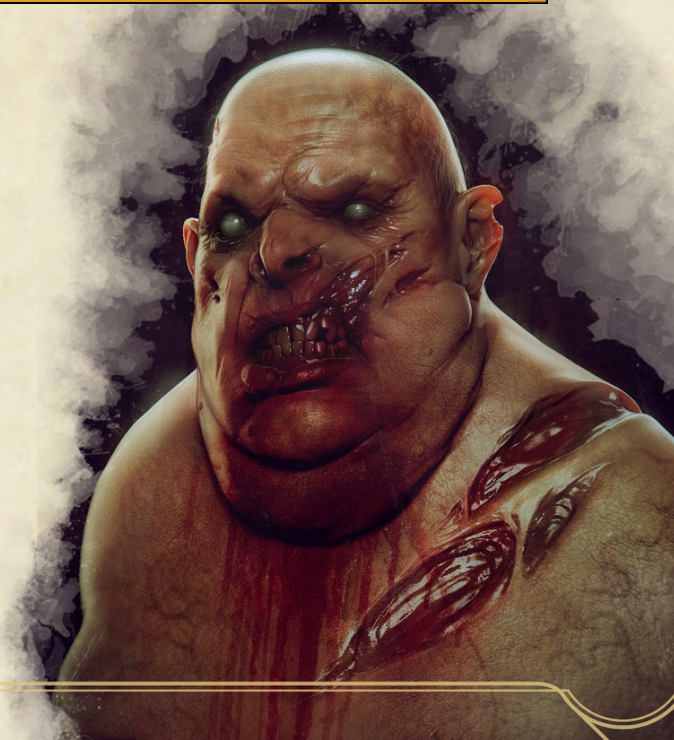
Death Burst. When the zombie is destroyed, it explodes in a burst of acid and guts. Each creature within 10 feet of it must make a DC 12 Dexterity saving throw, taking 7 (2d6) acid damage plus 7 (2d6) necrotic damage on a failed save, or half as much damage on a successful one.

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 instead.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 7 (1d6 + 3) piercing damage plus 7 (2d6) acid damage.

Spew Bile (recharge 5-6). The zombie spews bile in 15-foot line. Each creature in that line must make a DC 12 Constitution saving throw, taking 10 (3d6) acid damage plus 10 (3d6) necrotic damage on a failed save, or half as much damage on a successful one.



FERAL ZOMBIE

Medium undead, neutral evil

Armor Class 12

Hit Points 22 (3d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	3 (-4)	7 (-2)	6 (-2)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 8

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

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the zombie can move up to half its speed toward a hostile creature it can see.

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 instead.

Actions

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

HORDE OF ZOMBIES

Huge swarm of medium undead, neutral evil

Armor Class 8

Hit Points 66 (12d6 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	14 (+2)	5 (-3)	8 (-1)	4 (-3)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison

Condition Immunities poisoned, charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60ft., passive Perception 9

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

Challenge 3 (700 XP)

Plagued. When the swarm hits with an attack, it deals an extra 10 (3d6) necrotic damage (included in the attack).

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

Undead Swarm Fortitude. The swarm fights at full strength until it is completely destroyed.

Actions

Multiattack. The horde uses its pull under ability if able, then uses its gnaw and claw attack.

Gnaw and Claw. *Melee Weapon Attack:* +6 to hit, reach 0ft., one target in the swarm's space. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage, and the target must succeed a DC 12 Constitution saving throw or become poisoned until the end of their next turn.

Pull Under. The horde attempts to envelope a creature within its space. The target must succeed on a DC 12 Strength saving throw or be knocked prone and considered grappled (escape DC 12) as they are pinned to the ground under a sea of zombies. This ability can only be used if the horde is above half of its maximum hit points.



RAVENOUS ZOMBIE

Medium undead, neutral evil

Armor Class 12

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	14 (+2)	8 (-1)

Saving Throws Con +7

Skills Perception +5, Stealth +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 15

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

Challenge 5 (1,800 XP)

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

Herald of Decay. All food and liquid within 60 feet of the zombie spoils instantly. Rations turn bad, meat rots, bread becomes stale and water becomes unsafe to drink. Small nonmagical plants wither and die, while trees become sick and start to rot. Perishables protected by air-sealed containers are unaffected.

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 instead.

Voracious Aura. Any living creature that starts its turn within 20 feet of the zombie or enters the affected area for the first time on a turn must succeed a DC 14 Constitution saving throw. On a failed save, the target's hit point maximum is reduced by 7 (2d6), and the zombie 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.

Actions

Multiattack. The zombie makes two unarmed strike attacks and one bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 7 (2d6) necrotic damage.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage. Instead of dealing damage, the zombie can grapple the target (escape DC 14).

Devour. *Melee Weapon Attack:* +7 to hit, reach 5ft., one creature that is grappled by the zombie, incapacitated or restrained. *Hit:* 22 (4d8 + 4) piercing damage. A creature taking damage from the attack suffers from a Lingering Injury (See p.272 of the *Dungeon Master's Guide*).

OPTIONAL : INFESTATION

Some zombies can transmit a terrible affliction that will in time kill anyone they wound, turning it into one of the undead.

- **Infestation.** When a living creature is wounded by a zombie, it must succeed on a DC 12 Constitution saving throw or become diseased. The diseased target can't regain hit points, and it gains one level of exhaustion for every 24 hours that elapse. If the target dies, it rises as a zombie in the following turn. The disease lasts until removed by the lesser restoration spell or other magic.



SHAMBLING LORD

"There will come a day so dark you will pray for death. On that day your prayers will be answered." – Minaldra, the Vizag Atum.

Psionically Gifted. Shambling lords are zombies imbued with psionic powers, inherited from their mortal life. Shambling lords can be ritually created through the dark art of necromancy, but most of the rituals were lost or destroyed by religious orders a long time ago. Still, some secrets regarding their creation might linger in sealed libraries and forbidden archives. On rare occasions, a shambling lord will rise from the corpse of a psionically gifted humanoid, keeping its memories and somewhat twisted personality, but enslaved by an overwhelming craving for the flesh and brains of the living.

Master of the Endless Tide. Shambling lords possess powerful psionic abilities, and can induce a hive mind in their lesser kind, creating swarms as zombies bound in tight clutter and follow the will of its superior mind. This makes hordes of zombies especially dangerous as a single zombie can bring down an army of undead should it find a source of food, or the target of its master's wrath. In battle, shambling lords tend to stay at long range, bombarding their enemies with psychic attacks while swarms of zombies assail them from all sides. If threatened, the shambling lord will retreat, sacrificing its endless minions to get away.

Secrets of a Corpse. Shambling lords are also known for their extensive knowledge on an incalculable number of topics, ranging from ancient history to the latest town gossip. This well of knowledge seems to come from the hive mind they generate, allowing them to recollect any information known by a member of the horde or from the brains they like to feast on. Daring scholars, or plainly insane occultists, will sometimes seek the lost knowledge only known by these strange undead, often ending up joining their legions of servants and adding their own insights to the common mind.

Unpredictable Minds. Most necromancers would never raise a shambling lord on purpose, for they are too unpredictable servants, capable of turning on their master. The other reason is that almost all shambling lords are utterly mad creatures, their minds separated and shared amongst potentially hundreds or thousands of individuals. The personality of a shambling lord consists of several dominant traits from the strongest characters inside the hive mind, battling for control over the hordes or the shambling lord's body.



SHAMBLING LORD

Medium undead, neutral evil

Armor Class 10

Hit Points 128 (15d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	19 (+4)	12(+1)	8 (-1)

Saving Throws Con +8, Int +8, Wis +5

Skills History +12, Nature +8, Religion +8

Damage Vulnerabilities psychic

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 11

Languages telepathy 5 miles

Challenge 10 (5,900 XP)

Hive Mind. All zombies within 5 miles of the shambling lord are tied into an instinctive hive mind, linked to the lord. Within the range of the telepathic bond, the shambling lord can see through the eyes of any zombies, speak through them or mentally command any zombie within reach (if it controls multiple creatures, it can command any or all of them at the same time, issuing the same command to each one).

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

Regeneration. The zombie regains 20 hit points at the start of its turn. If the zombie takes radiant damage or a critical hit, this trait doesn't function at the start of the zombie's next turn. The shambling lord is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Well of Knowledge. The shambling lord can recollect all the knowledges and memories stored in the collective hive mind of its hordes or the brains it devoured. It has advantage on Intelligence and Wisdom skill checks.

Innate Spellcasting (Psionics). The shambling lord's innate spellcasting ability is Intelligence (spell save DC 16). The zombie can innately cast the following spells, requiring no material components:

- At will: *command, blindness/deafness, detect thoughts*
- 2/day each: *confusion, dominate person, hold monster, legend lore*

Actions

Multiattack. The shambling lord uses its Shambling Hordes feature, if available, and makes two rotting fist attacks and one bite attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 8 (1d6 + 4) piercing damage 17 (5d6) necrotic damage

Rotting Fist. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) necrotic damage.

Psychic Assault. The shambling lord magically assault the mind of three targets the zombie can see within 90 feet of it. A target must make a DC 16 Wisdom saving throw, taking 22 (4d10) psychic damage on a failed save, or half as much damage on a successful one. If the target fails the saving throw by 5 or more, it is also stunned until the end of the zombie's next turn.

Shambling Hordes (recharge 5-6). The shambling lord can summon one horde of zombies, a summoned horde appears in an unoccupied space within 60 feet of the shambling lord, acting as an ally. It remains for 1 minute, until it or the shambling lord dies, or until the shambling lord dismisses it as an action.



APPENDIX A: NONPLAYER CHARACTERS

CROWD

The world is a dangerous and cruel place. Wars, plagues and the predation of terrible monsters can destroy whole towns and force their inhabitants to become beggars, vagabonds and brigands. All who endure such hardships are hardened by their losses, staring at the face of danger and saying, “no more!”, taking their protection into their own hands.

Unity is Strength. Fear and resignation are the strength of monsters and tyrants, despair is the fuel of revolt. Despair makes you stand and fight until the last men. When abandoned by lords, gods and fate, the common man turns toward his neighbor for mutual protection. If separately they are no match for a monster or a trained swordsman, an entire village or town banding together and fueled by despair, faith or hatred can take down their foe. These masses can become a force to reckon with, embodying the proverb “*unity is strength*”. A crowd can potentially include several individuals of high power, which would be left standing or escape once the crowd disperses.

Crowd Mind. Racist pogrom chasing elves down the streets, slaves fighting for their freedom and ousting a tyrant or frenzied cultists spilling blood for their dark master; all are good examples of a crowd. A crowd is moved by its own motivations and the individuals that form it can differ widely, but once the crowd mind takes them, they act in unison toward a single purpose. Reasoning with a crowd can prove difficult, as the behaviors of both the individual crowd members and the crowd is heavily influenced by the loss of responsibility of the individual and the impression of universality of behavior, increasing with the size of the crowd.

MOB

A mob represents a large group of people, acting toward a single goal. Tightly massed and driven, they are difficult to stop and will only disperse after the death or incapacitation of many of their ranks. A mob could represent a local organization, or form in a small hamlet, village, or maybe a modest district of a larger town.

RIOT

A riot represents most of the population of a small town or a third of a city, gathering large masses of people. The sheer numbers represented make them almost impossible to contain, requiring consequent resources’ or important fortifications to impede their progress. A cult or organization that could gather such numbers would certainly have a nationwide influence.

UPRISING

An uprising can encompass countless numbers and only an army or a group of incredibly powerful individuals could hope to stand against a crowd of that extent. An organization mustering such numbers has a worldwide influence, gathering members from many regions into a single location. A entire city or metropolis revolting could provide the numbers for an uprising, spreading over several districts and unto the countryside.



MOB

Huge swarm of Medium humanoids, any chaotic alignment

Armor Class 11 (makeshift armor)
Hit Points 91 (14d12)
Speed 30 ft.

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

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 5 (1,800 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 Medium humanoid. The swarm can't regain hit points or gain temporary hit points.

Actions

Multiattack. The swarm makes two improvised weapons attacks.

Improvised Weapons. *Melee or Ranged Weapon Attack:* +6 to hit, reach 0 ft. or range 20/60 ft., one target in the swarm's space or within range. *Hit:* 10 (3d6) bludgeoning damage plus 10 (3d6) piercing damage, or 7 (2d6) bludgeoning damage plus 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

RIOT

Gargantuan swarm of Medium humanoids, any chaotic alignment

Armor Class 11 (makeshift armor)
Hit Points 199 (19d20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 10 (5,900 XP)

Strength in Numbers. The swarm has advantage on Strength and Constitution checks and saving throws.

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

Actions

Multiattack. The swarm makes three improvised weapons attacks.

Improvised Weapons. *Melee or Ranged Weapon Attack:* +9 to hit, reach 0 ft. or range 20/60 ft., one target in the swarm's space or within range. *Hit:* 10 (3d6) bludgeoning damage plus 10 (3d6) piercing damage, or 7 (2d6) bludgeoning damage plus 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

UPRISING

Gargantuan swarm of Medium humanoids, any chaotic alignment

Armor Class 11 (makeshift armor)
Hit Points 315 (30d20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 15 (13,000 XP)

Strength in Numbers. The swarm has advantage on Strength and Constitution checks and saving throws.

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

Actions

Multiattack. The swarm makes four improvised weapons attacks.

Improvised Weapons. *Melee or Ranged Weapon Attack:* +12 to hit, reach 0 ft. or range 20/60 ft., one target in the swarm's space or within range. *Hit:* 14 (4d6) bludgeoning damage plus 14 (4d6) piercing damage, or 10 (3d6) bludgeoning damage plus 10 (3d6) piercing damage if the swarm has half of its hit points or fewer.

CULTISTS

Fooled by false prophets, possessed preachers or worshipping unexplainable bizarre phenomenon, these flocks of demented cultists rally under the banner of some evil entity. Giving over their body and soul to their master, they have no self-preservation and spread mayhem and chaos in their wake. The goal of such crowd is usually to allow entry into our world for the dangerous creature it serves, when the killing frenzy takes over the crowd, cultists start to end their own lives to breach the walls of planes and dimensions.

CULTISTS

Frenzied. If the swarm has half of its hit points or fewer at the start of its turn, roll a d6. On a roll of 5 or 6, the swarm uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the swarm does nothing this turn.

Sacrifice. When the swarm hits a Medium or smaller target with a melee weapon attack, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, the swarm can automatically hit the target with its melee weapon attacks. The target dies if reduced to 0 hit points while grappled by the swarm.

Actions

Open the Gate. The swarm reduces itself to 0 hit points, summoning a fiend or aberration creature of challenge rating equal to its own or lower, or half of its challenge rating (rounded up) if it has half of its hit points or fewer. The creature appears in an unoccupied space within the swarm's space. The summoned creature disappears when it drops to 0 hit points.

FANATICS

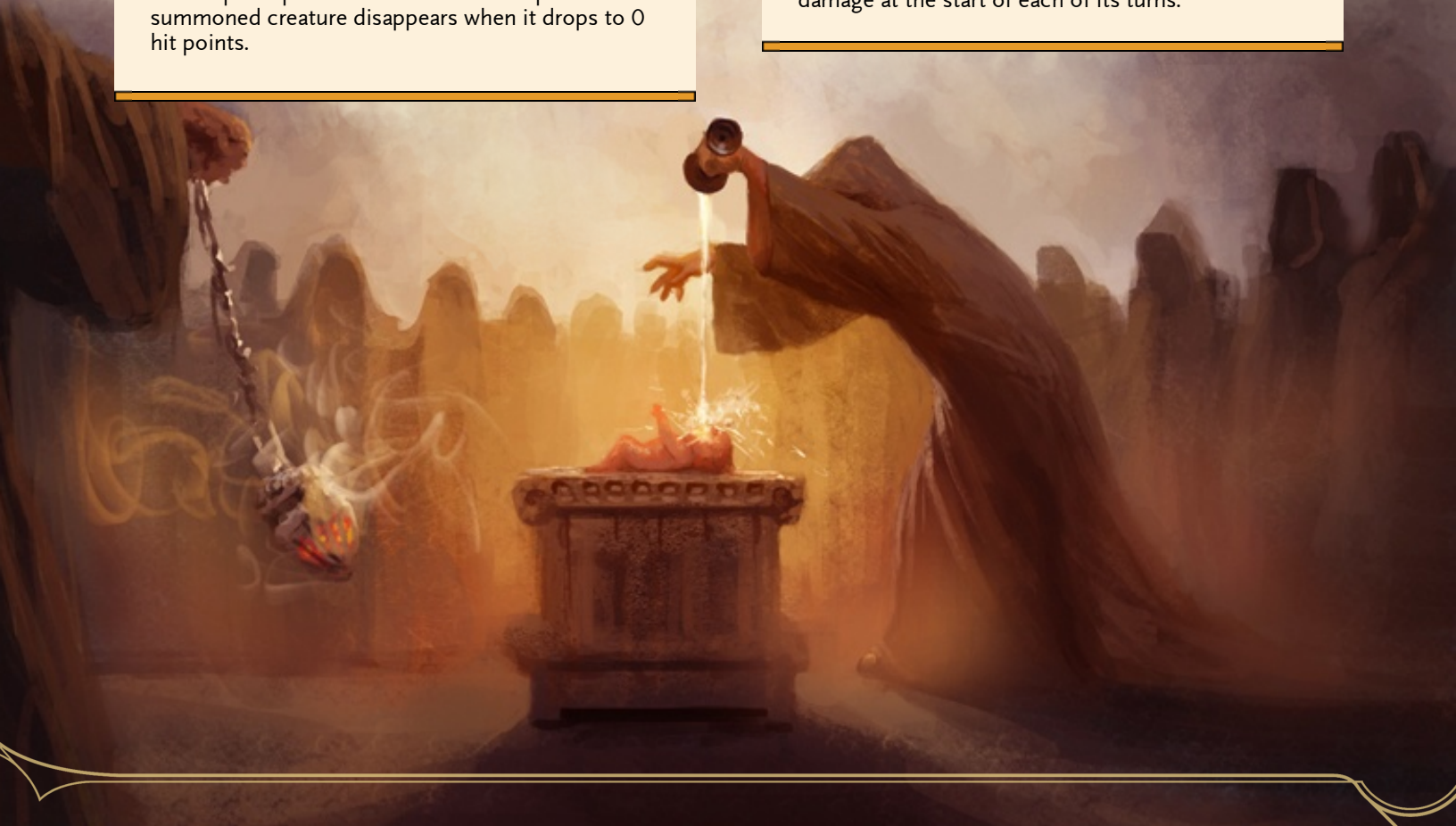
Religion can be beautiful and welcoming, just as it can be ugly and intolerant. Fanatics are the worst of the two sides, imposing their vision of the world on others. Such unfortunates flock like moths to a flame, to hear the despairing speeches of lunatic doomsayers. They join these zealots in their rants about lost hope, the guilt of other faiths and the misuses of magic. Together, these deluded bands of fanatics roam the land at will, spreading their gospel of desolation before them. In desperate times, it is a common sight to see groups of fanatical madmen brandishing torches and religious icons, as they travel from village to village to preach their nightmarish vision of ruin and punish the enemies of their faith.

FANATICS

Bad Omens. If the swarm has half of its hit points or fewer at the start of its turn, roll a d6. On a roll of 5 or 6, the swarm has a speed of 0 and has disadvantage on ability checks and attack rolls until the start of its next turn.

Burn the Heretics. While inside the swarm's space, any creature that tries to cast a spell must avoid the wrath of the fanatics. The creature can choose another action, but if it tries to cast the spell, it must make a DC 15 Dexterity saving throw. On a failed save, it takes 1d6 fire damage per level of the spell, and the spell has no effect and is wasted.

Purified by Fire. When the swarm hits with any weapon, 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.



MILITIA

A militia is a term that describes the men and women from neighboring towns or villages that have taken up arms to defend the lands of their birth. Equipped with mostly makeshift armor and weapons, which will particularly include assortments of rural communities, such as pitchforks or grain-scythes, their lack of experience can grow into zealous devotion in their efforts to ensure that their homes and families shall not suffer a horrifying fate. Often, they incorporate retired grizzly veterans who have left the military and settled down in a peaceful life many years ago, and it is their wisdom and courage that has held the militia together.

MILITIA

Reactive. The swarm can take one reaction on every turn in a combat.

Unruly. If the swarm has half of its hit points or fewer at the start of its turn, roll a d6. On a roll of 5 or 6, the swarm uses up all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The swarm doesn't take an action this turn.

Reactions

Countercharge. In response to a creature entering its reach, the swarm can make one melee weapon attack with advantage against the creature.

REBELS

Revolutions are fought by the downtrodden, the ambitious and idealists. What they may lack in proper combat training they compensate in eagerness to take to fight to the current ruling power. Rebels have the destruction of the established order in mind, and therefore come prepared to take down the symbols of power and oppression. No stronghold, statue or any kind of representation of the oppressor will stand in their way. Passion burns bright and hot, and many, even innocent bystanders if necessary, will be sacrificed on the altar of revolutionary ideals.

REBELS

Impetuous. If the swarm has half of its hit points or fewer at the start of its turn, roll a d6. On a roll of 5 or 6, the swarm uses up all its movement to move toward the nearest and most obvious seat of power. The swarm moves toward the seat of power by the most direct route.

Sworn Enemy. The swarm has a sworn enemy, which include every identified member of an organization or government. When the swarm makes a melee or ranged attack roll against its sworn enemy, it has advantage on the roll. In addition, its target gains no benefit from cover, other than total cover. If the attack hits, the sworn enemy takes an extra 10 (3d6) damage.

Destructive. The swarm deals double damage to objects and structures.

Actions

Inspirational Ideals (Recharge 4-6). Up to three allies within 120 feet of the swarm that can hear it can use their reactions to be freed from any charm and fright effect.



NORTHLANDERS

The fierce people known as northlanders have been amongst the first to set foot on the continent. The isles of their homeland are scoured by strong winds and powerful waves, and also suffer biting, bone-chilling cold for most of the year. In deepest winter, the inlets are choked with ice, and fog lingers late into the day, if it breaks at all. Most wear furs to keep out the cold, and those going to war supplement their protection with thicker hides, and helms lined with wool or fur. They disdain magic and glorify battle, to the point that most communities grow restless when they don't have an enemy to fight.

Warriors and Sailors. Because the northlanders are good at fighting and sailing, and perfectly willing to attack ships close to their shores, best to be cautious around any Northlander Isles, especially if you haven't been assured of safe passage, and often even then. Still, they are great sailors, thanks to their reliable and sturdy longships and their navigation techniques. The consensus on northlanders is that they are violent folks who raid and pillage at will and seek to enslave any outlanders they capture on or near their island.

Sons and Daughters of Valkur. Northlanders pay homage to several deities, but they most honor Valkur, a hero-god of their own who exemplifies the qualities their warriors hold most dear: fierceness, cunning, courage, strength and sailing skill. Take care not to question or insult this veneration in their presence. They consider rule over other races and the cities of the coast to be their birthright. Merchants can occasionally trade with northlanders but usually don't risk such a stopover if they can help it. One never knows when the clans are going to be at war, and any ship within sight of the island when it is will be fair prey.

SEA RAIDER

Sea Raiders are the bulk of the northlanders warriors. When a thane is mounting a raiding party, they embark on longships for a share of the loot. When the ice and the winds allow it, they raid coastal communities, striking quickly and retreating before local militia can react. As most Northlanders, they are fierce warriors that don't scare easily.

CLAN WARRIOR

Clan warriors are hardened veterans that have pledged fealty to one of the thanes of the isles. They have proven their worth in battle during many raids and wear colored tattoos that recount their deeds and allegiance. To the opposite of the common raiders that usually go back to their farm or trade outside of the raiding season, a clan warrior spends the rest of the year training and preparing for upcoming wars.

SHIELD MAIDEN

Shield Maidens are women warriors amongst the Northlanders. As fierce as clan warriors, their status varies, depending on the clan they serve or the isle they were born to. Most jarls do not distinguish them from their male counterpart, but on some islands women are forbidden to partake in raids, caring for homes, forges and farms instead.

HUSKARL

The men and women that gained the honorary title of huskarl are renowned throughout the isles. They have taken part in countless raids and came back victorious, loaded with loot, gold and slaves. Such great warriors are usually found at the side of jarls and thanes, protecting their leaders and sitting at the table of honor in the longhouse. Though not necessarily charismatic, they inspire their comrades with deeds of valor.



SEA RAIDER

Medium humanoid (human), neutral

Armor Class 17 (chain shirt, shield)
Hit Points 19 (3d8 + 6)
Speed 30 ft.

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

Skills Athletic +4, Perception +2
Senses passive Perception 12
Languages Common, Illuskan
Challenge 1/4 (50 XP)

Mariner. The raider can hold its breath underwater for twice as long and has proficiency with navigator's tools. The northlander is also naturally adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*.

Actions

Battleaxe or Longsword. *Melee Weapon Attack:* +4 to hit, reach 5ft., one creature. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if wielded with two hands.

Handaxe *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

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

Reactions

Wall of Shields. When the raider is within 5 feet of a creature that has the Mariner trait and is bearing a shield, it can use their reaction to make a wall of shields. The involved raider and creature gain half cover, provided they are bearing a shield.

CLAN WARRIOR

Medium humanoid (human), neutral

Armor Class 14 (ring mail)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

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

Saving Throws Con +5
Skills Athletic +5, Perception +3, Survival +3
Senses passive Perception 13
Languages Common, Illuskan
Challenge 2 (450 XP)

Brave. The warrior has advantage on saving throws against being frightened.

Mariner. The warrior can hold its breath underwater for twice as long and has proficiency with navigator's tools. The warrior is also naturally adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*.

Reckless. At the start of its turn, the warrior can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The warrior makes two melee attacks.

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

Boarding Harpoon. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 12) and pulled 10 feet toward the warrior. If this bring the grappled creature within 5 feet of the warrior, the warrior can make a melee weapon attack against it as a bonus action.

BERSERKER

Northlanders barbarians are renowned berserkers, furious warrior with unbridled fury boiling in their veins. In the northern isles, they are the purest expression of the warrior, living out of social conventions. While revered, they are also feared, for their legendary rage often claimed allies that stood in the path of their blind fury.

Berserkers never die of old age, when they feel their time as come they take a pilgrimage to a remote island, lost amidst the ice, to find one of the great white tree. If they survive the journey, they return stronger than ever, as true sons and daughters of Valkur, empowered with the might of their ancestors and ready to meet a glorious death in battle.



SHIELD MAIDEN

Medium humanoid (human), neutral

Armor Class 18 (studded leather, shield)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	10 (+0)	13 (+1)	10 (+0)

Saving Throws Dex +6
Skills Athletic +4, Acrobatic +6, Stealth +6
Senses passive Perception 11
Languages Common, Illuskan
Challenge 3 (700 XP)

Lightfooted. The maiden can take the Dash or Disengage action as a bonus action on each of her turns.

Mariner. The maiden can hold her breath underwater for twice as long and has proficiency with navigator's tools. The maiden is also naturally adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*.

Actions

Multiattack. The maiden makes two melee attacks or two ranged attacks.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Reactions

Counterattack. When a creature misses the maiden with a melee weapon attack, the maiden can make one melee weapon attack with advantage against the creature.

HUSKARL

Medium humanoid (human), neutral

Armor Class 18 (chain mail, shield)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	13 (+1)

Saving Throws Con +6, Wis +4
Skills Athletic +7, Intimidation +4, Perception +4
Senses passive Perception 14
Languages Common, Illuskan
Challenge 7 (2,900 XP)

Brute. A melee weapon deals one extra die of its damage when the huskarl hits with it (included in the attack).

Deadly Strike (1/Turn). Any hit with a melee weapon attack the huskarl scores against a prone creature is a critical hit.

Indomitable (2/Day). The huskarl can reroll a saving throw it fails. It must use the new roll.

Mariner. The huskarl can hold its breath underwater for twice as long and has proficiency with navigator's tools. The huskarl is also naturally adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*.

Actions

Multiattack. The huskarl makes either three melee attacks — two with its longsword and one with its spiked shield — or two ranged attacks with its longbow.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Spiked Shield. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Reactions

Bulwark. When an ally the huskarl can see within 5 feet of it is attacked, the huskarl switches places with the ally. The two ally swap places, and the huskarl becomes the target instead.



SKALD

Warriors, poets and chroniclers, skalds are the living memory of the northlander culture. As wandering storytellers, they deliver news throughout the holds, exchange stories with their peers and reminisce sagas of old at the longhouses. Skald balance a violent spirit with the veneer of civilization, recording events such as heroic battles and the deeds of great leaders, enhancing these stories in the retelling.

As keepers of the memory, skalds are often presiding funeral rites in isolated islands. They are also expected to keep track of the *nyr sidr* (new ways) and the *forð sidr* (old ways) making sure the northlanders are staying true to the ways of Valkur and do not adopt foreign customs, or even worse, magic.

Skalds are northlanders first, and artists second. They value martial prowess as much as any clan warrior and are eagerly joining the raids. In battle, they blow their war horn and galvanize their battle brothers and sisters, pushing them to make their ancestors proud.

SKALD

Medium humanoid (human), neutral

Armor Class 16 (scale mail)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

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

Saving Throws Str +5, Cha +4
Skills History +6, Intimidation +4, Performance +6
Senses passive Perception 10
Languages Common, Illuskan
Challenge 4 (1,100 XP)

Brave. The skald has advantage on saving throws against being frightened.

Mariner. The skald can hold its breath underwater for twice as long and has proficiency with navigator's tools. The skald is also naturally adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*.

Shout of Valor (Recharges after a Short or Long Rest). The skald can utter a powerful warcry. For 1 minute, whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a damage roll. The creature can add a d6 to its roll provided it can hear and understand the skald. A creature can benefit from only one Shout of Valor die at a time. This effect ends if the skald is incapacitated or frightened.

Actions

Multiattack. The skald makes two melee attacks or two ranged attacks.

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

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

War Horn (Recharge 5-6). The skald blows in its horn. Each hostile creature within 120 feet of the skald that can hear it must succeed on a DC 14 Wisdom saving throw or be frightened until the end of the skald's next turn or until the skald is incapacitated. A frightened target that starts its turn within 30 feet of the skald must use all its movement on that turn to get as far from the skald as possible, must finish the move before taking an action, and must take the safest available route away from the skald. A target that successfully saves is immune to the War Horn of all skalds for the next 24 hours.



VÖLVA

Throughout the Northlanders Isles, groups of wise women, herbalists or seeresses are nurtured by the clans. Unmarried, these women are called the völr, singular völv, which literally translates as “wand-wed”. Honored and sought for their counsel, they can travel alone without fear and be welcomed by any hearth fire. If a völv comes to visit a thane or a jarl, the leader must give up its high seat to her, acknowledging her as bearing the authority of the gods. They live outside and above the normal hierarchy of society.

Völv are versed in herbology, mythology and omen interpretation, they advise the rulers of the isles in matters of spirituality, politic and the divine. They wander alone or in groups of 9 or 13 with their wands and staffs. Actual temples are exceedingly rare in the isles, for the northlanders revere their gods in wild, sacred places, but when there is a need for the will of the gods to be known, völr organize a grand ceremony that lasts for several days, involving animal sacrifices and communal feasting. At the end of the rites, the völr reveal the awaiting prophecy in a divination called the “völupsa” or “song of the seeresses”.



VÖLVA

Medium humanoid (human), neutral

Armor Class 15

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	14 (+2)	17 (+3)	18 (+4)	15 (+2)

Saving Throws Int +6, Wis +7

Skills Arcana +6, History +6, Insight +10, Medicine +7, Religion +6

Senses truesight 60 ft., passive Perception 14

Languages Common, Illuskan, any two languages

Challenge 5 (1,800 XP)

Lore Keeper. The völv has advantage on Intelligence and Wisdom ability checks.

Mariner. The völv can hold her breath underwater for twice as long and has proficiency with navigator's tools. The völv is also naturally adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*.

Seeress. The völv can't be surprised and attack rolls against her have disadvantage unless the völv is incapacitated or restrained. While the völv is wearing no armor, her AC includes her Wisdom modifier.

Wand-Wed. The völv carries a staff carved out of the wood of a mystical white tree, that is a focus for her inner power. She can use the staff as if it were a *staff of healing* (Wisdom spellcasting ability). If the staff is lost or destroyed, the völv must craft another, which takes a year and a day. Only a völv can use the staff.

Actions

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands.

Tormenting Vision. The völv targets one creature she can see within 60 feet of her. The target must succeed on a DC 14 Wisdom saving throw. On a failure, the target is under one of the following effects, chosen by the völv:

- The target takes 16 (3d10) psychic damage and is frightened until the end of the völv's next turn.
- On its turn, the target can't move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on its turn.
- The target falls unconscious until the end of its next turn. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

BERSERKER

Medium humanoid (human), neutral

Armor Class 16

Hit Points 110 (13d8 + 52)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	8 (-1)	13 (+1)	7 (-2)

Saving Throws Str +7 Con +7

Skills Athletic +7, Perception +4, Survival +4

Senses passive Perception 14

Languages Common, Illuskan

Challenge 8 (3,900 XP)

Brute. A melee weapon deals one extra die of its damage when the berserker hits with it (included in the attack).

Islander's Fortitude (2/Day). If damage reduces the berserker to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is from a critical hit. On a success, the berserker drops to 1 hit point instead.

Mariner. The berserker can hold its breath underwater for twice as long and has proficiency with navigator's tools. The berserker is also naturally adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*.

Unarmored Defense. While the berserker is wearing no armor, its AC includes its Constitution modifier.

Unbridled Rage (Recharges after a Short or Long Rest). As a bonus action, the berserker can enter a rage at the start of its turn. The rage lasts for 1 minute or until the berserker is incapacitated. While raging, the berserker gains the following benefits:

- The berserker has advantage on Strength checks and Strength saving throws
- When it makes a melee weapon attack, the berserker gains a +3 bonus to the damage roll.
- The berserker has resistance to bludgeoning, piercing, and slashing damage.

Actions

Multiattack. The berserker makes three melee attacks.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Reactions

Retaliation. In response to being hit by a melee attack, the berserker can make one melee weapon attack with advantage against the attacker.

Intimidating Presence. When a creature the berserker can see starts its turn within 30 feet of the berserker, the berserker can intimidate it. If the creature can see the berserker, it must succeed on a DC 14 Wisdom saving throw or be frightened until the end of berserker's next turn.

OPTIONAL: SEEING RED

Berserkers are notably unpredictable warriors, prompt to fly into mindless rage in the battlefield, caring not if their axes are slaying friends or foes. At your option, berserkers might have the following trait.

Seeing Red. When the berserker reduces a creature to 0 hit points, the berserker must make a DC 15 Wisdom saving throw. On a failed save, the berserker must make a melee attack against a random target within its reach on its next turn. If it has no targets within its reach even after moving, it loses its action on that turn.



THANE

Medium humanoid (human), neutral

Armor Class 18 (plate)

Hit Points 212 (25d8 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Str +10, Dex +6, Con +9

Skills Athletic +10, Intimidation +8, Perception +7

Senses passive Perception 17

Languages Common, Illuskan

Challenge 13 (10,000 XP)

Brute. A melee weapon deals one extra die of its damage when the thane hits with it (included in the attack).

Indomitable (3/Day). The thane can reroll a saving throw it fails. It must use the new roll.

Mariner. The thane can hold its breath underwater for twice as long and has proficiency with navigator's tools. The thane is also naturally adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*.

Martial Superiority (1/Turn). The thane can deal an extra 17 (5d6) damage to a creature it hits with a weapon attack.

Reckless. At the start of its turn, the thane can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The thane makes three melee attacks: one with its battleaxe and two with its longsword.

Battleaxe. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage and the target must succeed on a DC 17 Constitution saving throw or be stunned until the end of its next turn.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage. If the thane scores a critical hit, it rolls the damage dice three times, instead of twice.

Legendary Actions

The thane can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The thane regains spent legendary actions at the start of its turn.

- **Attack.** The thane makes one longsword attack.
- **Command Ally.** The thane targets one ally it can see within 30 feet of it. If the target can see and hear the thane, the target can make one weapon attack as a reaction and gains advantage on the attack roll.
- **Inspire Ally.** The thane targets one ally it can see within 30 feet of it. If the target can see and hear the thane, the creature gains 20 temporary hit points.
- **Rally Ally.** The thane targets one ally it can see within 30 feet of it. If the target can see and hear the thane, it is freed from any charm and fright effect.
- **Rush (Costs 2 Actions).** The thane moves up to its speed to a creature it can see and slams into it. The target must succeed on a DC 17 Strength saving throw or take 14 (2d8 + 5) bludgeoning damage and be pushed up to 10 feet away and knocked prone.



THANE

The society of the northlander reflects the isles they live in: harsh and unforgiving. Most thane got to their position by killing the previous leader in single combat. They must constantly secure their position at the head of a clan, for to be weak is to invite challenge. Thanes answer only to jarls and kings, until they prove too weak to be served and must be challenged too.

A thane must honor the gods, especially Valkur, and heed the counsel of its priests in its stronghold, especially the wandering vödur. Aside from the priests, huskarls, a group of trusted warriors, and skalds, warrior poets, also have the ear of the thane. Few things outside death can depose a thane, but the birth of a magically gifted heir can easily lead to its downfall, as it brands him as disfavored by Valkur.

Thanes are formidable warriors and leaders of men. On the battlefield, they shout orders and lead the charge, killing as many enemies as they can, laughing at the cowardly generals that hide behind their army. At time of peace they dispense justice inside their hold, plan for the next raiding season and plot against one another to expand their land.

JARL

Medium humanoid (human), neutral

Armor Class 18 (breastplate, shield)
Hit Points 256 (27d8 + 135)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Str +10, Con +10, Wis +7
Skills Athletic +10, Intimidation +9, Perception +7
Senses passive Perception 17
Languages Common, Illuskan
Challenge 15 (13,000 XP)

First Axe. A weapon deals two extra dice of its damage when the jarl hits with it (included in the attack).

Mariner. The jarl can hold its breath underwater for twice as long and has proficiency with navigator's tools. The jarl is also naturally adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*.

Survivor. The jarl regains 10 hit points at the start of its turn if it has at least 1 hit point but fewer hit points than half its hit point maximum.

Actions

Multiattack. The jarl makes three melee attacks or three ranged attacks.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage. If the jarl scores a critical hit, it rolls the damage dice three times, instead of twice.

Javelin. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

Reactions

Parry. The jarl adds 5 to its AC against one melee attack that would hit it. To do so, the jarl must see the attacker and be wielding a melee weapon.

Legendary Actions

The jarl 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 jarl regains spent legendary actions at the start of its turn.

- **Marked for Death.** The jarl targets one creature it can see within 120 feet of it. The next attack roll made against this target before the end of the jarl's next turn has advantage.
- **Deathblow (Costs 2 Actions).** The jarl makes one weapon attack. If it hits, the attack deals maximum damage and the target can't regain hit points until the end of its next turn.
- **Unleash the Fury (Costs 2 Actions).** Up to three friendly creature within 120 feet of the jarl that can hear it can use their reactions to move up to their speed and each make one weapon attack.



JARL

Jarls, also called First Axe, are bloodthirsty warlords that rule over a cluster of isles or a part of one the larger isles. Jarls are conquerors, they view the isles as their ancestral home, but the cities of the coast are theirs to rule and plunder. They come from a nation of chosen warriors and explorers that founded many of the prosperous coastal cities, and are very aware of this birthright.

Jarls own the most important economical asset of the isles, longboats. Without the raids, the meager natural resources of some isles would not be able to support their population and the Northlanders Isles could not exist. Jarls allow the thanes under them to charter their fleet, proven they get the lion's share on slaves, loot and that they take an oath to serve them.

No true northlander would accept the rule of an unproven jarl, and all are expected to be peerless warriors. To step on its throne a jarl must challenge and defeat the previous ruler, but even before doing so, must prove worthy by accomplishing a heroic deed, such as slaying an ice giant or a powerful sea monster. Ultimately, most jarls aspire to become High King of the isles, but becoming High King isn't necessarily as hard as keeping the throne under the constant threat of assassination and overthrow attempt of rivals.

HEIR OF VALKUR

Medium humanoid (human), neutral

Armor Class 19

Hit Points 287 (25d8 + 175)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	24 (+7)	8 (-1)	15 (+2)	7 (-2)

Saving Throws Str +13, Dex +8, Con +13

Skills Athletic +13, Perception +8, Survival +8

Damage Resistances cold, lightning

Condition Immunities charmed, frightened

Senses passive Perception 18

Languages Common, Illuskan

Challenge 17 (18,000 XP)

Aggressive. As a bonus action, the heir can move up to its speed toward a hostile creature that it can see.

Ancestor's Protection. The heir has advantage on saving throws against any spell that targets only the heir. If the heir's saving throw succeeds and the spell is of 7th level or lower, the heir is unaffected, and the effect is reflected back at the caster as though it originated from the heir, turning the caster into the target.

Brute. A melee weapon deals one extra die of its damage when the heir hits with it (included in the attack).

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

Mariner. The heir can hold its breath underwater for twice as long and has proficiency with navigator's tools. The heir is also naturally adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*.

Unarmored Defense. While the heir is wearing no armor, its AC includes its Constitution modifier.

Unbridled Rage. As a bonus action, the heir can enter a rage at the start of its turn. The rage lasts until the heir is incapacitated or choose to end it. While raging, the heir gains the following benefits:

- The heir has advantage on Strength checks and Strength saving throws
- When it makes a melee weapon attack, the heir gains a +4 bonus to the damage roll.
- The heir has resistance to bludgeoning, piercing, and slashing damage.

Actions

Multiattack. The heir makes two melee attacks or four melee attacks if it has fewer than half of its hit points remaining. On a hit, the heir can cause an additional effect, choosing from the options below (each effect can be used only once per turn):

- The attack deals an extra 18 (4d8) slashing damage.
- The target must succeed on a DC 17 Wisdom saving throw or be frightened until the end of the northlander's next turn.
- The attack bypass the damage resistances of the target.

Greataxe. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (2d12 + 7) slashing damage.

HEIR OF VALKUR

Seen as the living incarnations of Valkur, these berserkers are truly on the brink of death. When a berserker receives a prophetic dream of a great white tree it knows that its time will soon come. Most rejoice, for it has been chosen by mighty Valkur to be its champion, and there is no greater honor than to die in its name.

The blessed barbarian must take a long and perilous journey toward the coldest islands, facing frost giants, sea monsters and bitter weather along the way. Once it reaches its destination, it will find the great white tree and drink from its sap. When the heir of Valkur returns, all rejoice in the hold, feasts and celebrations are held in its honor, for it is an excellent presage for the raids to come.

The heir is transformed by the pilgrimage, exalted and imbued with the power of the god. Still, this is a double-edged sword, for the body of mortals cannot contain such might for very long. The final raid of each heir of Valkur is recorded in the sagas, narrated by skalds in the longhouses. It leads the charge and cares nothing for its own safety, bringing death to the enemies of the northlanders.



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