

Creature Conversion

Authors: Alain Giorla

<http://scarredlandslite.wordpress.com>

This document contains unofficial **D&D 5E** compatible stat blocks for monsters from the **Scarred Lands** campaign setting, originally published by **White Wolf Publishing, Inc.** The **Scarred Lands** is property of **Onyx Path Publishing** and **Nocturnal Media**.

This document is *not* under the Open Game License, nor the D.M. Guild, and is intended for personal use only.

Sources

This document presents material from the following sources:

Hollowfaust: City of the Necromancers Copyright 2001, White Wolf Publishing, Inc.

The Divine and the Defeated Copyright 2001, White Wolf Publishing, Inc.

Serpent in the Fold: Serpent Amphora Cycle, Book 1 Copyright 2001, White Wolf Publishing, Inc.

Vigil Watch: Warrens of the Ratmen Copyright 2002, White Wolf Publishing, Inc.

Burok Torn: City Under Siege Copyright 2002, White Wolf Publishing, Inc.

Blood Bayou Copyright 2003, White Wolf Publishing, Inc.

Blood Sea: The Crimson Abyss Copyright 2004, White Wolf Publishing, Inc.

Echoes of the Past: The Slaracian Legacy Copyright 2004, White Wolf Publishing, Inc.

Table of Contents

Creature Conversion.....	1
Sources.....	1
Example.....	3
Cadaver Bloom.....	4
Cairn Hunter.....	4
Carnival Krewe, Bayou Spawn.....	5
Carnival Krewe, Mad One.....	5
Carnival Krewe: Mad One Sorcerer.....	5
Carnival Krewe, Mirth Jack.....	6
Carnival Krewe, Silken Parasite.....	7
Coral Host.....	7
Crab, Ghost.....	8
Dead Eater.....	8
Devil, Fathom.....	9
Dragonwrack, Bone.....	10
Drendal, Sentinel.....	11
Drendal, Spire.....	11
Flense Drake.....	12
Golem, Ash.....	13
Golem, Chitin.....	13
Golem, Fang.....	14
Golem, Rat.....	14
Horserat.....	15
Hound of Tanil.....	15
Mire Wyrn.....	16
Osseus Callabra.....	17
Revenant, Spectral.....	17
Risen.....	18
Sapheral's Kite.....	18
Skeleton, Coralline.....	19
Skeleton, Masterwork.....	19
Skeleton, Superior.....	19
Skeleton, Vinedead.....	19
Slaracian, Builder Beetle Queen.....	20
Slaracian, Builder Beetle Swarm.....	20
Slaracian, Hound.....	21
Slaracian, Maw.....	21
Slaracian, Snowbeast.....	22
Swarm, Bloodings.....	23
Weran.....	23
Wooden Helmsman.....	24
Wraith, Blood.....	24
Indexes.....	25
Monsters by Type and Subtype.....	25
Monsters by Challenge Rating.....	26

Example

Source: Creature Collection

Size type (tag), alignment

Armor Class: 10 (type)

Hit Points: h (d+)

Speed: s ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Saving Throws: Char +x

Skills: Skill +x

Damage Resistances: d

Damage Immunities: d

Condition Immunities: c

Damage Vulnerabilities: d

Perception: passive Perception score 10

Languages: l

Challenge: x (XP)

Property: p

ACTIONS

Multiattack:

Action: *Melee Weapon Attack:* + to hit, reach 5 ft, one target. *Hit:* (d) damage.

REACTIONS

Reaction: e.

LEGENDARY ACTIONS

Action (costs 2 actions): e.

LAIR ACTIONS

Action: e.

REGIONAL EFFECTS

Effect: e

When the monster die, these effects fade in.

Cadaver Bloom

Source: Blood Sea
Large plant, unaligned
Armor Class: 5
Hit Points: 42 (4d10+20)
Speed: 5 ft

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

Damage Immunities: necrotic, psychic
Condition Immunities: charmed, exhaustion, frightened, petrified, poisoned, prone, restrained
Perception: passive Perception score 9
Languages: -
Challenge: 2 (450 XP)

Necrotic Decay: A living creature who starts its turn within 60 ft of the cadaver bloom must make a Constitution saving throw (DC 15) or suffer vulnerability to necrotic damage as long as it stays within 60 ft of the cadaver bloom. The target can make a new saving throw at the start of each of its turns. Once a creature has succeeded three saving throws against that effect, it becomes immune to it for 24 hours.

ACTIONS

Necrotic Blossom (recharge 6): All creatures within 30 ft of the cadaver bloom must make a Constitution saving throw (DC 15). A target takes 18 (4d8) necrotic damage, or half as much on a successful save.

REACTIONS

Animate Dead (recharge 5-6): When a Small or Medium humanoid dies within 60 ft of the cadaver bloom, the cadaver bloom can animate it as a zombi, as if it were affected by the *animate dead* spell. The first time a cadaver bloom is encountered, it has already 1d4 zombis under its command through this ability. The cadaver bloom can't use this ability if it already controls 4 zombis.

Necrotic Empowerment: When an undead creature makes an attack roll within 60 ft of the cadaver bloom, it gains advantage on its attack roll. The targeted undead must also make a Wisdom saving throw (DC 15) or be charmed by the cadaver bloom for 24 hours. The cadaver bloom can only charm up to 4 undeads with this ability.

Cairn Hunter

Source: Burok Torn
Medium monstrosity, unaligned
Armor Class: 16 (natural armor)
Hit Points: 85 (10d8+30)
Speed: 40 ft, climb 30 ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	16 (+3)	12 (+1)	10 (+0)	6 (-2)

Saving Throws: Wis +3
Skills: Athletics +6, Perception +3
Damage Vulnerabilities: radiant
Perception: darkvision 120 ft, passive Perception score 10
Languages: understands Common, Drendali, Dwarven, can't speak
Challenge: 5 (1,800 XP)

Keen Senses: The cairn hunter has advantage on all Wisdom (Perception) checks relying on smell.

Light Sensitivity: When the cairn hunter starts its turn in an area of bright light, it is poisoned until the end of its next turn. No effect can remove that condition.

Ravenous Hunter: At the end of its turn, the cairn hunter can make a Claw attack against a prone creature as a bonus action.

Silent Tread: The cairn hunter has advantage on all Dexterity (Stealth) checks, provided it only moves on its turn, and is in an heavily obscured area.

ACTIONS

Multiattack: The cairn hunter makes one Bite and two Claw attacks.

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 10 (2d6+3) piercing damage, and the target must make a Constitutions aving throw (DC 14) or be poisoned for 1 minute. At the start of each of its turn, the target can make a new saving throw to end the effect on itself. However, each time the target fails one of these subsequent saving throws, it suffers 10 (3d6) poison damage.

Claw: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 7 (1d6+3) slashing damage.

Tail: *Melee Weapon Attack:* +6 to hit, reach 10 ft, up to two different targets. *Hit:* 10 (2d6+3) bludgeoning damage and the target must make a Strength saving throw (DC 14) or be knocked prone.

Jump (recharge 5-6): The cairn hunter jumps by 30 ft (long jump) or 15 ft (high jump). It can land on a creature, in which case the target must make a Strength saving throw (DC 14) or be knocked prone.

Carnival Krewe, Bayou Spawn

Source: Blood Bayou

TEMPLATE

An aberration, beast, dragon, fey, giant, humanoid, monstrosity or plant can become a bayou spawn. It keeps its statistics, except as follow:

Challenge: Unchanged.

Senses: The bayou spawn gains darkvision 60 ft, unless it has blindsight with the (blind beyond that radius) mention. If it already had darkvision, its range increases by 60 ft.

New Action: Invocation: The bayou spawn chooses one warlock invocation, and can use it as a recharge (5-6) ability. It uses its Charisma to determine the DC or attack roll of this invocation, if applicable. Use the bayou spawn Challenge as its warlock level to determine which invocation it has access to.

Carnival Krewe, Mad One

Source: Blood Bayou

TEMPLATE

A fey, giant or humanoid can become a mad one. It keeps its statistics, except as follow.

Challenge: If the monster heavily relies on Intelligence, recalculate its Challenge following the guidelines in the Dungeon Master Guide. Increase to 1/2 if it was lower. Unchanged otherwise.

Armor Class: Decrease by -1.

Saving Throws: The mad one loses its proficiency bonus to Intelligence saving throws, if any.

Skills: The mad one loses its proficiency bonus to Intelligence skills, if any.

Damage Immunities: psychic

Conditions Immunities: charmed, frightened

Attack Rolls: Increase by +1, except those relying on Intelligence.

New Trait: Mind of Chaos: The mad one has disadvantage on all Intelligence checks, and cannot use Intelligence-based traits and features, including spells that use Intelligence as the primary spellcasting ability. It becomes immune to any mind-affecting effects.

New Action: Dreamer's Talent (recharge 5-6): The mad one casts one random spell from the druid spell list. The spell level must be equal to or lower than the mad one's Wisdom modifier or its proficiency bonus, whichever is lower. The mad one uses its Wisdom to determine the spell save DC or magic attack roll, if any.

New Reaction: Bayou's Blessings (short rest): When the mad one fails a saving throw (except an Intelligence saving throw), it can make a Wisdom saving throw and use it as the result. The mad one can only use this reaction while inside the Blood Bayou.

Carnival Krewe: Mad One Sorcerer

Source: Blood Bayou

Medium humanoid, chaotic neutral

Armor Class: 11

Hit Points: 33 (5d8+10)

Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	11 (+0)	12 (+1)	16 (+3)

Saving Throws: Cha +6

Damage Immunities: psychic

Condition Immunities: charmed, frightened

Perception: passive Perception score 11

Languages: Common

Challenge: 2 (450 XP)

Mind of Chaos: The mad one has disadvantage on all Intelligence checks. It becomes immune to any mind-affecting effects.

Spellcasting: The mad one sorcerer is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +7 to hit with magic attacks). It knows the following spells:

Cantrips: dancing lights, mage hand, minor illusion, poison spray, ray of frost, true strike

1st-level spells (4 slots): shield, sleep

2nd-level spells (3 slots): crown of madness, phantasmal force

3rd-level spells (2 slots): fear

ACTIONS

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

Dreamer's Talent (recharge 5-6): The mad one casts one random spell from the druid spell list. The spell level must be equal to or lower than 1 (spell save DC 12, +5 to hit with magic attack rolls).

Bayou's Blessings (short rest): When the mad one fails a saving throw (except an Intelligence saving throw), it can make a Wisdom saving throw and use it as the result. The mad one can only use this reaction while inside the Blood Bayou.

Carnival Krewe, Mirth Jack

Source: Blood Bayou

Large giant, neutral evil

Armor Class: 13 (leather armor)

Hit Points: 60 (7d10+21)

Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	16 (+3)	6 (-2)	12 (+1)	8 (-1)

Saving Throws: Wis +3, Cha +1

Damage Immunities: psychic

Condition Immunities: charmed, frightened

Perception: passive Perception score 11

Languages: Common

Challenge: 2 (450 XP)

Empty Mind: The mirth jack has advantage on all Int, Wis and Cha saving throws. Furthermore, it is immune against any effect affecting emotions.

Infectious Mirth: Creatures within 30 ft of the mirth jack have disadvantage on all saving throws against spells and effects relying on laughter and joyful emotions, including *Otto's irresistible dance* and *Tasha's hideous laughter*.

ACTIONS

Great Axe: *Melee Weapon Attack:* +5 to hit, reach 10 ft, one target. *Hit:* 12 (2d8+3) slashing damage.

Giant Grapple: *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 10 (1d12+3) bludgeoning damage and the target is grappled (escape DC 13). The mirth jack has advantage on its attack roll if the target is Medium-size or smaller. The grapple ends if the mirth jack attacks another creature.

Carnival Krewe, Silken Parasite

Source: Blood Bayou
Medium humanoid, neutral evil

Armor Class: 13

Hit Points: 22 (4d8+4)

Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	13 (+1)	14 (+2)	18 (+4)

Saving Throws: Con +3, Int +3, Wis +4, Cha +6

Skills: Deception +6, Insight +4, Perception +4, Sleight of Hands +5

Damage Resistances: psychic

Condition Immunities: charmed, unconscious

Perception: passive Perception score 10

Languages: Common

Challenge: 1 (200 XP)

Detect Thoughts: The silken parasite benefits from a permanent *detect thoughts* effect (DC 14). It does not need to concentrate to maintain that effect.

Paternal Desecration: A creature that engages in sexual intercourse with the silken parasite must make a Charisma saving throw (DC 14) or fall under a terrible curse. The target is unaware of the curse, even though it can be detected through appropriate methods and lifted with a *remove curse* spell or similar. The next time the target has sex with a creature of the opposite gender, it automatically conceives or sires a child. The child thus produced, when reaching puberty, hears an undeniable call to the Blood Bayou, and swears fealty to Jack of Tears. Most children born this way become warlocks. Once produced, the child allegiance cannot be shifted, except by a divine intervention.

ACTIONS

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

Hit: 11 (2d6+4) psychic damage, and the target must make a Wisdom saving throw (DC 14) or be charmed by the silken parasite for 1 minute. The target can make a new saving throw at the start of each of its turn, ending the effect on itself on a success. The silken parasite can decide not to deal psychic damage on a successful hit, or not to charm the target.

Hypnotic Gaze: The silken parasite tries to hypnotize one creature who can see it within 10 ft. The target must make a Wisdom saving throw (DC 14). If it fails, it is charmed and incapacitated until the end of the silken parasite's next turn, and its speed turns to 0.

Desireous Form (recharge 5-6): The silken parasite chooses one Small or Medium humanoid creature it can see within 30 ft, and against which it has used its Detect Thoughts ability successfully since the start of the encounter. The target must make an Intelligence (DC 14) saving throw. If it fails, the silken parasite takes a form that is sexually desirable for the target. This is not an illusion. The effect lasts until the next dawn, or until the silken parasite uses this ability again, whichever comes first.

Coral Host

Source: Blood Sea

TEMPLATE

An aberration, beast, dragon, fey, giant, humanoid, or monstrosity with a skeleton can become a coral host. It keeps its statistics, except as follow:

Challenge: Unchanged, minimum 1/2.

Language: If the coral host has an Intelligence of 6 or higher, it gains Telepathy 100 ft (only with other coral hosts or coralline skeletons).

New Trait: Water Affinity: The coral host has advantage on all Strength (Athletics) checks made to swim, as well as on all Constitution saving throws to avoid drowning in water.

New Trait: Regeneration: At the start of its turn, the coral host regains 5 hit points, or 10 if it has a Challenge of 8 or higher. If the coral host takes acid or poison damage, this trait doesn't function at the start of the coral host's next turn. The coral host dies only if it starts its turn at 0 hit points and doesn't regenerate.

New Action: Bite: *Melee Weapon Attack.* Use the coral host other melee attacks as a basis for the attack roll and reach. *Hit:* 5 (1d8) + the coral host's Strength modifier piercing damage, unless the coral host already has a bite attack that deals higher damage, in which case the coral host keeps the highest damage value. The type of dice is modified by the coral host's size (1d6 for Small creatures, 1d10 for Large creatures, etc). The target must make a Constitution saving throw (DC based on Constitution). If it fails, it becomes infected with the coral parasite (see New Diseases, in appendix).

Crab, Ghost

Source: Blood Sea

Huge beast, unaligned

Armor Class: 16 (natural armor)

Hit Points: 180 (24d12+24)

Speed: 40 ft, burrow 10 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	12 (+1)	2 (-4)	10 (+0)	2 (-4)

Damage Resistances: psychic

Condition Immunities: prone

Perception: tremorsense 120 ft, passive Perception score 10

Languages: -

Challenge: 8 (3,900 XP)

Camouflage: When the ghost crab is immobile, it has advantage on all Dexterity (Stealth) checks made in sand environments.

Squeeze: The ghost crab has advantage on all its attack rolls against creatures it grapples, and deals them an additional 14 (3d8) bludgeoning damage on a successful hit, unless they succeed a Strength saving throw (DC 15).

ACTIONS

Multiattack: The ghost crab makes two Claw attacks.

Claw: *Melee Weapon Attack:* +8 to hit, reach 10 ft, one target. *Hit:* 14 (2d8+5) slashing damage, and the target is grappled (escape DC 15). The ghost crab can only grapple up to two creatures, and the target is freed if the ghost crab makes a Claw attack against another creature.

Dead Eater

Source: Warrens of the Ratmen

Medium humanoid, chaotic evil

Armor Class: 12

Hit Points: 26 (4d8+8)

Speed: 30 ft, burrow 5ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	15 (+2)	6 (-2)	12 (+1)	6 (-2)

Saving Throws: Con +4

Skills: Stealth +4

Damage Resistances: poison

Perception: passive Perception score 11

Languages: understands Common, can't speak

Challenge: 1/2 (100 XP)

Disease Carrier: The dead eater is immune to the effects of all diseases. However, it is still infected by any disease it comes in contact with, and can transmit it normally.

Light Sensitivity: When the dead eater starts its turn in an area of bright light, it is automatically poisoned until the end of its next turn.

ACTIONS

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 7 (1d8+2) piercing damage and the target must succeed a Constitution saving throw (DC 12) or suffer the corpse blister disease (see New Diseases, in appendix).

Burrow Attack (short rest): *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* The target is grappled by the dead eater, and the dead eater gains advantage on all Bite attack rolls against the target as long as the grapple holds. The dead eater must be burrowed in the ground in order to make that attack. If the dead eater is hidden from the target, it gains advantage on its Burrow Attack attack roll.

Devil, Fathom

Source: Blood Sea

Huge fiend (devil), lawful evil

Armor Class: 17 (natural armor)

Hit Points: 202 (15d12+105)

Speed: swim 40 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	25 (+7)	20 (+5)	16 (+3)	18 (+4)

Saving Throws: Dex +4, Wis +7, Cha +8

Skills: Intimidation +9

Damage Resistances: cold; bludgeoning, piercing or slashing from nonmagical attacks not made with silver weapons

Damage Immunities: fire, poison

Condition Immunities: poisoned

Perception: blindsight 60 ft, darkvision 60 ft, passive Perception score 13

Languages: Infernal

Challenge: 13 (10,000 XP)

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

Innate Spellcasting: The devil's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic, darkness.*

3/day each: *arcane eye, eyebite.*

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

Magic Weapons: The devil's weapon attacks are magical.

Only Eye: The devil has disadvantage on all saving throws to avoid being blinded. If it is blinded, it keeps its blindsight, but cannot use its Weakening Gaze ability.

Weakening Gaze: If a creature starts its turn within 30 ft of the devil and the two of them can see each other, the devil can force the creature to make a Constitution saving throw (DC 17) or be poisoned for 1 minute. The target can make a new saving throw at the start of each of its turns. If the target succeeds a saving throw against this effect, it becomes immune to it for 24 hours.

ACTIONS

Multiattack: The fathom devil makes one Bite and one Slam attack.

Bite: *Melee Weapon Attack:* +11 to hit, reach 5 ft, one target. *Hit:* 25 (3d12+6) piercing damage.

Slam: *Melee Weapon Attack:* +11 to hit, reach 10 ft, one target. *Hit:* 19 (2d12+6) bludgeoning damage.

LEGENDARY ACTIONS

Detect: The devil makes a Wisdom (Perception) check or uses its *detect magic* innate spellcasting ability.

Tentacle Slam: The devil makes a Slam attack.

Acquiescence Aura (costs 2 actions): One creature within 60 ft of the fathom devil must make a Wisdom saving throw (DC 17) or suffer disadvantage on all Wisdom checks and saving throws for 1 minute. The target can make a new saving throw at the start of each of its turn to end that effect on itself. If a creature succeeds a saving throw against that effect, it becomes immune to it for 24 hours.

Dragonwrack, Bone

Source: Hollowfaust

Gargantuan undead, unaligned

Armor Class: 20 (natural armor)

Hit Points: 359 (18d20+180)

Speed: 40 ft, climb 40 ft, fly 80 ft

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	30 (+10)	11 (+0)	11 (+0)	18 (+4)

Saving Throws: Con +17, Wis +7, Cha +11

Damage Resistances: lightning, psychic

Damage Immunities: cold, necrotic, poison; bludgeoning, piercing or slashing from nonmagical attacks not made with silver weapons

Condition Immunities: charmed, exhaustion, frightened, petrified, poisoned, stunned

Perception: darkvision 120 ft, truesight 60 ft, passive Perception score 10

Languages: understands most humanoid languages, can't speak

Challenge: 22 (41,000 XP)

Legendary Resistance (3/day): When the bonewrack dragon fails a saving throw, it can choose to succeed instead.

Lifeleech Area: The bonewrack dragon is surrounded by an aura of death within 30 ft. Any creature that starts its turn in the area must make a Constitution saving throw (DC 18) or take 15 (2d10+4) necrotic damage, and have its maximum hit points lowered by the same amount. If this brings the target to 0 hit points, it dies instantly. On a successful save, the target becomes immune to the aura for 24 hours, or until it fails a saving throw against the bonewrack dragon Breath Weapon (see below), whichever comes first. Creatures able to cast spells from the Necromancy school (or use similar abilities) have advantage on this saving throw.

Sense Life: The bonewrack dragon has advantage on all Wisdom (Perception) checks made against living creatures within 30 ft.

ACTIONS

Multiattack: The bonewrack dragon can use its Frightful Presence. It then makes three attacks, one with its Bite and two with its Claw.

Bite: Melee Weapon Attack: +16 to hit, reach 15 ft, one target. Hit: 21 (2d10+10) piercing damage.

Claw: Melee Weapon Attack: +16 to hit, reach 10 ft, one target. Hit: 17 (2d6+10) slashing damage.

Tail: Melee Weapon Attack: +16 to hit, reach 20 ft, one target. Hit: 19 (2d8+10) bludgeoning damage.

Frightful Presence: Each creature of the dragon's choice that is within 120 ft of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turn, ending the effect on itself on a success. Once a creature has made a successful saving throw against that effect, it becomes immune to the dragon's Frightful Presence for 24 hours.

BreathWeapon (recharge 5-6): The dragon exhales the energies from the dead in a 90-ft line in front of it. Creatures in the area must make a Constitution saving throw (DC 24) or suffer 88 (15d10) necrotic damage on a failed save, or half as much on a successful one. Furthermore, if the target fails its saving throw, it loses its immunity against the bonewrack's dragon Lifeleech Aura.

LEGENDARY ACTIONS

Detect: The dragon makes a Wisdom (Perception) check.

Tail Sweep: The bonewrack dragon makes a Tail attack.

Call from the Grave (costs 3 actions): The bonewrack dragon animates one corpse it can see within 120 ft, as with the *animate dead* spell. It can only control up to six undeads with this ability.

Drendal, Sentinel

Source: Burok Torn
Huge construct, unaligned
Armor Class: 16 (natural armor)
Hit Points: 124 (8d12+72)
Speed: 20 ft, climb 15 ft, can't run

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	18 (+4)	1 (-5)	11 (+0)	2 (-4)

Damage Resistances: acid, necrotic
Damage Immunities: poison, psychic; bludgeoning, piercing and slashing from nonmagical attacks not made with adamantine weapons
Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Perception: blindsight 60 ft (blind outside that radius), passive Perception score 10
Languages: understands Drendali and Dwarven
Challenge: 8 (3,900 XP)

Coordinated Attack: The sentinel dendral has advantage on any attack roll against a creature that was attacked by another dendral since the last of its last turn.

Loyalty: No magical effect can control the actions of the sentinel dendral, as long as it is within 200 miles of the demigod Nalthalos. A sentinel dendral will not attack a dendrali. If an effect forces it to do so, the effect immediately ends.

Shared Senses: The sentinel dendral cannot be surprised if another dendral is not surprised within its blindsight range.

ACTIONS

Club: *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 22 (3d10+6) bludgeoning damage. The sentinel dendral can choose to reduce the damage to 11 (1d10+6), in which case the target must make a Strength saving throw (DC 16) or be pushed back 20 ft. The target must be of medium size to use this effect.

Crush (recharge 5-6): The sentinel dendral can attempt to crush all Medium-size creatures (or smaller) within a 10 ft by 10 ft area adjacent to it. The sentinel dendral moves into that area as part of this action. All targets in the area must make a Dexterity saving throw (DC 16). If they succeed, they can escape safely the area. Otherwise, they are pinned under the sentinel dendral. They are considered restrained (DC 16 to escape) and prone, and suffer 45 (10d8) bludgeoning damage at the start of each of the sentinel dendral's turn. However, they benefit from a one-half cover against all attacks. This effect ends if the sentinel dendral moves, either on its own, due to another creature's attack, or to crush another area.

Drendal, Spire

Source: Burok Torn
Gargantuan construct, unaligned
Armor Class: 20 (natural armor)
Hit Points: 292 (16d20+124)
Speed: 20 ft, can't run

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	26 (+8)	12 (+1)	10 (+0)	2 (-4)

Saving Throws: Int +7, Wis +6
Damage Resistances: acid, cold, fire, lightning, necrotic
Damage Immunities: poison, psychic; bludgeoning, piercing and slashing from nonmagical attacks not made with adamantine weapons
Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Perception: blindsight 360 ft (blind outside that radius), truesight 30 ft, passive Perception score 10
Languages: understands all humanoid languages, can't speak
Challenge: 20 (25,000 XP)

Adamantine Weapons: The spire dendral's attacks are considered adamantine and magical weapons for the purpose of overcoming damage resistances and vulnerabilities.

Earthquake: If the spire dendral makes one stomp attack per turn during three consecutive turns, it may cast the *earthquake* spell (DC 22) as a bonus action, centered on its current location. It does not require material components to cast this spell. The countdown resets to 0 each turn during which the spire dendral does not make a stomp attack.

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

Immunity to Magic: The spire dendral has advantage on all saving throws against spells and other magical effects.

Loyalty: No magical effect can control the actions of the spire dendral, as long as it is within 200 miles of the demigod Nalthalos. The spire dendral will not attack a dendrali. If an effect forces it to do so, the effect immediately ends. Creatures who attempt to seize magical control of the spire dendral must make a Wisdom saving throw (DC 20) or take 45 (10d8) psychic damage. The effect automatically fails, unless the creature is a god or a titan.

Sentinel: The spire dendral is considered a sentinel dendral. It therefore benefits from the Coordinated Attack and Shared Senses properties. The spire dendral has advantage on all Dexterity saving throws against effects coming from within its truesight range.

ACTIONS

Multiattack: The spire dendral makes one Stomp and two Claw attacks.

Claw: *Melee Weapon Attack:* +14 to hit, reach 10 ft, one target. *Hit:* 32 (4d10+10) slashing damage. If the spire dendral hits twice the same creature during the same round, the target takes an additional 19 (2d8+10) slashing damage.

Stomp: *Melee Weapon Attack:* +14 to hit, reach 20 ft, all creatures within range in contact with the ground. *Hit:* 43 (6d10+10) bludgeoning damage, and the target must make a Strength saving throw (DC 22) or be knocked prone. When the spire dendral makes that attack, all creatures pinned under it (see below) can spend a reaction to attempt to escape the restraint.

Crush (recharge 4-6): The spire drendal can attempt to crush all Large-size creatures (or smaller) within a 20 ft by 20 ft area adjacent to it. The spire drendal moves into that area as part of this action. All targets in the area must make a Dexterity saving throw (DC 22). If they succeed, they can escape safely the area. Otherwise, they are pinned under the spire drendal. They are considered restrained (DC 22 to escape) and prone, and suffer 72 (16d8) bludgeoning damage at the start of each of the sentinel drendal's turn. However, they benefit from a one-half cover against all attacks. This effect ends if the spire drendal moves, either on its own, due to another creature's attack, or to crush another area.

LAIR ACTIONS

Animate Walls: The spire drendal can summon two sentinel drendals from any wall in its lair. It can only have up to six sentinel drendals active at a given time.

Blessing of Stone: The spire drendal can make a drendali ally turn to magical stone. The target gains all damage and condition immunities of the spire drendal until the end of her next turn. However, the target movement speed is reduced by half while this effect is active.

Giant Burrower: The spire drendal can disappear in the earth, and reappear anywhere within its lair. This is not a teleport effect.

Flense Drake

Source: Hollowfaust

Tiny beast, unaligned

Armor Class: 14

Hit Points: 14 (4d4+4)

Speed: 15 ft, fly 60 ft

STR	DEX	CON	INT	WIS	CHA
8 (-2)	19 (+4)	12 (+1)	4 (-3)	13 (+1)	13 (+1)

Skills: Perception +3

Damage Resistances: necrotic, poison

Perception: passive Perception score 13

Languages: -

Challenge: 1/2 (100 XP)

Keen Senses: The flense drake has advantage on all Wisdom (Perception) checks relying on sight or smell.

Robustness: The flense drake has advantage on all saving throws against disease and poisons.

Scavenger: If the flense drake feeds on a corpse, its bite becomes highly poisonous for 1 hour. When this effect is active, the flense drake deals 10 (3d6) poison damage whenever it succeeds a bite attack against a poisoned creature.

ACTIONS

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 6 (1d4+4) piercing damage, and the target must make a Constitution saving throw (DC 11) or be poisoned for 1 minute. At the start of each of its turn, the target can make a new saving throw to end the effect on itself.

Golem, Ash

Source: Hollowfaust
Large construct, unaligned
Armor Class: 15 (natural armor)
Hit Points: 95 (10d10+40)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	18 (+4)	1 (-5)	11 (+0)	1 (-5)

Damage Resistances: piercing, slashing
Damage Immunities: fire, necrotic, poison; bludgeoning, piercing and slashing from nonmagical attacks not made with adamantite weapons
Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Perception: darkvision 60 ft, passive Perception score 10
Languages: understands the languages of its creator but can't speak
Challenge: 9 (5,000 XP)

Ash Cloud: The golem is permanently surrounded by an ash cloud, which consists in a 10 ft radius area around it. The cloud is considered a lightly obscured area, and any creature who starts its turn in the cloud must make a Constitution saving throw (DC 16) or suffer disadvantage on all d20 checks until the end of its next turn. If a target succeeds three successive saving throws against this effect, it becomes immune against it for 24 hours. On the other hand, if a target fails three successive saving throws against this effect, she becomes poisoned until she succeeds a saving throw against that effect.

Fire Absorption: Whenever the golem is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

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

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

Magic Weapons: The golem weapons attacks are magical.

ACTIONS

Multiattack: The golem makes two Slam attacks.

Slam: *Melee Weapon Attack:* +10 to hit, reach 5 ft, one target. *Hit:* 17 (2d10+6) bludgeoning damage. If the target has failed her last saving throw against the golem's Ash Cloud, she also takes 16 (3d10) fire damage.

REACTIONS

Ash Burst (recharge 6): When the golem is subjected to a fire attack, it can set afire its own Ash Cloud. Every creature within 10 ft off the golem takes 33 (6d10) fire damage, or half that amount on a successful Dexterity saving throw (DC 16). Furthermore, the ash golem Slam attacks deal an additional 11 (2d10) fire damage until the end of its turn.

Golem, Chitin

Source: Echoes of the Past
Large construct, unaligned
Armor Class: 18 (natural armor)
Hit Points: 118 (12d10+48)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	3 (-4)	11 (+0)	1 (-5)

Saving Throws: Wis +4
Damage Resistances: acid, lightning
Damage Immunities: psychic, poison; bludgeoning, piercing and slashing from nonmagical attacks not made with adamantite weapons
Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Perception: darkvision 60 ft, passive Perception score 10
Languages: understands the languages of its creator but can't speak
Challenge: 11 (7,200 XP)

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

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

Magic Weapons: The golem weapons attacks are magical.

ACTIONS

Multiattack: The golem makes up to 4 Claw attacks.

Claw: *Melee Weapon Attack:* +10 to hit, reach 5 ft, one target. *Hit:* 15 (2d8+6) slashing damage.

Psychic Claw (recharge 5-6): *Melee Spell Attack:* +10 to hit, reach 5 ft, one target. *Hit:* 15 (2d8+6) slashing damage, 28 (8d6) psychic damage, and the target can't use psionic abilities until the end of its next turn. The target can make a Wisdom saving throw (DC 16) to reduce the damage by half and retain its usage of psionic abilities.

REACTIONS

Psionic Discharge: When the golem is targeted by a psionic ability and succeeds its saving throw, the creature who used that ability must make a Wisdom saving throw (DC 16). If it fails, the creature is targeted by its own psionic ability (it can still make a saving throw against it). If it succeeds, the golem may choose any creature within 30 ft of it as the new target (it can also make a saving throw against that effect)

Golem, Fang

Source: The Divine and the Defeated

Large construct, unaligned

Armor Class: 17 (natural armor)

Hit Points: h (d+)

Speed: 20 ft (can't run)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	18 (+4)	2 (-4)	11 (+0)	1 (-5)

Damage Resistances: acid, necrotic, psychic

Damage Immunities: poison; bludgeoning, piercing and slashing from nonmagical attacks not made with adamantite weapons

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

Perception: darkvision 60 ft, passive Perception score 10

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

Challenge: 11 (7,200 XP)

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

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

Magic Weapons: The golem weapons attacks are magical.

Vicious Cuts: Whenever the golem succeeds an attack roll, the target must make a Constitution saving throw (DC 16) or suffer 14 (4d6) necrotic damage at the start of its next turn, unless the target receives healing before.

ACTIONS

Multiattack: The golem makes one Bite and two Constrict attacks.

Bite: *Melee Weapon Attack:* +10 to hit, reach 5 ft, one target. *Hit:* 15 (2d8+6) piercing damage.

Constrict: *Melee Weapon Attack:* +10 to hit, reach 5 ft, one target. *Hit:* 13 (2d6+6) piercing damage, and the target is grappled (escape DC 18). Until the grapple ends, the target is restrained, takes 10 (1d6+6) piercing damage at the start of each of the golem's turn, and has disadvantage on all saving throws against the golem's Vicious Cuts property. This additional damage does not trigger the Vicious Cuts property itself, as it does not require an attack roll. The golem can constrict up to two creatures simultaneously.

Golem, Rat

Source: Warrens of the Ratmen

Large construct, unaligned

Armor Class: 15 (natural armor)

Hit Points: 114 (12d10+48)

Speed: 40 ft, climb 40 ft, swim 40 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	18 (+4)	3 (-4)	10 (+0)	2 (-4)

Damage Resistances: acid, psychic

Damage Immunities: poison; bludgeoning, piercing and slashing from nonmagical attacks not made with adamantite weapons

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

Perception: darkvision 60 ft, passive Perception score 10

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

Challenge: 6 (2,300 XP)

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

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

Magic Weapons: The golem weapons attacks are magical.

ACTIONS

Multiattack: The rat golem makes two Slam attacks.

Slam: *Melee Weapon Attack:* +8 to hit, reach 10 ft, one target. *Hit:* 13 (2d6+6) bludgeoning damage.

Swarm (recharge 5-6): *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 24 (4d8+6) piercing damage and 18 (4d8) poison damage, and the target must make a Constitution saving throw (DC 14) or be poisoned for 1 minute, and a Wisdom saving throw (DC 14) or be frightened for 1 minute. In both cases, the target can make a new saving throw at the end of each of its turns, ending the effect on itself on a success. After the attack (whether it is successful or not, the rat golem can move to any unoccupied space adjacent to the target without provoking attacks of opportunity. If the rat golem is below half its hit points, the attack only deals 15 (2d8+6) piercing damage and 9 (2d8) poison damage.

Morphosis: The golem can move by its movement speed through any opening large enough for a Tiny rat to cross. When using this action, it can move through space occupied by other creatures, and does not provoke attacks of opportunity.

Horserat

Source: Warrens of the Ratmen

Large monstrosity, unaligned

Armor Class: 13

Hit Points: 52 (8d10+8)

Speed: 60 ft, climb 30 ft, swim 20 ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	13 (+1)	2 (-4)	13 (+1)	8 (-1)

Saving Throws: Str +5

Skills: Athletics +5

Perception: passive Perception score 11

Languages: -

Challenge: 1 (200 XP)

Keen Senses: The horserat has advantage on all Wisdom (Perception) checks relying on smell.

Powerful Leap: The horserat has advantage on all Strength (Athletics) checks made to jump.

ACTIONS

Multiattack: The horserat makes one Bite and two Claw attacks

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 9 (1d10+3) piercing damage.

Claw: *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 7 (1d6+3) slashing damage.

Pin: *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 10 (2d6+3) bludgeoning damage and the target is knocked prone and grappled (escape DC 13). While grappling the target, the horserat cannot use its Claw attack and occupies the same space as the target. The grapple ends if the horserat moves to another space. The horserat can jump 30 ft (for a long jump) or 15 ft (for a high jump) before this attack.

Hound of Tanil

Source: The Divine and the Defeated

Large celestial, chaotic good

Armor Class: 16 (natural armor)

Hit Points: 157 (15d10+75)

Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	23 (+6)	21 (+5)	19 (+4)	22 (+6)	17 (+3)

Saving Throws: Dex +10, Wis +10, Cha +7

Skills: Nature +8, Perception +10, Survival +10

Damage Resistances: psychic; bludgeoning, piercing and slashing from nonmagical attacks not made with silvered weapons

Condition Immunities: charmed, frightened

Perception: darkvision 60 ft, passive Perception score 20

Languages: understands Celestial and Common but can't speak, telepathy 120 ft (only with other hounds of Tanil)

Challenge: 8 (3,900 XP)

Keen Senses: The hound of Tanil has advantage on all Wisdom (Perception) and Wisdom (Survival) checks relying on smell.

Pack Tactics: The hound of Tanil has advantage on attack rolls against a creature if at least one of the hound's allies is within 5 ft of that creature and is not incapacitated.

ACTIONS

Multiattack: The hound of Tanil makes one Bite attack and two Claw attacks.

Bite: *Melee Weapon Attack:* +10 to hit, reach 10 ft, one target. *Hit:* 24 (4d8+6) piercing damage, and the target must make a Strength saving throw (DC 16) or be knocked prone.

Claw: *Melee Weapon Attack:* +10 to hit, reach 5 ft, one target. *Hit:* 15 (2d8+6) slashing damage.

Pacifying Gaze (recharge 5-6): One creature who is able to see the hound of Tanil must make a Wisdom saving throw (DC 18) or be charmed for 1 minute. While charmed, the target can't make any attack. This effect ends if the hound or one of its allies attacks the target. The target can make a new saving throw at the start of each of its turn, ending the effect on itself on a success.

Mire Wyrm

Source: Warrens of the Ratmen

Huge monstrosity, unaligned

Armor Class: 17 (natural armor)

Hit Points: 207 (18d12+90)

Speed: 15 ft, swim 30 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	2 (-4)	12 (+1)	4 (-3)

Saving Throws: Str +10, Con +9

Skills: Perception +5

Damage Resistances: acid, bludgeoning, necrotic, poison, psychic

Perception: blindsight 240 ft, tremorsense 120 ft, passive Perception score 10

Languages: -

Challenge: 12 (8,400 XP)

Death Throes: When the mire wurm dies and its bodies is not entirely destroyed (with, for example, a *disintegrate* spell), it convulses for another 1 minute. Each round at initiative 20 (loosing all initiative ties), the mire wurm makes a Slam attack against all creatures within 15 ft of it.

Slimy Skin: The mire wurm has advantage on all checks made to escape a grapple. When the mire wurm is in a temperate or warm marsh environment, it ignores difficult terrain and has advantage on all Dexterity (Stealth) checks.

ACTIONS

Multiattack: The mire wurm makes one Bite attack and two Slam attacks. It must target three different creatures.

Bite: *Melee Weapon Attack:* +10 to hit, reach 5 ft, one target. *Hit:* 23 (3d10+6) piercing damage, and the target is grappled (escape DC 18). The mire wurm can only grapple one creature with this attack. The grapple ends if it makes a Bite attack against another creature.

Slam: *Melee Weapon Attack:* +10 to hit, reach 15 ft, one target. *Hit:* 15 (2d8+6) bludgeoning damage. The mire wurm cannot attack a creature he is grappling or he has attacked with its Bite attack since the start of its previous turn.

Sever Limb (recharge 5-6): The mire wurm can attempt to sever a limb of a creature it grapples with its bite. The target must make a Constitution saving throw (DC 17). If it fails, one of its limb is badly damaged. Roll 1d20. The result indicates which limb is affected.

1-10: Leg. The target movement speed is reduced by half, and the target has disadvantage on all Strength or Dexterity checks and saving throws requiring its legs. At the start of each of its turn, the target must make a Strength saving throw (DC 15) or fall prone.

11-19: Arm. The target becomes poisoned, and has disadvantage on all Strength or Dexterity checks and saving throws requiring its arms.

20: Head. The target is incapacitated, blinded and deafened.

In addition to these effects, the target takes 5 (1d10) necrotic damage at the start of each of its turns. These effects last until the target has received magical healing of some sort. Once the mire wurm has used this ability on a creature, it cannot use it again on the same creature before 24 hours.

Caustic Spit (recharge 5-6): *Range Weapon Attack:* +10 to hit, range 20/80 ft, one target. *Hit:* 15 (2d8+6) acid damage, and the target must make a Constitution saving throw (DC 17). If it fails, it takes 9 (2d8) acid damage at the start of each of its turn. After taking damage, the target can make a new saving throw to end this effect.

LEGENDARY ACTIONS

Detect: The mire wurm makes a Wisdom (Perception) check.

Slam: The mire wurm makes a Slam attack.

Acid Splash (costs 3 actions): The mire wurm projects acid from its own skin in a 30 ft cone in any direction. All creatures in the area must make a Dexterity saving throw (DC 17) or take 13 (3d8) acid damage. The area becomes difficult terrain for all creatures except the mire wurm for 1 minute.

Osseus Callabra

Source: Hollowfaust
Large construct, unaligned
Armor Class: 14
Hit Points: 75 (10d10+20)
Speed: 30 ft, climb 20 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	14 (+2)	6 (-2)	10 (+0)	1 (-5)

Saving Throws: Int +0
Skills: Perception +2
Damage Resistances: cold, lightning, necrotic
Damage Immunities: poison; piercing and slashing from nonmagical attacks
Condition Immunities: charmed, exhaustion, paralyzed, petrified, poisoned, prone
Perception: darkvision 60 ft, passive Perception score 12
Languages: understands the languages of its creator but can't speak
Challenge: 4 (1,100 XP)

Keen Sight: The osseus callabra has advantage on all Wisdom (Perception) checks relying on sight.

Magic Weapons: The osseus callabra weapons attacks are magical.

Siege Engine: The osseus callabra deals double damage against objects and structures.

ACTIONS

Multiattack: The osseus callabra makes one Bone Javelin and two Claw attacks, or three Bone Javelin attacks against creatures within 20 ft of one another.

Claw: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 9 (2d4+4) piercing damage.

Bone Javelin: *Ranged Weapon Attack:* +6 to hit, range 100/400 ft, one target. *Hit:* 11 (2d6+4) piercing damage.

Targeting System (recharge 5-6): *Ranged Weapon Attack:* +6 to hit, range 200/800 ft, one target. *Hit:* 18 (4d6+4) piercing damage and 14 (4d6) necrotic damage. If the attack fails, the osseus callabra can retry the attack against another creature within 5 feet of the projectile's path. If that attack also fails, it can retry against a third creature. The osseus callabra has disadvantage on the third attack roll. The three attacks must be made against different creatures.

Revenant, Spectral

Source: Hollowfaust
Size type (tag), alignment
Armor Class: 15 (deflection)
Hit Points: 95 (10d8+40)
Speed: 0 ft, fly 40 ft (hover)

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

Saving Throws: Con +7, Wis +6, Cha +6
Damage Resistances: acid, fire, lightning, thunder; bludgeoning, piercing and slashing from nonmagical attacks
Damage Immunities: cold, necrotic, poison
Condition Immunities: charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Perception: darkvision 60 ft, passive Perception score 12
Languages: any language it knew in life
Challenge: 7 (2,900 XP)

Incorporeal Movement: The blood 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.

Rejuvenation: When the spectral revenant is destroyed, its soul lingers and reconstructs itself after 24 hours on the same plane of existence. It regains all hit points. Before the spectral revenant rejuvenates, a *wish* spell can be used to force the soul in its afterlife and not return.

Turn Immunity: The revenant is immune to effects that turn undead.

Vengeful Tracker: The revenant knows the distance to and direction of any creature which it seeks revenge, even if the creature and the revenant are on different planes of existence. If the creature being tracked by the revenant dies, the revenant knows.

ACTIONS

Multiattack: The spectral revenant makes two Slam attacks.

Slam: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 12 (2d8+3) necrotic damage. The attack deals 18 (4d8) additional psychic damage against a creature the revenant has sworn vengeance against.

Vengeful Glare: The revenant targets all creatures that can see it in a 30 feet cone in front of it. A creature affected by this effect must make a Wisdom saving throw (DC 15) or be frightened by the revenant for 1 minute. A frightened target can repeat the saving throw at the end of each of its turn, ending the frightening condition on itself on a success. The creature the revenant has sworn vengeance against has disadvantage on all saving throws against that effect.

REACTION

Undying Revenge (recharge 6): When a creature within 30 ft uses a Necromancy spell or effect, the spectral revenant can swear revenge against this creature until the end of the encounter.

Risen

Source: Hollowfaust
Large construct, unaligned
Armor Class: 17 (natural armor)
Hit Points: 126 (12d10+60)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	20 (+5)	1 (-5)	11 (+1)	1 (-5)

Damage Resistances: cold, fire, necrotic
Damage Immunities: lightning, poison, psychic; bludgeoning, piercing and slashing from nonmagical attacks not made with adamantite weapons
Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Perception: darkvision 60 ft, passive Perception score 10
Languages: understands the languages of its creator but can't speak
Challenge: 10 (5,900 XP)

Enraged Mind: At the end of its turn, the risen rolls 1d20 provided it has made an attack or been attacked since the end of its previous turn. On a result of 1, it goes berserk. While berserk, the risen has advantage on all Strength checks (including attack rolls), and its melee attacks deal +4 damage. Furthermore, it can take a bonus action at each of its turn to make a single Slam or Great Axe attack. The risen considers all creatures its enemies while berserk, and must use its actions to attack the nearest creature. This state can only end if the risen is magically controlled and forced to lay still for at least 10 minutes.

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

Lightning Absorption: Whenever the risen is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Magic Resistance: The risen has advantage on all saving throws against spells and other magical effects.

Magic Weapons: The risen weapons attacks are magical.

ACTIONS

Multiattack: The risen makes two Slam or two Great Axe attacks.

Great Axe: *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 19 (3d8+6) slashing damage.

Slam: *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 19 (3d8+6) bludgeoning damage.

REACTIONS

Retribution (recharge 6): When the risen suffers damage, it can make a Slam or Great Axe attack against the target. When the risen uses this reaction, it must roll its d20 check not to go berserk, whether the attack fails or not.

Sapheral's Kite

Source: Hollowfaust
Tiny beast, unaligned
Armor Class: 14
Hit Points: 5 (3d4-3)
Speed: 10 ft, fly 70 ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	8 (-1)	2 (-4)	14 (+2)	6 (-3)

Saving Throws: Con +1
Skills: Perception +4
Condition Immunities: frightened
Perception: passive Perception score 14
Languages: -
Challenge: 1/8 (25 XP)

Keen Sight: The Sapheral's kite has advantage on all Wisdom (Perception) checks relying on sight.

ACTIONS

Beak: *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 4 (1d8) piercing damage.

Claw: *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 3 (1d6) piercing damage.

Skeleton, Coralline

Source: Blood Sea

TEMPLATE

Only a skeleton can become a coralline skeleton. It keeps its statistics, except as follow.

Challenge: Increase to 1/2 if it was lower. Unchanged otherwise.

Speed: If the skeleton had no swim speed, it gains a swim speed equal to half its land speed. If the skeleton had no land speed, it gains a land speed equal to its swim speed. A creature without land or swim speed cannot become a coralline skeleton.

Language: If the coral host has an Intelligence of 6 or higher, it gains Telepathy 100 ft (only with other coral hosts or coralline skeletons).

New Action: Bite: *Melee Weapon Attack.* Use the coralline skeleton other melee attacks as a basis for the attack roll and reach. *Hit:* 5 (1d8) + the skeleton's Strength modifier piercing damage, unless it already has a bite attack that deals higher damage, in which case it keeps the highest damage value. The type of dice is modified by the skeleton's size (1d6 for Small creatures, 1d10 for Large creatures, etc). The target must make a Constitution saving throw (DC based on Constitution). If it fails, it becomes infected with the coral parasite (see New Diseases, in appendix).

Skeleton, Masterwork

Source: Hollowfaust

Medium undead, as its creator

Armor Class: 13 (armor scraps)

Hit Points: 45 (6d8+18)

Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	8 (-1)	10 (+0)	5 (-3)

Damage Resistances: piercing and slashing

Damage Immunities: poison

Condition Immunities: exhaustion, poisoned

Perception: darkvision 60 ft, passive Perception score 10

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

Challenge: 2 (450 XP)

ACTIONS

Multiattack: The skeleton makes two Longbow or two Longsword attacks.

Longbow: *Ranged Weapon Attack:* +5 to hit, range 80/320 ft, one target. *Hit:* 8 (1d8+3) piercing damage.

Longsword: *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 8 (1d8+3) slashing damage.

REACTIONS

Tactical Maneuver (recharge 6): When another skeleton attacks a creature adjacent to the masterwork skeleton, it can make a Longsword attack or take the Retreat action for free.

Skeleton, Superior

Source: Hollowfaust

Medium undead, as its creator

Armor Class: 13 (armor scraps)

Hit Points: 26 (4d8+8)

Speed: 30 ft

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

Damage Resistances: piercing and slashing

Damage Immunities: poison

Damage Vulnerabilities: bludgeoning

Condition Immunities: exhaustion, poisoned

Perception: darkvision 60 ft, passive Perception score 10

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

Challenge: 1 (200 XP)

ACTIONS

Multiattack: The skeleton makes two Shortbow or two Shortsword attacks.

Shortbow: *Ranged Weapon Attack:* +4 to hit, range 80/320 ft, one target. *Hit:* 6 (1d6+2) piercing damage.

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

Skeleton, Vinedead

Source: Serpent in the Fold

TEMPLATE

Only a skeleton can become a vinedead skeleton. It keeps its statistics, except as follow.

Type: Change to plant.

Challenge: Increase to 1/2 if it was lower. Unchanged otherwise.

Damage Vulnerabilities: Add fire, and remove bludgeoning.

Damage Resistances: Add piercing, poison, psychic and slashing.

Damage Immunities: Remove poison.

Senses: Add blindsight 30 ft (blind beyond that radius), and remove darkvision.

Languages: None.

New Trait: Rejuvenation: When the vinedead is reduced to 0 hit points, its skeletal host is destroyed, but not the plant itself. The vine can crawl at the speed of 5 ft per turn. If it finds a Small or Medium skeleton, it animates it and the vinedead regains all its hit points. If the vinedead was destroyed by a fire attack, or if the vine suffers fire damage before finding a new body, it is definitively destroyed.

Slaracian, Builder Beetle Queen

Source: Echoes of the Past
Medium aberration, unaligned
Armor Class: 16 (natural armor)
Hit Points: 78 (12d8+24)
Speed: 10 ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	14 (+2)	9 (-1)	9 (-1)	15 (+2)

Saving Throws: Int +2, Wis +2, Cha +5
Skills: Perception +2
Damage Resistances: psychic
Perception: blindsight 60 ft, darkvision 60 ft, passive Perception score 12
Languages: telepathy 120 ft (1 mile with other builder beetles)
Challenge: 3 (700 XP)

Innate Spellcasting (Psionics): The builder beetle queen's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *charm person*.
 1/day: *dominate monster*.

If the builder beetle queen casts *dominate monster* on a builder beetle swarm, the range of this power becomes equal to the range of the queen's telepathy, and the queen regains the ability to cast this spell after a short rest.

Psionic Proxy: Any creature controlling the builder beetle queen via a psionic ability may use the builder beetle queen's own psionic abilities against builder beetle swarms, even if the power used to control the queen doesn't normally allow it.

Resistance to Domination: The builder beetle queen has advantage on all saving throws against being charmed or frightened. Furthermore, its Wisdom saving throw against such effects is increased to +7, unless it originates from a psionic ability.

ACTIONS

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 8 (2d6+1) piercing damage.

Mind Concussion (recharge 5-6): *Ranged Spell Attack:* +5 to hit, range 60 ft, one target. *Hit:* 21 (6d6) psychic damage and the target must make a Wisdom saving throw or be stunned until the end of its next turn.

LAIR ACTIONS

Call of the Queen (short rest): The builder beetle queen calls 1d4 builder beetle swarms. The swarms arrive one after another, each at the start of the queen's upcoming turn.

Direct Beetles: A builder beetle swarm in the queen's lair can take an extra action.

Merge Swarms (recharge 5-6): The queen merges two builder beetle swarms into one. Both swarms must be in the same space and be below half their maximum hit points. The newly-made swarm has hit points equal to the sum of the remaining hit points of both swarms.

Slaracian, Builder Beetle Swarm

Source: Echoes of the Past
Large swarm of Tiny aberrations, unaligned
Armor Class: 15 (natural armor)
Hit Points: 65 (10d10+10)
Speed: 40 ft, fly 20 ft, climb 20 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	12 (+1)	6 (-2)	6 (-2)	9 (-1)

Saving Throws: Con +4
Damage Resistances: fire, poison; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons.
Damage Immunities: radiant
Condition Immunities: blinded, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Perception: blindsight 60 ft, darkvision 60 ft, passive Perception score 8
Languages: telepathy 120 ft (only with other builder beetles)
Challenge: 5 (1,800 XP)

Attracted To Light: When the swarm is not in an area of bright light, it can Dash towards an area of bright light as a bonus action at the start of its turn.

Enslaved Mind: The swarm has disadvantage on all saving throws against being charmed. If the swarm is already controlled by a queen, the queen makes the saving throw against the charmed effect, and has advantage on that saving throw.

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

ACTIONS

Bite: *Melee Weapon Attack:* +7 to hit, reach 0 ft, all targets in the swarm's space. *Hit:* 20 (3d10+4) piercing damage, or 10 (1d12+4) piercing damage if the swarm is below half its maximum hit points, and the target must make a Constitution saving throw (DC 12). If the target fails, it becomes restrained. As long as the target is restrained, it must make a new saving throw at the start of each of its turns. If it fails, the target takes 14 (4d6) acid damage and is petrified until the start of its next turn. The target only takes half damage on a successful save. The target or its allies can use their action to attempt to end the restrained condition by making a Strength (Athletics) check (DC 16). If the target stays restrained for more than 1 minute, it starts suffocating. If the target dies because of the acid damage, its body is destroyed.

Frightening Buzz (short rest): All creatures who can hear the swarm and within 60 ft must make a Wisdom (DC 16) saving throw. If it fails, the target is frightened by the swarm for 1 minute. The target can make a new saving throw at the start of each of its turns, ending the effect on itself on a success.

Slaracian, Hound

Source: Echoes of the Past
Large monstrosity, neutral evil
Armor Class: 14 (natural armor)
Hit Points: 101 (12d10+36)
Speed: 50 ft

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

Saving Throws: Dex +4, Int +0, Wis +5
Skills: Perception +5, Stealth +4, Survival +5
Damage Resistances: psychic
Perception: darkvision 60 ft, passive Perception score 15
Languages: -
Challenge: 3 (700 XP)

Inexorable Track: Once a slaracian hound has made a successful Wisdom (Survival) check to track a creature, it automatically succeeds all subsequent Wisdom (Survival) checks against that creature for 1 week, unless the target moved through an area that impedes psionics or teleported.

Keen Senses: The slaracian hound has advantage on all Wisdom (Perception) and Wisdom (Survival) checks relying on smell.

Pack Link: The slaracian hound has an empathic link with all other slaracian hounds within 120 ft. A slaracian hound can't be surprised as long as another slaracian hound in that range isn't and isn't incapacitated. Furthermore, the slaracian hound has advantage on all attack rolls against creatures within 5 ft of another slaracian hound, provided that slaracian hound isn't incapacitated.

ACTIONS

Bite: *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 10 (2d6+3) piercing damage, and the target must make a Wisdom saving throw (DC 13) and a Strength saving throw (DC 15). If the Wisdom saving throw fails, the target takes 10 (3d6) psychic damage and becomes unable to use psionic abilities for 1 minute. The target can make a new saving throw at the start of each turn to end the effect on itself. If the Strength saving throw fails, the target is knocked prone.

Bay (recharge 6): All creatures within 30 ft of the slaracian hound and who can hear the hound bay must make a Wisdom saving throw (DC 15) or be frightened for 1 minute. A creature that was already frightened by another slaracian hound or one of its allies takes 20 (6d6) thunder damage and becomes paralyzed until the start of its next turn.

Burst of Speed (recharge 4-6): The slaracian hound can Dash for 100 ft. It ignores difficult terrain for that movement. Furthermore, all attacks against it until the start of its next turn have disadvantage.

REACTIONS

Mental Fortitude (3/day): When the slaracian hound fails a Wisdom saving throw, it succeeds instead.

Slaracian, Maw

Source: Echoes of the Past
Huge aberration, neutral evil
Armor Class: 19 (deflection)
Hit Points: 230 (20d20+20)
Speed: fly 40 ft (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	13 (+1)	10 (+0)	14 (+2)	20 (+5)

Saving Throws: Dex +5, Con +7, Int +6, Wis +8, Cha +11
Skills: Perception +7, Stealth +5
Damage Resistances: psychic
Damage Immunities: necrotic, poison ; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons
Condition Immunities: charmed, exhaustion, frightened, grappled, paralyzed, prone, restrained
Perception: darkvision (unlimited), passive Perception score 17
Languages: understands all languages, but can't speak
Challenge: 21 (33,000 XP)

Fear Aura: Any creature which starts its turn within 50 ft of the Maw, and which is able to perceive it, must make a Wisdom saving throw (DC 19) or be frightened for 1 minute. The target can make a new saving throw on each of its turn to end the effect on itself. On a successful save, the target becomes immune to this effect for 24 hours.

Innate Spellcasting (Psionics): The Maw's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It can innately cast the following spells, requiring no material components nor concentration:

3/day: *dominate monster* (9th level slot).

Shadow Mastery: The Maw has advantage on all Dexterity (Stealth) checks made in a lightly or heavily obscured area. When the Maw is in a heavily obscured area, it cannot obtain a result lower than 20 (including bonuses) on a Dexterity (Stealth) check.

Shadow Spy: The Maw's darkvision is not impeded by magical darkness. However, the Maw has disadvantage on all attack rolls and Wisdom (Perception) checks when it, its target, or whatever it is trying to perceive is in an area of bright light.

Shadow Travel: At the start of each of its turn, as a bonus action, the Maw can teleport by 60 ft, as long as it starts and ends its teleport in a shadow. Alternatively, it can choose to go into the plane of shadows from its current location, provided it currently is within a shadow.

ACTIONS

Bite: *Melee Weapon Attack:* +14 to hit, reach 10 ft, one target. *Hit:* 15 (2d8+6) necrotic damage, and the target is grappled (escape DC 19). As long as the target is grappled, it suffers 32 (8d6+6) necrotic damage at the start of each of its turn. However, the Maw cannot make another bite attack as long as she is grappling a creature.

Devour: *Melee Spell Attack:* +14 to hit, reach 0 ft, one target grappled by the Maw. *Hit:* 32 (8d6+6) necrotic damage, and the target must make a Wisdom saving throw (DC 19) or be thrown in the plane of shadows. While in the plane of shadows, the target is blinded and frightened, and take 21 (6d6) psychic and 21 (6d6) necrotic damage at the start of each of its turns. The target can make a new saving throw at the start of each of its turns to avoid the damage and end the effect on itself. The target then reappears on the nearest unoccupied space. The target can escape the plane of shadows by her own means if she has the ability to travel through planes. If the target dies on the plane of shadows, its body is destroyed.

Enter Shadows (recharge 5-6): The Maw enters a shadow of any size. While in the shadow, it becomes invisible, and obtains a natural 20 on all its Dexterity (Stealth) checks. However, it cannot use its Bite attack, except on the creature it is currently grappling.

LEGENDARY ACTIONS

Detect: The Maw makes a Wisdom (Perception) check.

Induce Madness: One creature within 60 ft of the Maw must make a Wisdom saving throw (DC 19) or act randomly for 1 minute (as if it were affected by the *confusion* spell). The target can make a new saving throw at the start of each of its turn, ending the effect on itself on a success.

Spawn of Shadow (costs 2 actions): The Maw teleports by 60 ft and makes a Bite attack. Any creature previously grappled by the Maw becomes restrained for 1 minute. The target can make a Strength saving throw (DC 19) at the start of each of its turn to end that condition on itself.

Slaracian, Snowbeast

Source: Echoes of the Past
Medium humanoid, unaligned
Armor Class: 16 (natural armor)
Hit Points: 133 (14d8+70)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	20 (+5)	7 (-2)	6 (-2)	10 (+0)

Saving Throws: Wis +1
Skills: Survival +1
Damage Resistances: psychic
Damage Immunities: cold
Perception: darkvision 60 ft, passive Perception score 8
Languages: Common
Challenge: 7 (2,900 XP)

Icy Fur: The snowbeast has advantage on all Strength (Athletics) and Dexterity (Stealth) checks made in a snowy or icy terrain.

Magic Resistance: The snowbeast has advantage on all saving throws against spells and other magical effects, except against those based on fire or that deal fire damage.

ACTIONS

Multiattack: The snowbeast makes two Claw attacks.

Claw: *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 12 (2d6+5) slashing damage and 7 (2d6) cold damage.

Icy Touch: *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 9 (1d6+5) slashing damage and 14 (4d6) cold damage. The target must make a Constitution saving throw (DC 16) or become paralyzed until the end of its next turn, and a Wisdom saving throw (DC 16) or be unable to use psionic-based abilities until the end of its next turn.

Icy Restoration (recharge 5-6): The snowbeast helps itself or another snowbeast ally within 5 ft. The target regains 14 (4d6) hit points and negates one level of exhaustion.

Mind Freeze (recharge 6): All creatures within 20 ft of the snowbeast must make a Constitution saving throw (DC 16). If it fails, the target takes 10 (3d6) psychic damage, 10 (3d6) cold damage, and is stunned until the end of its next turn. If it succeeds, the target takes half damage and is not stunned. Creatures with psionic abilities have disadvantage on their saving throws against this ability.

Swarm, Bloodings

Source: The Divine and the Defeated
Small swarm of Tiny aberrations, chaotic neutral
Armor Class: 14 (natural armor)
Hit Points: 68 (8d6+40)
Speed: 40 ft, climb 40 ft

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

Damage Resistances: acid, bludgeoning, piercing, slashing
Condition Immunities: charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Perception: passive Perception score 10
Languages: -
Challenge: 4 (1,100 XP)

Keen Smell: The bloodling swarm has advantage on all Wisdom (Perception) checks relying on smell.

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

ACTIONS

Bite: *Melee Weapon Attack:* +6 to hit, reach 0 ft, one target in the swarm's space. *Hit:* 15 (2d10+4) piercing damage or 9 (1d10+4) piercing damage if the swarm is below half its maximum hit points, and the target must make a Constitution saving throw (DC 15). If the target fails, she takes 14 (4d6) poison damage at the start of its next turn, and then 7 (2d6) poison damage at the start of its following turn. The target does not suffer this damage if she benefits from any healing effect in between.

Acid Spit (recharge 6): *Ranged Weapon Attack:* +6 to hit, range 10/20 ft, one target. *Hit:* 13 (2d8+4) acid damage.

Shriek (short rest): The swarm emits a ear-piercing shriek. All creatures within 30 ft must make a Constitution saving throw (DC 15) or take 10 (3d6) thunder damage and be deafened for 1 minute. A target can make a new saving throw at the start of each of its turn, ending the effect on itself on a success. If the swarm uses this effect while above half its hit points, a second swarm of bloodling appears after 1d4 turns. The summoned swarm cannot call another swarm with this ability. The swarm is immune against the shriek of other swarms of bloodlings.

Weran

Source: Hollowfaust
Medium beast, unaligned
Armor Class: 13 (natural armor)
Hit Points: 45 (6d8+18)
Speed: 50 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	2 (-4)	12 (+1)	6 (-2)

Skills: Perception +3, Stealth +4
Perception: passive Perception score 13
Languages: -
Challenge: 1 (200 XP)

Keen Senses: The weran has advantage on all Wisdom (Perception) checks relying on hearing or smell.

Pack Tactics: The weran has advantage on attack rolls against a creature if at least one of the weran's allies is within 5 ft of that creature and is not incapacitated.

ACTIONS

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 10 (2d6+3) piercing damage, and the target must make a Strength saving throw (DC 13) or be knocked prone.

Wooden Helmsman

Source: Blood Sea
Medium construct, unaligned
Armor Class: 13 (natural armor)
Hit Points: 26 (4d8+8)
Speed: 20 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	8 (-1)	12 (+1)	6 (-2)

Damage Resistances: necrotic, poison, psychic
Condition Immunities: exhaustion
Damage Vulnerabilities: fire
Perception: passive Perception score 11
Languages: understands the languages of its creator but can't speak
Challenge: 1/4 (50 XP)

Magic Resistance: The wooden helmsman has advantage on all saving throws against spells and other magical effects, unless they are related to fire or deal fire damage.

Navigator: The wooden helmsman has proficiency with the ship it is bonded to, as well as with navigator's tools. It has advantage on all checks related to sea travel.

Ship Bond: The wooden helmsman can't leave the deck of the ship it is bonded to, even through a magical effect or compulsion.

ACTIONS

Slam: *Melee Weapon Attack:* +3 to hit, reach 5 ft, one target. *Hit:* 4 (1d6+1) bludgeoning damage.

Meld Into Wood: The wooden helmsman melds into the deck of the ship it is bonded to. Within the wood, the helmsman remains aware of its surrounding, but it cannot be harmed unless the wood it is residing in is destroyed. In that case, the wooden helmsman reappears on the nearest unoccupied space, and cannot use that ability again until it takes a short or long rest.

Wraith, Blood

Source: Hollowfaust
Medium undead, neutral evil
Armor Class: 13
Hit Points: 83 (13d8+26)
Speed: 0 ft, fly 40 ft (hover)

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

Saving Throws: Con +6
Skills: Intimidate +6
Damage Resistances: acid, fire, lightning, thunder; bludgeoning, piercing and slashing from nonmagical attacks
Damage Immunities: cold, necrotic, poison
Condition Immunities: charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Perception: darkvision 60 ft, passive Perception score 12
Languages: any language it knew in life
Challenge: 7 (2,900 XP)

Incorporeal Movement: The blood 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.

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

3/day each: *bestow curse*, *remove curse*.

ACTIONS

Withering Touch: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 29 (6d8+2) necrotic damage, and the target must make a Constitution saving throw (DC 15) or suffer one level of exhaustion.

Draw Blood (recharge 5-6): *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 38 (8d8+2) necrotic damage. If the target is below half her hit points after that attack, it must make a Constitution saving throw (DC 15). If it fails, the blood wraith gains advantage on all checks (including attack rolls and saving throws) until the end of its next turn, and can cast *ray of enfeeblement* and *blight* once each (with her Innate Spellcasting ability, see above). The blood wraith can't Draw Blood again until it has cast both these spells.

Restoring Touch (short rest): By touching one living creature, the blood wraith removes one level of exhaustion that creature suffers.

Indexes

Monsters by Type and Subtype

Aberrations

Slaracian, Builder Beetle Queen
 Slaracian, Builder Beetle Swarm
 Slaracian, Maw
 Swarm, Bloodlings

Beasts

Crab, Ghost
 Flense Drake
 Sapheral's Kite
 Weran

Celestials

Hound of Tanil

Constructs

Drendal, Sentinel
 Drendal, Spire
 Golem, Ash
 Golem, Chitin
 Golem, Fang
 Golem, Rat
 Osseus Callabra
 Risen
 Wooden Helmsman

Fiends

Devil, Fathom

Giants

Carnival Krewe, Mirth Jack

Humanoids

Carnival Krewe, Mad One Sorcerer
 Carnival Krewe, Silken Parasite
 Dead Eater
 Slaracian, Snowbeast

Monstrosities

Cairn Hunter
 Horserat
 Mire Wurm
 Slaracian, Hound

Plants

Cadaver Bloom
 Skeleton, Vindead

Undeads

Dragonwrack, Bone
 Revenant, Spectral
 Skeleton, Coralline
 Skeleton, Masterwork
 Skeleton, Superior
 Wraith, Blood

Monsters by Challenge Rating

Templates

Carnival Krewe, Bayou Spawn
Carnival Krewe, Mad One
Coral Host
Skeleton, Coralline
Skeleton, Vinedead

Challenge Rating 1/8

Sapheral's Kite

Challenge Rating 1/4

Wooden Helmsman

Challenge Rating 1/2

Dead Eater
Flense Drake

Challenge Rating 1

Carnival Krewe, Silken Parasite
Horserat
Skeleton, Superior
Weran

Challenge Rating 2

Cadaver Bloom
Carnival Krewe, Mad One Sorcerer
Carnival Krewe, Mirth Jack
Skeleton, Masterwork

Challenge Rating 3

Slaracian, Builder Beetle Queen
Slaracian, Hound

Challenge Rating 4

Osseus Callabra
Swarm, Bloodlings

Challenge Rating 5

Cairn Hunter
Slaracian, Builder Beetle Swarm

Challenge Rating 6

Golem, Rat

Challenge Rating 7

Revenant, Spectral
Slaracian, Snowbeast
Wraith, Blood

Challenge Rating 8

Crab, Ghost
Drendal, Sentinel
Hound of Tanil

Challenge Rating 9

Golem, Ash

Challenge Rating 10

Risen

Challenge Rating 11

Golem, Chitin
Golem, Fang

Challenge Rating 12

Mire Wyrm

Challenge Rating 13

Devil, Fathom

Challenge Rating 20

Drendal, Spire

Challenge Rating 21

Slaracian, Maw

Challenge Rating 22

Dragonwrack, Bone