

IMMORTUOS

A SHORT COMPILATION OF UNDEAD MONSTER

NEW UNDEAD MONSTERS OF DIFFERENT CHALLENGE RATING FOR
THE 5TH EDITION OF DUNGEONS & DRAGONS



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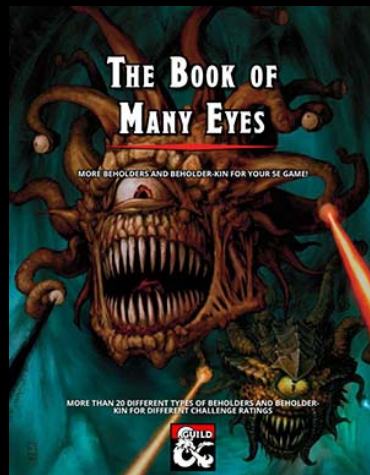
This short document is a compilation of some monsters that I have used in my games as Dungeon Master. They are not exactly how I used them, instead, I use illustrations from previous versions of D&D and I created different motivations and backgrounds for them.

I hope you enjoy using this document in your games. If you enjoyed it or if you have any comments about it, please, take the time to leave a review in DMs Guild, I'll really appreciate that. If you are interested in my other products at DMs Guild you can find them at the links down below.

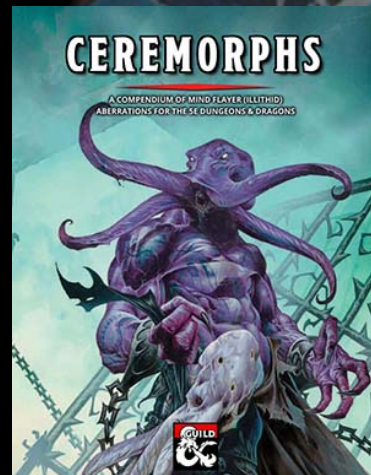
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THE BOOK OF MANY EYES



CEREMORPHS

IMMORTUOS

A SHORT COMPILATION OF UNDEAD MONSTER

New undead monsters of different challenge rating for the 5th edition of
Dungeons & Dragons

BY XACUR



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BACK FROM THE DEATH

Since the beginning, **Monsters** have been one of the main components of a **Dungeons & Dragons** game. I have always thought that, while **Player's Handbook** and **Dungeon Master Guide** teach you how to play, the monster compendiums serve two purposes: to play the main part of this game, the Combat; and to learn more about the world where the player characters live.

One of my favorite ways to come with new ideas for adventures in my campaigns is to read the descriptions and backgrounds of monsters in any manual, from any edition. Just reading the special abilities of a creature is enough to ignite the imagination of a DM.

From the point of view of the DM, the Undeads have many advantages over the other types of monsters. First of all, **players need little motivation to kill undeads**, they are almost universally evil, they are almost universally a threaten to living beings. But most important of all, they should already be dead. Undeads are enemies that you can attack first and ask questions later.

Another advantage is that there are endless ways in which they are created. That means an infinity of ideas for adventures. A DM can let the imagination fly and almost nothing is too weird or too illogical to explain the existence of an Undead.

In addition, there are Undeads wherever there are living beings. Any terrain is appropriate for players to find a group of undeads



AMNESIA SPECTER

During their lives, these specters lived terrible experiences, war, tortures or horrific accidents. Just before they died their souls left their bodies and almost all of their memories. So they don't know why they are wandering in this world without meaning. They become aggressive and absorb the memories of others for clues of their past.

An Amnesia Specter feeds on life and the memories of the living beings they encounter. They usually appear only at night and always attack the creature that is closest regardless of their appearance.



AMNESIA SPECTER

Medium undead, chaotic evil

- **Armor Class:** 12
- **Hit Point:** 31 (7d8)
- **Speed:** Fly 20 ft. (hover)

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

- **Damage Resistances** Acid, Cold, Fire, Lightning, Thunder, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
- **Damage Immunities** Necrotic, Poison
- **Condition Immunities** Charmed, Exhaustion, Grappled, Paralyzed, Poisoned, Prone, Restrained, Unconscious
- **Senses** Darkvision 60 ft., Passive Perception +10
- **Languages** Understands Any languages it knew in life, but can't speak
- **Challenge** 2 (450 XP)

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

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

ACTIONS

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. Hit: 17 (5d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

REACTIONS

Amnesia. Any creature who targets the amnesia specter with an attack or a harmful spell must first make a Wisdom 10 saving throw. On a failed save, the creature forgets what it was doing and lose its action.

GREATER AMNESIA SPECTER

Medium undead, chaotic evil

- **Armor Class:** 13
- **Hit Point:** 49 (11d8)
- **Speed:** Fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	11 (+0)	12 (+1)	12 (+1)	13 (+1)

- **Damage Resistances** Acid, Cold, Fire, Lightning, Thunder, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
- **Damage Immunities** Necrotic, Poison
- **Condition Immunities** Charmed, Exhaustion, Grappled, Paralyzed, Poisoned, Prone, Restrained, Unconscious
- **Senses** Darkvision 60 ft., Passive Perception +11
- **Languages** Understands Any languages it knew in life, but can't speak
- **Challenge** 5 (1,800 XP)

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

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

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

ACTIONS

Life Drain. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. Hit: 35 (10d6) necrotic damage. The target must succeed on a DC 12 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

REACTIONS

Amnesia. Any creature who targets the greater amnesia specter with an attack or a harmful spell must first make a Wisdom 12 saving throw. On a failed save, the creature forgets what it was doing and lose its action.

ASSASSIN SPECTER

Medium undead, chaotic evil

- **Armor Class:** 12
- **Hit Point:** 54 (12d8)
- **Speed:** Fly 20 ft. (hover)

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

- **Damage Resistances** Acid, Cold, Fire, Lightning, Thunder, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
- **Damage Immunities** Necrotic, Poison
- **Condition Immunities** Charmed, Exhaustion, Grappled, Paralyzed, Poisoned, Prone, Restrained, Unconscious
- **Senses** Darkvision 60 ft., Passive Perception +10
- **Languages** Understands Any languages it knew in life, but can't speak
- **Challenge** 6 (2,300 XP)

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

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

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

Sneak Attack. Once per turn, the assassin specter deals an extra 10 (3d6) 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 assassin specter that isn't incapacitated and the assassin specter doesn't have disadvantage on the attack roll.

ACTIONS

Life Drain. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. Hit: 35 (10d6) necrotic damage. The target must succeed on a DC 11 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

REACTIONS

Amnesia. Any creature who targets the assassin specter with an attack or a harmful spell must first make a Wisdom 11 saving throw. On a failed save, the creature forgets what it was doing and lose its action.

BURNING SKULL LEGION

Josalar Arlen was the leader of the Silver Lining Legion, an army division of elven warriors serving King Theodas. Under the king's orders they liberated many towns from the oppression of tyrants, people that were later integrated into the kingdom of Theodas.

In time, the king became more and more greedy and Arlen decided no longer to follow his orders and withdraw along with his legion, but Theodas did not forgive him for that and sent to set fire to the barracks where all his men rested, thus ending all the Silver Lining legion.

Carried away by resentment and hatred, Arlen offered his soul to a demon to give him the power to bring his legion back to life to take revenge on the king. Arlen and his undead army razed the entire kingdom, this army is known as the Burning Legion. Over time, the power he had acquired gave him eternal life and he became a living skeleton burning in hatred.



BURNING SKULL LORD

Large undead, lawful evil

- **Armor Class:** 16 (Mage Armor)
- **Hit Point:** 180 (19d10 +76)
- **Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	13 (+1)	16 (+3)	21 (+5)

- **Saving Throws** INT +6, WIS +8, CHA +10
- **Damage Resistances** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
- **Damage Immunities** Acid, Fire
- **Condition Immunities** Charmed, Poisoned
- **Senses** Darkvision 60 ft., Passive Perception +13
- **Languages** Common, Draconic, Ignan, Undercommon
- **Challenge** 15 (13,000 XP)

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

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

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

Spellcasting. The undead is a 19th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The burning skull lord has the following wizard spells prepared:

Cantrips (at will): *Minor Illusion*, *Shocking Grasp*

1st Level (4 slots): *Comprehend Languages*, *Unseen Servant*, *Burning Hands*, *Charm Person*

2nd Level (3 slots): *Continual Flame*, *Heat Metal*

3rd Level (3 slots): *Fireball*, *Hypnotic Pattern*

4th Level (3 slots): *Fire Shield*

5th Level (2 slots): *Flame Strike*

6th Level (2 slots): *Heroes' Feast*, *Sunbeam*

7th Level (1 slot): *Fire Storm*, *Forcecage*

8th Level (1 slot): *Glibness*, *Incendiary Cloud*

9th Level (1 slot): *Meteor Swarm*

Reactive Heads. For each head the burning skull lord has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

ACTIONS

Multiattack. The burning skull lord makes two staff attacks.

Claws. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 29 (10d4+4) slashing damage, plus 30 (12d4) fire damage.

Skull Staff. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 22 (4d8+4) bludgeoning damage and 11 (2d10) fire damage.

LEGENDARY ACTIONS

The burning skull lord 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 burning skull lord regains spent legendary actions at the start of its turn.

Cantrip. The burning skull lord casts a cantrip.

Cast a Spell (Costs 3 Actions). The burning skull lord casts a spell of up to 6th level from its list of prepared spells, using a spell slot as normal.

Teleport (Costs 2 Actions). The undead magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.



BURNING SKULL WARRIOR

Medium undead, lawful evil

- **Armor Class:** 13 (Leather Armor)
- **Hit Point:** 30 (4d8 +12)
- **Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	16 (+3)	7 (-2)	9 (-1)	11 (+0)

- **Damage Vulnerabilities** Bludgeoning
- **Damage Immunities** Fire, Poison
- **Condition Immunities** Exhaustion, Poisoned
- **Senses** Darkvision 60 ft., Passive Perception +9
- **Languages** Understands Any one language (usually Common), but can't speak
- **Challenge** 1 (200 XP)

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

Pack Tactics. The undead has advantage on an attack roll against a creature if at least one of the undead'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: 4 (1d4+2) slashing damage, plus 5 (2d4) fire damage.

Hurl Flame. *Ranged Spell Attack:* +2 to hit, range 150 ft., one target. Hit: 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

BURNING SKULL ELITE

Medium undead, lawful evil

- **Armor Class:** 16 (Chain mail)
- **Hit Point:** 60 (8d8 +24)
- **Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	16 (+3)	7 (-2)	9 (-1)	13 (+1)

- **Damage Vulnerabilities** Bludgeoning
- **Damage Immunities** Fire, Poison
- **Condition Immunities** Exhaustion, Poisoned
- **Senses** Darkvision 60 ft., Passive Perception +9
- **Languages** Understands Any one language (usually Common), but can't speak
- **Challenge** 3 (700 XP)

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

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

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (2d4+3) slashing damage, plus 7 (3d4) fire damage.

Hurl Flame. *Ranged Spell Attack:* +3 to hit, range 150 ft., one target. Hit: 17 (5d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.



BURNING SKELETON

Medium undead, lawful evil

- **Armor Class:** 14 (Leather Armor)
- **Hit Point:** 59 (7d8 +28)
- **Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	18 (+4)	7 (-2)	9 (-1)	14 (+2)

- **Damage Vulnerabilities** Bludgeoning
- **Damage Immunities** Fire, Poison
- **Condition Immunities** Exhaustion, Poisoned
- **Senses** Darkvision 60 ft., Passive Perception +9
- **Languages** Understands Any one language (usually Common), but can't speak
- **Challenge** 3 (700 XP)

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

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

Burning Body. A creature that touches the burning skeleton or hits it with a melee attack while within 5 feet of it takes 4 (1d8) fire damage.

Death Burst. When the burning skeleton dies, it explodes in a cloud of steam. Each creature within 5 feet of the burning skeleton must succeed on a DC 10 Dexterity saving throw or take 9 (2d8) fire damage.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (2d4+3) slashing damage, plus 7 (3d4) fire damage.

Hurl Flame. *Ranged Spell Attack:* +4 to hit, range 150 ft., one target. Hit: 17 (5d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

GIANT BURNING SKELETON

Large undead, lawful evil

- **Armor Class:** 14 (Leather Armor)
- **Hit Point:** 149 (13d10 +78)
- **Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	22 (+6)	7 (-2)	9 (-1)	14 (+2)

- **Damage Vulnerabilities** Bludgeoning
- **Damage Immunities** Fire, Poison
- **Condition Immunities** Exhaustion, Poisoned
- **Senses** Darkvision 60 ft., Passive Perception +9
- **Languages** Understands Any one language (usually Common), but can't speak
- **Challenge** 6 (2,300 XP)

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

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

Burning Body. A creature that touches the giant burning skeleton or hits it with a melee attack while within 5 feet of it takes 9 (2d8) fire damage.

Death Burst. When the giant burning skeleton dies, it explodes in a cloud of steam. Each creature within 5 feet of the giant burning skeleton must succeed on a DC 10 Dexterity saving throw or take 18 (4d8) fire damage.

Aggressive. As a bonus action, the giant burning skeleton can move up to its speed toward a hostile creature that it can see.

ACTIONS

Claws. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. Hit: 13 (4d4+3) slashing damage, plus 12 (5d4) fire damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the snake can't attack another target.

At the beginning of each of the giant burning skeleton's turns, it deals 12 (5d4) fire damage to the grappled creature.

Hurl Flame. *Ranged Spell Attack:* +5 to hit, range 150 ft., one target. Hit: 28 (8d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

DEATH HOUND

A Death Hound is a type of undead created from the cadaver of a hunting dog. Evil necromancers create this kind of creatures for specific purposes, such as guarding an important place or finding an enemy and killing it.

A Death Hound doesn't preserve the natural senses of the animal it was in life, but is endowed with superior abilities through magic.

When a death hound is sent to catch a prey, it will first use its Locate Creature spell and then chase it until it finds it.

Once it finds its prey, its first action in combat will be Go for the Throat. This is a special bite attack with which the Death Hound paralyzes its opponents, while it finishes killing them.



DEATH HOUND

Small undead, lawful evil

- **Armor Class:** 14 (Natural Armor)
- **Hit Point:** 44 (8d6 +16)
- **Speed:** 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	1 (-5)	12 (+1)	11 (+0)

- **Skills:** Perception +3
- **Damage Resistances** Necrotic, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
- **Damage Immunities** Poison
- **Condition Immunities** Charmed, Exhaustion, Poisoned
- **Senses** Darkvision 60 ft., Passive Perception +13
- **Languages** Understands the languages of its creator, but can't speak
- **Challenge** 3 (700 XP)

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

Locate Creature. Three times a day, the death hound can cast the *Locate Creature* spell without requiring components. The creature to be located must be familiar to the hound or its creator.

ACTIONS

Multiattack. The death hound makes two bite attacks.

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

Go for the Throat. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 13 (3d6+3) piercing damage. The target is grappled (escape DC 13) and must succeed on a DC 12 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.

While the victim is paralyzed, the death hound is hanging from its throat, dealing 13 (3d6+3) piercing damage each of the death hound's rounds.

DEATH MASTIFF

Medium undead, lawful evil

- **Armor Class:** 15 (Natural Armor)
- **Hit Point:** 71 (11d8 +22)
- **Speed:** 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	1 (-5)	12 (+1)	11 (+0)

- **Skills:** Perception +4
- **Damage Resistances** Necrotic, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
- **Damage Immunities** Acid, Poison
- **Condition Immunities** Charmed, Exhaustion, Poisoned
- **Senses** Darkvision 60 ft., Passive Perception +14
- **Languages** Understands the languages of its creator, but can't speak
- **Challenge** 5 (1,800 XP)

Aggressive. As a bonus action, the death mastiff can move up to its speed toward a hostile creature that it can see.

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

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

ACTIONS

Multiattack. The death mastiff makes two bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 10 (2d6+3) piercing damage plus 9 (2d8) acid damage.



ETERNAL SKELETON SWORDSMAN

Once dangerous and sadistic soldiers in an evil army, now the Eternal Skeleton Swordsmen are reanimated as huge skeletons, guardians of kings or important priests. Destined to just fight for all of the eternity, these skeletons are able to repair themselves and even recover their form after being destroyed.

While animated, an Eternal Skeleton Swordsman can use parts of another fallen skeleton to repair itself and add arms to its body to gain extra attacks.

When an Eternal Skeleton Swordsman starts the battle, it has 4 arms and can attack once a turn with each of them.

ETERNAL SKELETON SWORDSMAN

Large undead, lawful evil

- **Armor Class:** 12 (Natural Armor)
- **Hit Point:** 75 (10d10 +20)
- **Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	4 (-3)	8 (-1)	6 (-2)

- **Damage Vulnerabilities** Bludgeoning
- **Damage Resistances** Piercing
- **Damage Immunities** Poison
- **Condition Immunities** Exhaustion, Poisoned
- **Senses** Darkvision 60 ft., Passive Perception +9
- **Languages** Any languages it knew in life
- **Challenge** 4 (1,100 XP)

Bad Construction. Every time the undead is dealt a critical hit, it loses an arm unless it successfully makes a Constitution saving throw with a DC equal to the damage dealt.

Bone Attachment. Once each turn, the eternal skeleton swordsman can grab an skeletal arm it has at reach and attach it to itself, instead of one of its Scimitar attacks. Doing this heals the skeleton 10 (3d6) hit points. The skeleton can have any number of arms attached, but it can't make more than 4 attacks as an action.

ACTIONS

Multiattack. The eternal skeleton swordsman makes up to four Scimitar attacks, but only one with each one of its arms.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d6+4) Slashing damage.

REACTIONS

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



ETERNAL SKELETON CHAMPION

A few Eternal Skeleton Swordsmen are made from the bones of huge humanoid elite warriors. These monsters are known as Eternal Skeleton Champion.

These warriors can be found in the tombs of the greatest kings, in mausoleums of entire royal families, or tombs of emperors of giants' kingdoms

ETERNAL SKELETON CHAMPION

Large undead, lawful evil

- **Armor Class:** 13 (Natural Armor)
- **Hit Point:** 120 (16d10 +32)
- **Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	14 (+2)	4 (-3)	8 (-1)	6 (-2)

- **Damage Vulnerabilities** Bludgeoning
- **Damage Resistances** Piercing
- **Damage Immunities** Poison
- **Condition Immunities** Exhaustion, Poisoned
- **Senses** Darkvision 60 ft., Passive Perception +9
- **Languages** Any languages it knew in life
- **Challenge** 6 (2,300 XP)

Aggressive. As a bonus action, the eternal skeleton champion can move up to its speed toward a hostile creature that it can see.

Bad Construction. Every time the undead is dealt a critical hit, it loses an arm unless it successfully makes a Constitution saving throw with a DC equal to the damage dealt.

Bone Attachment. Once each turn, the eternal skeleton champion can grab an skeletal arm it has at reach and attach it to itself, instead of one of its Scimitar attacks. Doing this heals

the skeleton 14 (4d6) hit points. The skeleton can have any number of arms attached, but it can't make more than 4 attacks as an action.

Reckless. At the start of its turn, the eternal skeleton champion 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 eternal skeleton champion makes up to four Scimitar attacks, but only one with each one of its arms.

Hurl Flame. *Ranged Spell Attack:* +1 to hit, range 150 ft., one target. Hit: 28 (8d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

Scimitar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 9 (1d6+6) Slashing damage.

REACTIONS

Parry. The eternal skeleton champion adds 3 to its AC against one melee attack that would hit it. To do so, the eternal skeleton champion must see the attacker and be wielding a melee weapon.

GHOUL CRUSADER

During the holy wars against the demons, many paladins fall into the hand of the enemy. They are tortured and sacrificed in the name of an evil deity. Their corpses are then raised as Undeads that will fill the ranks of the army that will later conquer the land of the living.

These monsters are a bit more agile and a little more intelligent than a normal Ghoul, and are divided by categories in this army of ghouls.

The Ghoul Crusader is a knight who mounts a spectral steed with which he flies and charge against its enemies with his lance. In combat, thanks to the speed of its mount, he can charge against an opponent, attack and then ride away to get ready for another charge.

If it is forced to fight in close combat and without its mount, the Ghoul Crusader will use its spear instead of the lance.

The Ghoul Crusader, and other regular ghouls close to it, are harder to defeat with turn undead.



GHOUL CRUSADER

Medium undead, chaotic evil

- **Armor Class:** 15 (Chain shirt)
- **Hit Point:** 31 (7d8)
- **Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	20 (+5)	6 (-2)

- **Damage Immunities** Poison
- **Condition Immunities** Charmed, Exhaustion, Poisoned
- **Senses** Darkvision 60 ft., Passive Perception +15
- **Languages** Common
- **Challenge** 2 (450 XP)

Turning Defiance. The ghoulish crusader and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

Mounted Charge. If the undead moves at least 20 feet straight toward a creature while mounted and then hits it with its Lance attack on the same turn, it deals 16 (2d12+3) piercing damage instead. If the undead uses its Spear attack instead, it deals 12 (2d8+3) piercing damage instead.

ACTIONS

Lance. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 9 (1d12+3) Piercing damage. You have disadvantage when you use a lance to attack a target within 5 feet of you. Also, a lance requires two hands to wield when you aren't mounted.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d6+3) Piercing damage, or 7 (1d8+3) Piercing damage if used with two hands.

SPECTRAL STEED

During its life, the steed was the knight's faithful mount and best friend. After the rider's death, it wandered the earth until it died of loneliness and even after that it continued to wander like a Spectral Steed.

When this creature finds the body of its old friend, even if this is only an undead without previous memories, the Spectral Steed will accompany him in his new battles eternally.

In battle, the Spectral Steed moves by itself, even if it's being mounted by a Ghoulish Crusader. The strategy of this team is simple, charge against their enemies and move away to charge again. However, the steed will always take into account the life of its rider and will try not to risk it too much, even if it has to defend it.

The Spectral Steed can attack at the same time as its rider with its hooves that drain the life of its opponents.

SPECTRAL STEED

Large undead, lawful evil

- **Armor Class:** 14 (Natural Armor)
- **Hit Point:** 60 (11d10)
- **Speed:** Fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	15 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

- **Damage Resistances** Acid, Cold, Fire, Lightning, Thunder, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
- **Damage Immunities** Necrotic, Poison
- **Condition Immunities** Charmed, Exhaustion, Grappled, Paralyzed, Poisoned, Prone, Restrained, Unconscious
- **Senses** Darkvision 60 ft., Passive Perception +10
- **Languages** Understands Any languages it knew in life, but can't speak
- **Challenge** 3 (700 XP)

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

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

ACTIONS

Life Drain. *Melee Spell Attack:* +4 to hit, reach 10 ft., one target. Hit: 17 (5d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

GHoul FANATIC

GHoul FANATIC

Medium undead, chaotic evil

- **Armor Class:** 14 (Natural Armor)
- **Hit Point:** 27 (6d8)
- **Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	16 (+3)	6 (-2)

- **Damage Immunities** Poison
- **Condition Immunities** Charmed, Exhaustion, Poisoned
- **Senses** Darkvision 60 ft., Passive Perception +13
- **Languages** Common
- **Challenge** 2 (450 XP)

Strategic relocation. When the ghoul fanatic hits an opponent with its bite or claw attack, it can choose to switch positions with it. The target can prevent this with a successful Wisdom saving throw DC 13.

Spellcasting. The ghoul fanatic is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The ghoul fanatic has following cleric spells prepared:

Cantrips (at will): *guidance**, *resistance*, *spare the dying*, *thaumaturgy*, *toll the dead*

1st level (4 slots): *bane*, *bless*, *guiding bolt*, *inflict wounds*

2nd level (4 slots): *blindness/deafness*, *hold person*, *spiritual weapon*, *zone of truth*

3rd level (3 slots): *bestow curse*, *dispel magic*, *mass healing word*, *revivify*, *spirit guardians*

*The ghoul fanatic casts these spells on itself before combat.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 9 (2d6+2) piercing damage

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 9 (3d4+2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 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.

In the world of the living there are several sects that worship demons from the underworld. The most devoted followers of these demons are rewarded with powers beyond the grave. Even after their deaths, these fanatics return in the form of of ghouls to serve as guardians of sacred areas of their sects, such as temples and cemeteries. These creatures retain part of their past life memories, so they know the areas they protect.

In combat, its extraordinarily long right arm allows a Ghoul Fanatic to attack within a greater range with his enormous claw. In addition it can gain strategic advantage with a magical ability that allows the Ghoul Fanatic to change places with an enemy they attack.



GHOUL PRIEST

Medium undead, chaotic evil

- **Armor Class:** 15 (Natural Armor)
- **Hit Point:** 36 (8d8)
- **Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	9 (-1)	18 (+4)	8 (-1)

- **Damage Immunities** Poison
- **Condition Immunities** Charmed, Exhaustion, Poisoned
- **Senses** Darkvision 60 ft., Passive Perception +14
- **Languages** Common
- **Challenge** 6 (2,300 XP)

Strategic relocation. When the ghoul priest hits an opponent with its bite or claw attack, it can choose to switch positions with it. The target can prevent this with a successful Wisdom saving throw DC 15.

Spellcasting. The ghoul priest is a 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The ghoul priest has following cleric spells prepared:

Cantrips (at will): *guidance**, *resistance*, *spare the dying*, *thaumaturgy*, *toll the dead*

1st level (4 slots): *bane*, *bless*, *guiding bolt*, *inflict wounds*

2nd level (4 slots): *blindness/deafness*, *hold person*, *spiritual weapon*, *zone of truth*

3rd level (3 slots): *bestow curse*, *dispel magic*, *mass healing word*, *revivify*, *spirit guardians*

4th level (3 slots): *banishment*, *death ward*, *freedom of movement**, *guardian of faith*, *locate creature*

*The ghoul priest casts these spells on itself before combat.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 26 (7d6+2) piercing damage

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 24 (9d4+2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



GHoul ARCHPRIEST

Medium undead, chaotic evil

- **Armor Class:** 15 (Natural Armor)
- **Hit Point:** 67 (15d8)
- **Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	9 (-1)	18 (+4)	8 (-1)

- **Saving Throws** INT +3, WIS +8
- **Damage Immunities** Poison
- **Condition Immunities** Charmed, Exhaustion, Poisoned
- **Senses** Darkvision 60 ft., Passive Perception +14
- **Languages** Common
- **Challenge** 12 (8,400 XP)

Strategic relocation. When the ghoul archpriest hits an opponent with its bite or claw attack, it can choose to switch positions with it. The target can prevent this with a successful Wisdom saving throw DC 16.

Spellcasting. The ghoul archpriest is a 15th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The ghoul archpriest has following cleric spells prepared:

Cantrips (at will): *guidance**, *resistance*, *spare the dying*, *thaumaturgy*, *toll the dead*

1st level (4 slots): *bane*, *bless*, *guiding bolt*, *inflict wounds*

2nd level (4 slots): *blindness/deafness*, *hold person*, *spiritual weapon*, *zone of truth*

3rd level (3 slots): *bestow curse*, *dispel magic*, *mass healing word*, *revivify*, *spirit guardians*

4th level (3 slots): *banishment*, *death ward*, *freedom of movement**, *guardian of faith*, *locate creature*

5th level (3 slots): *flame strike*, *insect plague*, *mass cure wounds*

6th level (2 slots): *blade barrier*, *harm*, *heal*, *true seeing*

7th level (2 slots): *etherealness*, *fire storm*, *plane shift*

8th level (1 slot): *antimagic field*, *earthquake*, *holy aura*

*The ghoul archpriest casts these spells on itself before combat.

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

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 47 (13d6+2) piercing damage

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 47 (18d4+2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 12 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.



GHoul DEMONOLOGIST

Medium undead, chaotic evil

- **Armor Class:** 19 (Natural Armor)
- **Hit Point:** 90 (20d8)
- **Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	9 (-1)	18 (+4)	8 (-1)

- **Saving Throws** INT +5, WIS +10
- **Damage Immunities** Poison
- **Condition Immunities** Charmed, Exhaustion, Poisoned
- **Senses** Darkvision 60 ft., Passive Perception +14
- **Languages** Common
- **Challenge** 17 (18,000 XP)

Strategic relocation. When the ghoul demonologist hits an opponent with its bite or claw attack, it can choose to switch positions with it. The target can prevent this with a successful Wisdom saving throw DC 18.

Spellcasting. The ghoul demonologist is a 20th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). The ghoul demonologist has following cleric spells prepared:

Cantrips (at will): *guidance**, *resistance*, *spare the dying*, *thaumaturgy*, *toll the dead*

1st level (4 slots): *bane*, *bless*, *guiding bolt*, *inflict wounds*

2nd level (4 slots): *blindness/deafness*, *hold person*, *spiritual weapon*, *zone of truth*

3rd level (3 slots): *bestow curse*, *dispel magic*, *mass healing word*, *revivify*, *spirit guardians*

4th level (3 slots): *banishment*, *death ward*, *freedom of movement**, *guardian of faith*, *locate creature*

5th level (3 slots): *flame strike*, *insect plague*, *mass cure wounds*

6th level (2 slots): *blade barrier*, *harm*, *heal*, *true seeing*

7th level (2 slots): *etherealness*, *fire storm*, *plane shift*

8th level (1 slot): *antimagic field*, *earthquake*, *holy aura*

9th level (1 slot): *gate*, *mass heal*

*The ghoul demonologist casts these spells on itself before combat.

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

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 65 (18d6+2) piercing damage

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 64 (25d4+2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Conjure Demon (Recharge 5–6). The ghoul demonologist asks for the favor of its master and conjures a minor demon. This works as the *Conjure Celestial* spell, except for the following:

The ghoul demonologist can only conjure a Fiend (demon) of challenge rating 4 or lower.

The ghoul demonologist can only have up to two demons under its control at any time.

Hellfire Orb (1/Day). The ghoul demonologist hurls a magical ball of fire that explodes at a point it can see within 60 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 14 Dexterity saving throw. The sphere spreads around corners. A creature takes 42 (12d6) fire damage and 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Cantrip. The ghoul demonologist casts a cantrip.

Teleport (Costs 2 Actions). The undead magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). The ghoul demonologist casts a spell of up to 6th level from its list of prepared spells, using a spell slot as normal.

KHUNLODAR TROOPS

KHUNLODAR FIGHTER

Medium undead, chaotic evil

- **Armor Class:** 13 (Natural Armor)
- **Hit Point:** 90 (20d8)
- **Speed:** Fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	12 (+1)	12 (+1)	13 (+1)

- **Damage Resistances** Acid, Cold, Fire, Lightning, Thunder, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
- **Damage Immunities** Necrotic, Poison
- **Condition Immunities** Charmed, Exhaustion, Grappled, Paralyzed, Poisoned, Prone, Restrained, Unconscious
- **Senses** Darkvision 60 ft., Passive Perception +11
- **Languages** Common, Dwarvish, Undercommon
- **Challenge** 2 (450 XP)

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

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

Charge. When the undead uses its action to Dash, it can use a bonus action to make one melee attack. If it moved at least 10 feet in a straight line before taking this bonus action and the attack hits, it gains a +5 bonus the damage roll.

ACTIONS

Multiattack. The khunlodar fighter makes two Spiritual Hammer attacks.

Spiritual Axe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8+2) force damage

The ancient city of Khunlodar was once a glittering and beautiful dwarven city, close to where the city of Gur Torum is today. Six hundred years ago Khunlodar was destroyed during the Battle Of Corrupted Minds in which they were attacked by King Fengnirtr's army of the Frost Giants.

During the battle almost the entire population was evicted and moved to safety thanks to the defense of the Khunlodar army. The dwarven warriors resisted the attack for several days, but in the end, all of them died in combat.

Eventually King Fengnirtr was defeated by a unified army, with the help of the Khunlodar Troops, who had returned from the dead to protect their city in the form of ghosts. Khunlodar was never rebuilt out of respect for the Khunlodar Troops who still prevent anyone from approaching the area, and instead the city of Gur Torum was founded. There some of the descendants of the original Khunlodarians live today.

KHUNLODAR ARBALIST

Medium undead, chaotic evil

- **Armor Class:** 14 (Natural Armor)
- **Hit Point:** 115 (21d8 +21)
- **Speed:** Fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	13 (+1)	14 (+2)	14 (+2)	15 (+2)

- **Damage Resistances** Acid, Cold, Fire, Lightning, Thunder, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
- **Damage Immunities** Necrotic, Poison
- **Condition Immunities** Charmed, Exhaustion, Grappled, Paralyzed, Poisoned, Prone, Restrained, Unconscious
- **Senses** Darkvision 60 ft., Passive Perception +12
- **Languages** Common, Dwarvish, Undercommon
- **Challenge** 3 (700 XP)

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

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

Charge. When the undead uses its action to Dash, it can use a bonus action to make one melee attack. If it moved at least 10 feet in a straight line before taking this bonus action and the attack hits, it gains a +5 bonus to the damage roll.

ACTIONS

Multiattack. The khunlodar arbalist makes two melee attacks or two ranged attacks.

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

Spiritual Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80 ft., one target. Hit: 12 (2d8+3) force damage.

KHUNLODAR BERSERKER

Medium undead, chaotic evil

- **Armor Class:** 13 (Natural Armor)
- **Hit Point:** 121 (22d8 +22)
- **Speed:** Fly 20 ft. (hover)

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

- **Damage Resistances** Acid, Cold, Fire, Lightning, Thunder, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
- **Damage Immunities** Necrotic, Poison
- **Condition Immunities** Charmed, Exhaustion, Grappled, Paralyzed, Poisoned, Prone, Restrained, Unconscious
- **Senses** Darkvision 60 ft., Passive Perception +11
- **Languages** Common, Dwarvish, Undercommon
- **Challenge** 4 (1,100 XP)

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

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

Charge. When the undead uses its action to Dash, it can use a bonus action to make one melee attack. If it moved at least 10 feet in a straight line before taking this bonus action and the attack hits, it gains a +5 bonus to the damage roll.

Reckless. At the start of its turn, the khunlodar berserker 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 khunlodar berserker makes two Spiritual Hammer attacks.

Spiritual Axe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 11 (2d8+2) force damage

Thunderwave (Recharge 5–6). The undead blasts its weapon on the floor and a thunderous force sweeps out from it. Each creature in a 15-foot cube originating from the khunlodar berserker must make a DC 11 Constitution saving throw. On a failed save, a creature takes 27 (6d8) thunder damage and is pushed 10 feet away from it. On a successful save, the creature takes half as much damage and isn't pushed.

KHUNLODAR CHAMPION

Medium undead, chaotic evil

- **Armor Class:** 13 (Natural Armor)
- **Hit Point:** 135 (30d8)
- **Speed:** Fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	12 (+1)	12 (+1)	13 (+1)

- **Damage Resistances** Acid, Cold, Fire, Lightning, Thunder, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
- **Damage Immunities** Necrotic, Poison
- **Condition Immunities** Charmed, Exhaustion, Grappled, Paralyzed, Poisoned, Prone, Restrained, Unconscious
- **Senses** Darkvision 60 ft., Passive Perception +11
- **Languages** Common, Dwarvish, Undercommon
- **Challenge** 5 (1,800 XP)

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

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

Charge. When the undead uses its action to Dash, it can use a bonus action to make one melee attack. If it moved at least 10 feet in a straight line before taking this bonus action and the attack hits, it gains a +5 bonus to the damage roll.

ACTIONS

Multiattack. The khunlodar champion makes two Spiritual Hammer attacks.

Spiritual Axe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 15 (3d8+2) force damage

Leadership (Recharges after a Short or Long Rest). For 1 minute, the khunlodar champion can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the khunlodar champion. A creature can benefit from only one Leadership die at a time. This effect ends if the khunlodar champion is incapacitated.

REACTIONS

Retaliation. When the khunlodar champion takes damage from a creature that is within 5 feet of it, the khunlodar champion can use its reaction to make a melee weapon attack against that creature.

KOMOSSER, SPECTER OF THE NIGHT

The Komosser family had been involved in dirty business for a long time. This way they accumulated wealth, power and influences throughout the kingdom. Rob Komosser even became count and funded a town called Gifolig, around his huge castle in which he lived with his family.

Over time, all the bad things they had done turned against them and several groups of mobsters wanted them dead. Rob went into the forest one night, seeking the help of a demon with whom he made a deal that would protect his family in exchange for constant sacrifices.



The Komosser used to trap their victims and kept them in their castle's dungeon until they were sacrificed to the demon.

All this worked very well for the family until, after several years, Rob passed away. His descendants, although just as evil as he was, no longer wanted to keep the pact that Rob had made with the demon, so they decided to undo it.

One night, a group of demons disguised as thieves entered Gifolig Castle and murdered the whole family. These demons converted the soul of Rob, who still roamed the castle, into Komosser, Specter of the Night, and the souls of the other members of the family in his minions.

The only work of this group of ghosts is to continue finding innocent victims to sacrifice to the demons for all eternity.

KOMOSSER, SPECTER OF THE NIGHT

Large undead, chaotic evil

- **Armor Class:** 14
- **Hit Point:** 75 (10d10 +20)
- **Speed:** Fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	15 (+2)	15 (+2)	14 (+2)	13 (+1)

- **Damage Resistances** Acid, Cold, Fire, Lightning, Thunder, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
- **Damage Immunities** Necrotic, Poison
- **Condition Immunities** Charmed, Exhaustion, Grappled, Paralyzed, Poisoned, Prone, Restrained, Unconscious
- **Senses** Darkvision 120 ft., Passive Perception +12
- **Languages** Common, Undercommon, Telepathy 120 ft.
- **Challenge** 11 (7,200 XP)

Incorporeal Movement. Komosser, Specter of the Night can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends her turn inside an object.

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

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

Freedom of Movement. Komosser, Specter of the Night ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

ACTIONS

Life Drain. *Melee Spell Attack:* +8 to hit, reach 10 ft., one target. Hit: 70 (20d6) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Hurl Shadows. *Ranged Spell Attack:* +8 to hit, range 150 ft., one target. Hit: 56 (15d6+4) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

LEGENDARY ACTIONS

Komosser, Specter of the Night 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. Komosser, Specter of the Night regains spent legendary actions at the start of its turn.

Detect. Komosser, Specter of the Night makes a Wisdom (Perception) check.

Move. Komosser, Specter of the Night moves up to its speed without provoking opportunity attacks.

Spectral Scream (Costs 2 Actions). Komosser, Specter of the Night yells an spectral scream. All other creatures within 30 feet of it that can hear it must make a DC 14 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 28 (8d6) psychic damage.

Spell Attack (Costs 2 Actions). The undead uses a Spell Attack.

MINION OF KOMOSSER

Medium undead, chaotic evil

- **Armor Class:** 12
- **Hit Point:** 40 (9d8)
- **Speed:** Fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	12 (+1)	12 (+1)	17 (+3)

- **Damage Resistances** Acid, Cold, Fire, Lightning, Thunder, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
- **Damage Immunities** Necrotic, Poison
- **Condition Immunities** Charmed, Exhaustion, Grappled, Paralyzed, Poisoned, Prone, Restrained, Unconscious
- **Senses** Darkvision 60 ft., Passive Perception +11
- **Languages** Understands Any languages it knew in life, but can't speak
- **Challenge** 3 (700 XP)

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

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

Silver Cord. If two or more the minion of komosser are in the same encounter, all of them are connected by a fine silver cord no longer than 30 feet. The first is connected to the second, the second one is connected to the first and third ones, and so on.

A creature that is not yet aware of this cord can notice it by succeeding in a Wisdom (perception) check DC 13. A creature that passes through this magical cord will be dealt 5 (2d4) hit points of necrotic damage. The creature must succeed on a DC 13 Constitution saving throw or be paralyzed until the beginning of its next turn.

ACTIONS

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. Hit: 21 (6d6) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

MINIONS OF KOMOSSER

The members of the Komosser family converted into minions specters were tied up by means of a silver cord that symbolizes the pact that they can not break. Thanks to this cord, the Minions of the Night Specter can't be far from each other.

LARVA NECROMANCER

During his life, the Larva necromancer was a very powerful evil wizard. He died in his magical laboratory, where the insects decomposed his body. Then, the rest of the magic that still exists in the necromancer's body began to act on its larvae.

During this grotesque transformation, the sorcerer's spirit returned to the world of the living and manifested itself in the insects. While the body finished the magical decomposition, the wizard recovered his memories and the magic powers he had in life.

The larvae that form the new moldable body of the Larva Necromancer are not real, instead they are endless magical copies that are produced constantly. These copies disappear after a while when they are separated from the main body mass.

The Larva Necromancer has complete control over all parts of its new body and can use them to attack its enemies from a distance. Although it usually has a humanoid form, similar to the one it had in life, now it can adapt to any space, as if it were a gas, can go through narrow areas and even divide if needed.



In combat, Larva Necromancer is quite agile, can move a lot and strategically leave their trail to have better reach with its touch spells. It is also smart enough to choose the appropriate objective when casting a spell.

It's not afraid of being destroyed, because when this happens, the Larva Necromancer explodes into millions of larvae that will come together after a while to animate it again. The Dungeon Master can decide a way in which a group of players can destroy this creature forever.

LARVA NECROMANCER

Medium undead, chaotic evil

- **Armor Class:** 17 (Mage Armor)
- **Hit Point:** 135 (18d8 +54)
- **Speed:** 30 ft., Fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	17 (+3)	19 (+4)	13 (+1)	11 (+0)

- **Saving Throws** INT +9, WIS +6
- **Damage Immunities** Necrotic, Poison
- **Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
- **Senses** Darkvision 60 ft., Passive Perception +11
- **Languages** Any languages it knew in life
- **Challenge** 15 (13,000 XP)

Gross Escape. When it drops to 0 hit points outside its resting place, the larva necromancer spreads into millions of larvae instead of falling unconscious. These larvae will reach its resting place if it's within 1 mile or will be destroyed. Once in its resting place, it will spend 1 hour with 0 hit points, and regain 1 hit point. At this moment, the larva necromancer will be able to act as normal again.

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

Larva Trail. As the undead walks, it leaves an interminable trail of larvae. The larvae will remain there for 1 hour or until removed, and this space is considered difficult terrain for anyone standing there except the larva necromancer. As long as the undead is at a distance of 60 ft. or closer, it can use any space of the larva trail to cast a spell with a range of Touch as if it was in that space. It can choose a creature in that space or up to 5 ft. from it as a target.

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

Spellcasting. The larva necromancer is a 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The larva necromancer can cast disguise self and invisibility at will and has the following wizard spells prepared:

Cantrips (at will): *chill touch, fire bolt, light, mage hand, shocking grasp*

1st level (4 slots): *detect magic, false life, identify, mage armor*, magic missile*

2nd level (3 slots): *detect thoughts, mirror image, misty step, ray of enfeeblement*

3rd level (3 slots): *animate dead, counterspell, fly, lightning bolt, vampiric touch*

4th level (3 slots): *banishment, fire shield, stoneskin**

5th level (3 slots): *cone of cold, scrying, wall of force*

6th level (1 slot): *globe of invulnerability, circle of death*

7th level (1 slot): *teleport, finger of death*

8th level (1 slot): *mind blank**

9th level (1 slot): *time stop*

*The larva necromancer casts these spells on itself before combat.

ACTIONS

Multiattack. The larva necromancer makes two Larva Hurling attacks.

Larva Hurling. *Ranged Weapon Attack:* +9 to hit, range 60 ft., one target. Hit: 39 (10d6+4) bludgeoning damage

LEGENDARY ACTIONS

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

Cantrip. The larva necromancer casts a cantrip.

Move. The larva necromancer moves up to its speed without provoking opportunity attacks.

Larva Hurling. The larva necromancer makes one use of its Larva Hurling attack.

LEECH THUG

This abominable creature was created by a magician who went mad looking for the secret of eternal life through the use of leeches in his body. The Leech Thug is one of multiple failed attempts that resulted in horrible monsters.

The body of the Leech Thug looks like a large humanoid creature but it is made up of millions of tiny leeches.

This creature is full of hatred towards people and attacks any humanoid immediately. Although its shape seems clumsy, it is actually quite agile. It moves quickly in combat and can scatter the vermin that make up its body and then reform again.



LEECH THUG

Large undead, chaotic evil

- **Armor Class:** 12
- **Hit Point:** 76 (8d10 +32)
- **Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	18 (+4)	6 (-2)	14 (+2)	12 (+1)

- **Skills:** Insight +5, Perception +5
- **Damage Resistances** Piercing, Lightning
- **Damage Immunities** Fire, Poison
- **Condition Immunities** Blinded, Charmed, Exhaustion, Frightened, Poisoned, Prone
- **Senses** Blindsight 60 ft., Passive Perception +15
- **Languages** --
- **Challenge** 6 (2,300 XP)

Poisonous Amorphousness. The undead can move through a space as narrow as 1 inch wide without squeezing. It can move through or stand in a space occupied by another creature at least one size smaller than the leech thug without any penalty.

Creatures in these areas should succeed a DC 13 Dexterity saving throw to dodge it taking 10 (3d6) poison damage on a failed save, or no damage on a successful one.

ACTIONS

Multiattack. The leech thug makes two Hurl Worms attacks.

Hurl Worms. *Ranged Weapon Attack:* +6 to hit, range 150 ft., one target. Hit: 17 (4d6+3) bludgeoning damage

Splash Attack. The leech thug can move to a 10 ft. x 10ft. area that is within its movement range and throw its body on it attacking all creatures in that area (+6 to hit), dealing 24 (7d6) bludgeoning damage. All creatures damaged this way should succeed a Constitution saving throw or be dealt 10 (3d6) poison damage. After this the body of the leech thug is all spread in the floor, and it needs to spend an action to adopt its monster form. While its body is spread, it can't be attacked as a creature.

RELUCTANT ZOMBIE

These dangerous and untiring zombies are created from the corpses of forest elves killed in battle. A powerful Beholder created this type of zombies to protect the entrance of its lair, giving them the ability to revive after being destroyed.

They usually carry the same armor and weapons that they carried when alive, but they don't possess the memories of their previous life, so they can only attack with their bites and claws.

RELUCTANT ZOMBIE

Medium undead, neutral evil

- **Armor Class:** 13
- **Hit Point:** 76 (9d8 +36)
- **Speed:** 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	3 (-4)	11 (+0)	5 (-3)

- **Saving Throws** WIS +2
- **Damage Immunities** Poison
- **Condition Immunities** Poisoned
- **Senses** Darkvision 60 ft., Passive Perception +10
- **Languages** Understands Any languages it knew in life, but can't speak
- **Challenge** 4 (1,100 XP)

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

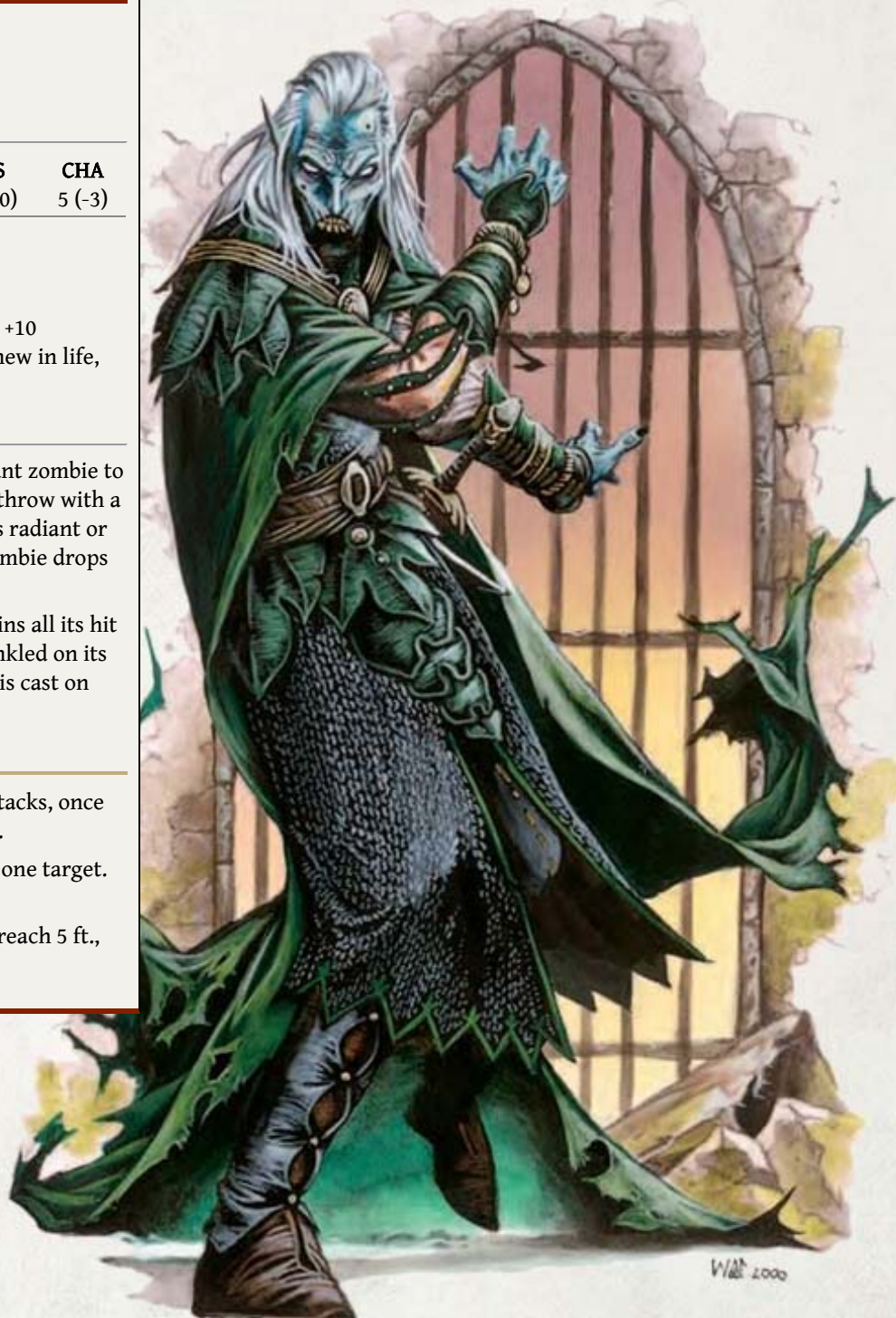
Rejuvenation. If the undead is destroyed, it regains all its hit points in 3d12 minutes unless holy water is sprinkled on its remains or a dispel magic or remove curse spell is cast on them.

ACTIONS

Multiattack. The reluctant zombie makes two attacks, once with its bite and once with its Corrupting Touch.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 15 (2d10+4) piercing damage

Corrupting Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. Hit: 11 (2d6+4) necrotic damage.



SCROLL MUMMY

The Scroll Mummy is created by means of funeral rites after the death of an important and powerful priest. As a reward for an entire life of religious service, these priests are embalmed and preserved in a sanctuary so they may rest eternally.

During the rite, the priests are covered with magical parchments and oils to preserve their corpses in the best possible state, but it also allows them to preserve some of the powers they had when they were alive. In addition, when someone perpetrates its sanctuary, the Mummy Scroll is awakened from its rest to protect the sacred place.



Once they have become mummies, the papyri that cover these monsters are not of fragile regular paper, they are much stronger and move as if they had a life of their own. The mummy's opponents often have trouble standing up, because the magical paper strips get tangled between their legs and make them fall.

Depending on the type of god or the powers that the priest had when he was alive, there are different types of Scroll Mummies.

LIGHTNING SCROLL MUMMY

Priests of a god of lightning, or of some god of the elements with preference to electricity are converted into Lightning Scroll Mummies.

These creatures are large in size, their eyes shine with electricity and they are very strong in close combat, although they can also throw lightning beams. They are averse to fire, so in combat they will prefer to attack creatures who look like they can cast spells first.

LIGHTNING SCROLL MUMMY

Large undead, lawful evil

- **Armor Class:** 12 (Natural Armor)
- **Hit Point:** 104 (11d10 +44)
- **Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	18 (+4)	10 (+0)	12 (+1)	5 (-3)

- **Damage Vulnerabilities** Fire
- **Damage Resistances** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
- **Damage Immunities** Lightning, Poison, Psychic
- **Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
- **Senses** Darkvision 60 ft., Passive Perception +11
- **Languages** Understands Any languages it knew in life, but can't speak
- **Challenge** 7 (2,900 XP)

Aversion of Fire. If the lightning scroll mummy takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Immutable Form. the lightning scroll mummy is immune to any spell or effect that would alter its form.

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

Magic Weapons. Weapon attacks made by the lightning scroll mummy are magical.

Tangle. A creatures that start its turn between 10 ft. from the undead has to succeed a Dexterity DC 12 saving throw, or be entangled in the undead's scrolls and become Restrained until it spends an action to untangle itself or another creature untangles it spending an action.

When the lightning scroll mummy moves, any medium size and smaller creature entangled in it's scrolls, will fall prone unless it succeed a Dexterity DC 12 saving throw.

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

Lightning Explosion. Whenever the lightning scroll mummy hits an opponent with a critical hit, or by a difference of 5 or more, it discharges a Lightning Explosion that deals 10 (3d6) lightning damage to the target and all creatures in a 10 ft. radius from it.

ACTIONS

Multiattack. The lightning scroll mummy makes two claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 15 (3d6+5) slashing damage

Lightning Beam (Recharge 5–6). The lightning scroll mummy casts a lightning beam in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 38 (11d6) lightning damage on a failed save, or half as much damage on a successful one.

POISON SCROLL MUMMY

A vile priest of an evil god who prefers poison as a means of combat will be converted into a Mummy Poison Scroll. These pestilent creatures often rest in sanctuaries in the middle of the forest.

Its form is like a medium sized humanoid and is effective in close combat, although it also has a poisonous cloud attack that affects several opponents and can cure the mummy.

POISON SCROLL MUMMY

Large undead, lawful evil

- **Armor Class:** 13 (Natural Armor)
- **Hit Point:** 85 (9d10 +36)
- **Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	18 (+4)	10 (+0)	13 (+1)	5 (-3)

- **Damage Vulnerabilities** Fire
- **Damage Resistances** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
- **Damage Immunities** Poison, Psychic
- **Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
- **Senses** Darkvision 60 ft., Passive Perception +11
- **Languages** Understands Any languages it knew in life, but can't speak
- **Challenge** 6 (2,300 XP)

Aversion of Fire. If the poison scroll mummy takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Immutable Form. the poison scroll mummy is immune to any spell or effect that would alter its form.

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

Magic Weapons. Weapon attacks made by the poison scroll mummy are magical.

Tangle. A creatures that start its turn between 10 ft. from the undead has to succeed a Dexterity DC 12 saving throw, or be entangled in the undead's scrolls and become Restrained until it spends an action to untangle itself or another creature untangles it spending an action.

When the poison scroll mummy moves, any medium size and smaller creature entangled in it's scrolls, will fall prone unless it succeed a Dexterity DC 12 saving throw.

Poison Absorption. Whenever the poison scroll mummy is subjected to poison damage, it takes no damage and instead regains a number of hit points equal to the poison damage dealt.

ACTIONS

Multiattack. The poison scroll mummy makes two claw attacks.

Claws. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 13 (3d6+3) slashing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Poison Cloud (Recharge 4-6). The undead creates a 20-foot-radius sphere of poisonous fog centered on a point within a 60 ft. range. Each creature in the area must make a DC 15 Constitution saving throw, taking 32 (5d12) acid damage on a failed save, or half as much damage on a successful one. If the poison scroll mummy is in the area of the cloud, it's healed 32 (5d12) hit points. The cloud dissipates immediately.

ICE SCROLL MUMMY

Large undead, lawful evil

- **Armor Class:** 15 (Natural Armor)
- **Hit Point:** 136 (16d10 +48)
- **Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	17 (+3)	12 (+1)	12 (+1)	7 (-2)

- **Damage Vulnerabilities** Fire
- **Damage Resistances** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
- **Damage Immunities** Cold, Poison, Psychic
- **Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
- **Senses** Darkvision 60 ft., Passive Perception +11
- **Languages** Understands Any languages it knew in life, but can't speak
- **Challenge** 10 (5,900 XP)

Aversion of Fire. If the ice scroll mummy takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Immutable Form. the ice scroll mummy is immune to any spell or effect that would alter its form.

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

Magic Weapons. Weapon attacks made by the ice scroll mummy are magical.

Tangle. A creatures that start its turn between 10 ft. from the undead has to succeed a Dexterity DC 13 saving throw, or be entangled in the undead's scrolls and become Restrained until it spends an action to untangle itself or another creature untangles it spending an action.

When the ice scroll mummy moves, any medium size and smaller creature entangled in it's scrolls, will fall prone unless it succeed a Dexterity DC 13 saving throw.

Cold Form. A creature that touches the ice scroll mummy or hits it with a melee attack while within 5 feet of it takes 7 (2d6) cold damage.

Cold Absorption. Whenever the ice scroll mummy is subjected to cold damage, it takes no damage and instead regains a number of hit points equal to the cold damage dealt.

ACTIONS

Multiattack. The ice scroll mummy makes two claw attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 19 (4d6+5) slashing damage

Cold Breath (Recharge 5–6). The ice scroll mummy exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 10 Constitution saving throw, taking 63 (18d6) cold damage on a failed save, or half as much damage on a successful one.

SNOW WIGHTS

It's said that every six hundred years, Emjir, God of the Night descends from the moon to fight Nugyn, Goddess of Morning, in the northern lands. Only the oldest elves remember the last time it happened. For the other races it is a story that their parents or grandparents tell, and for many humans this is only a myth. But when this happens the nights get longer, the tide rises to unusual levels, and the weather gets much colder, until it reaches the point where the entire north of the

continent is covered in a permanent and extremely freezing night.

When the war finally begins, Emjir chooses a group of his followers to turn them into Ice Walker, half-person, half-undead creatures who have enough power to take down entire cities, and who also have the ability to create new undead from the people they murder. These creatures raised from their victims corpses are called Snow Wight, and they can be created from any type of living creature, including giants.



SNOW WIGHT

Medium undead, neutral evil

- **Armor Class:** 8
- **Hit Point:** 37 (5d8 +15)
- **Speed:** 20 ft.

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

- **Saving Throws** WIS +0
- **Damage Vulnerabilities** Fire, Mithral
- **Damage Resistances** Bludgeoning, Piercing, and Slashing from Attacks that aren't Mithral
- **Damage Immunities** Cold, Poison
- **Condition Immunities** Poisoned
- **Senses** Darkvision 60 ft., Passive Perception +8
- **Languages** Understands the languages of its creator, but can't speak
- **Challenge** 2 (450 XP)

Celerity. Once a day, the undead can use a bonus action to accelerate its movement. The snow wight's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity Saving Throws, and it gains an additional action on each of its turns.

The snow wight can use this additional action to make one weapon attack, to dash or disengage. This effect lasts for 1 minute.

Regeneration. The undead regains 10 hit points at the start of its turn. If the undead fire damage or if it's damaged by a Mithral weapon, this trait doesn't function at the start of the snow wight's next turn. The snow wight dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 19 (4d8+1) bludgeoning damage

SNOW WIGHT GIANT

Medium undead, neutral evil

- **Armor Class:** 8
- **Hit Point:** 67 (9d8 +27)
- **Speed:** 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

- **Saving Throws** WIS +0
- **Damage Vulnerabilities** Fire, Mithral
- **Damage Resistances** Bludgeoning, Piercing, and Slashing from Attacks that aren't Mithral
- **Damage Immunities** Cold, Poison
- **Condition Immunities** Poisoned
- **Senses** Darkvision 60 ft., Passive Perception +8
- **Languages** Understands the languages of its creator, but can't speak
- **Challenge** 4 (1,100 XP)

Celerity. Once a day, the undead can use a bonus action to accelerate its movement. The snow wight giant's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity Saving Throws, and it gains an additional action on each of its turns.

The snow wight giant can use this additional action to make one weapon attack, to dash or disengage. This effect lasts for 1 minute.

Regeneration. The undead regains 18 hit points at the start of its turn. If the undead fire damage or if it's damaged by a Mithral weapon, this trait doesn't function at the start of the snow wight giant's next turn. The snow wight giant dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The snow wight giant attacks twice with its maul.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 28 (5d8+6) bludgeoning damage

Maul. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 13 (2d6+6) Bludgeoning damage.

ICE WALKER

Medium undead, neutral evil

- **Armor Class:** 13 (Mage Armor)
- **Hit Point:** 136 (16d8 +64)
- **Speed:** 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	18 (+4)	9 (-1)	10 (+0)	15 (+2)

- **Saving Throws** WIS +5
- **Damage Vulnerabilities** Fire, Mithral
- **Damage Resistances** Bludgeoning, Piercing, and Slashing from Attacks that aren't Mithral
- **Damage Immunities** Cold, Poison
- **Condition Immunities** Poisoned
- **Senses** Darkvision 60 ft., Passive Perception +10
- **Languages** Understands the languages of its creator, but can't speak
- **Challenge** 15 (13,000 XP)

Celerity. Once a day, the undead can use a bonus action to accelerate its movement. The ice walker's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity Saving Throws, and it gains an additional action on each of its turns.

The ice walker can use this additional action to make one weapon attack, to dash or disengage. This effect lasts for 1 minute.

Regeneration. The undead regains 32 hit points at the start of its turn. If the undead fire damage or if it's damaged by a Mithral weapon, this trait doesn't function at the start of the ice walker's next turn. The ice walker dies only if it starts its turn with 0 hit points and doesn't regenerate.

Innate Spellcasting. The undead innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can

innately cast the following spells, requiring no components:

At will: *ray of frost* (as 17th level spellcaster)

2/day each: *cone of cold*, *ice storm*

1/day each: *freezing sphere*, *wall of ice*

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

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

ACTIONS

Multiattack. The ice walker attacks twice with its glaive.

Ice Glaive. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 20 (5d6+3) slashing damage plus 21 (6d6) cold damage.

REACTIONS

Retaliation. When the ice walker takes damage from a creature that is within 5 feet of it, the ice walker can use its reaction to make a melee weapon attack against that creature.

LEGENDARY ACTIONS

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

Detect. The ice walker makes a Wisdom (Perception) check.

Move. The ice walker moves up to its speed without provoking opportunity attacks.

Ray of Frost. The ice walker innately casts the *ray of frost* spell.



Soulless Claw

This hideous creature with a skeletal physique and huge pointy fingers is another disastrous result of a necromancer experimenting to create the perfect guardian for his laboratory.

This undead known as Soulless Claw is intelligent and evil, attacks living creatures with the sole reason of enjoying their suffering, and prefers intelligent creatures such as humans or elves.

His fingers with the shape of stakes are so strong that they can be stuck in the stone, and when he loses one, it's magically replaced by another equally powerful one.



Soulless Claw

Large undead, chaotic evil

- **Armor Class:** 15 (Natural Armor)
- **Hit Point:** 93 (11d10 +33)
- **Speed:** 30 ft.

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

- **Damage Resistances** Necrotic, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
- **Damage Immunities** Poison
- **Condition Immunities** Charmed, Exhaustion, Poisoned
- **Senses** Darkvision 60 ft., Passive Perception +10
- **Languages** Any languages it knew in life
- **Challenge** 5 (1,800 XP)

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

Pounce. If the undead 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 14 Strength saving throw or be knocked prone. If the target is prone, the soulless claw can make one melee attack against it as a bonus action.

ACTIONS

Multiattack. The soulless claw makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. Hit: 8 (2d4+3) piercing damage and 9 (2d8) necrotic damage. If the target is a creature, one big sharp bone is buried in the creature's body, and another bone replaces that one in the undead's claw instantly.

Each round while the creature has the bone buried in its body, it takes 9 (2d8) necrotic damage at the beginning of its turn. The creature can spend an action to remove the bone.

Staple. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one prone creature. Hit: 8 (2d4+3) piercing damage and 9 (2d8) necrotic damage. The big sharp bone pierces through the target's body and staples it to the floor and it becomes restrained. The target needs to spend an action and succeed a Strength check DC 11 to free itself.

In combat, the Soulless Claw is very agile and jumps on its opponents using its weight and its claws to make them fall. Once on the floor, the Soulless Claw tries to nail its claws on its opponent to leave them nailed to the floor.

If it faces multiple opponents, it will leave an opponent nailed to the floor while attacking another one. But if it's facing only one unfortunate victim, the Soulless Claw will continue nailing the victim until it's immobile and then will begin eating it alive.

VAMPIRIC SOULLESS CLAW

Large undead, chaotic evil

- **Armor Class:** 17 (Natural Armor)
- **Hit Point:** 161 (19d10 +57)
- **Speed:** 30 ft.

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

- **Damage Resistances** Necrotic, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
- **Damage Immunities** Poison
- **Condition Immunities** Charmed, Exhaustion, Poisoned
- **Senses** Darkvision 60 ft., Passive Perception +10
- **Languages** Any languages it knew in life
- **Challenge** 9 (5,000 XP)

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

Pounce. If the undead 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 15 Strength saving throw or be knocked prone. If the target is prone, the vampiric soulless claw can make one melee attack against it as a bonus action.

Regeneration. The vampiric soulless claw regains 18 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampiric soulless claw takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampiric soulless claw's next turn.

Vampire Weaknesses. The Vampire has the following flaws:

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

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

Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

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

ACTIONS

Multiattack. The vampiric soulless claw makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 13 (4d4+3) piercing damage and 13 (3d8) necrotic damage. If the target is a creature, one big sharp bone is buried in the creature's body, and another bone replaces that one in the undead's claw instantly.

Each round while the creature has the bone buried in its body, it takes 13 (3d8) necrotic damage at the beginning of its turn. The creature can spend an action to remove the bone.

Staple. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one prone creature. Hit: 13 (4d4+3) piercing damage and 13 (3d8) necrotic damage. The big sharp bone pierces through the target's body and staples it to the floor and it becomes restrained. The target needs to spend an action and succeed a Strength check DC 12 to free itself.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one willing creature, or a creature that is grappled by it, incapacitated, or restrained. Hit: 10 (2d6+3) 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 vampiric soulless claw 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.

THUNDER SENTINELS

Also known as the army of the Thunder God, the Thunder Sentinels are swift and dangerous creatures who were brought to life by this god to protect their temples erected high in the mountains. These tireless warriors are the reason why very few mortals have seen the interior of these constructions. Countless ranks of these semi-incorporeal creatures are lined up through miles of roads approaching the temples.

It is said that these temples protect the book of the elements, more specifically the Tome of Storms that contains the secrets of how to control the wind, clouds, lightning and thunder. According to the legends, the first men had access to this knowledge, and they were the ones who wrote it, but the gods of the elements took that knowledge

away from them and hid it from the new men who were born from the following creations of the world (after the apocalypses of the previous eras). Some secret groups of powerful wizards and warriors constantly seek to lay their hands on these books. Although the type of power that is acquired by having the book is unknown, it is thought that the first of them would enable you to control the army of Thunder Sentinels that protects it.

Most of these ghosts are spearmen, defending their position with the use of a Glaive made of magic metal that does physical and lightning damage at the same time. But some of them are strong enough to create powerful thunder waves that knock down opponents around them.



THUNDER GHOST LANCER

Medium undead, lawful neutral

- **Armor Class:** 16 (Chain mail)
- **Hit Point:** 49 (11d8)
- **Speed:** Fly 40 ft. (hover)

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

- **Damage Resistances** Acid, Fire, Lightning, Thunder, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
- **Damage Immunities** Cold, Lightning, Necrotic, Poison
- **Condition Immunities** Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
- **Senses** Darkvision 60 ft., Passive Perception +11
- **Languages** Any languages it knew in life
- **Challenge** 4 (1,100 XP)

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

Lightning Absorption. Whenever the thunder ghost lancer is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

ACTIONS

Multiattack. The thunder ghost lancer attacks twice with its Lightning Lance.

Lightning Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 6 (1d6+3) slashing damage plus 7 (2d6) lightning damage.

THUNDER GHOST INFANTRY

Medium undead, lawful neutral

- **Armor Class:** 18 (Chain mail, Shield)
- **Hit Point:** 54 (12d8)
- **Speed:** Fly 40 ft. (hover)

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

- **Damage Resistances** Acid, Fire, Lightning, Thunder, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
- **Damage Immunities** Cold, Lightning, Necrotic, Poison
- **Condition Immunities** Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
- **Senses** Darkvision 60 ft., Passive Perception +11
- **Languages** Any languages it knew in life
- **Challenge** 5 (1,800 XP)

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

Lightning Absorption. Whenever the thunder ghost infantry is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

ACTIONS

Multiattack. The thunder ghost infantry attacks twice with its Lightning Lance.

Lightning Sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) slashing damage plus 7 (2d6) lightning damage.

Thunderwave (Recharge 5–6). The undead blasts its weapon on the floor and a thunderous force sweeps out from it. Each creature in a 15-foot cube originating from the thunder ghost infantry must make a DC 12 Constitution saving throw. On a failed save, a creature takes 36 (8d8) thunder damage and is pushed 10 feet away from it. On a successful save, the creature takes half as much damage and isn't pushed.

REACTIONS

Parry. The thunder ghost infantry adds 3 to its AC against one melee attack that would hit it. To do so, the thunder ghost infantry must see the attacker and be wielding a melee weapon.

THUNDER GHOST WARLORD

Medium undead, lawful neutral

- **Armor Class:** 18 (Chain mail, Shield)
- **Hit Point:** 93 (17d8 +17)
- **Speed:** Fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	21 (+5)	12 (+1)	12 (+1)	14 (+2)	19 (+4)

- **Damage Resistances** Acid, Fire, Lightning, Thunder, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
- **Damage Immunities** Cold, Lightning, Necrotic, Poison
- **Condition Immunities** Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
- **Senses** Darkvision 60 ft., Passive Perception +12
- **Languages** Any languages it knew in life
- **Challenge** 8 (3,900 XP)

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

Lightning Absorption. Whenever the thunder ghost warlord is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

Lightning Explosion. Whenever the thunder ghost warlord hits an opponent with a critical hit, or by a difference of 5 or more, it discharges a Lightning Explosion that deals 14 (4d6) lightning damage to the target and all creatures in a 10 ft. radius from it.

ACTIONS

Multiattack. The thunder ghost warlord attacks twice with its Lightning Lance.

Lightning Sword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 14 (2d8+5) slashing damage plus 14 (4d6) lightning damage.

Thunderwave (Recharge 5–6). The undead blasts its weapon on the floor and a thunderous force sweeps out from it. Each creature in a 15-foot cube originating from the thunder ghost warlord must make a DC 13 Constitution saving throw. On a failed save, a creature takes 54 (12d8) thunder damage and is pushed 10 feet away from it. On a successful save, the creature takes half as much damage and isn't pushed.

Hurl Lightning. *Ranged Weapon Attack:* +8 to hit, range 150 ft., one target. Hit: 22 (5d6+5) lightning damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or it becomes Deafened and have disadvantage on attack rolls and saving throws for 1 minute.



WIGHT SOLDIER

WIGHT SOLDIER

Medium undead, neutral evil

- **Armor Class:** 15 (Chain shirt)
- **Hit Point:** 90 (12d8 +36)
- **Speed:** 30 ft.

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

- **Skills:** Perception +4, Stealth +5
- **Damage Resistances** Necrotic, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
- **Damage Immunities** Poison
- **Condition Immunities** Exhaustion, Poisoned
- **Senses** Darkvision 60 ft., Passive Perception +14
- **Languages** Any languages it knew in life
- **Challenge** 5 (1,800 XP)

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

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

ACTIONS

Multiattack. The wight soldier makes two longsword attacks or two longbow attacks.

Hellfire Orb (1/Day). The wight soldier hurls a magical ball of fire that explodes at a point it can see within 60 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 14 Dexterity saving throw. The sphere spreads around corners. A creature takes 14 (4d6) fire damage and 7 (2d6) necrotic damage on a failed save, or half as much damage on a successful one.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) Slashing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. Hit: 6 (1d8+2) Piercing damage.



he Wight Soldier is an undead created from the corpse of a warrior or knight that in life was a sadistic fighter. This person only obeyed the orders of his leaders as an excuse to go to war because he enjoyed the bloodshed.

Sometimes you can find Wight Soldiers among human warriors and knights. This undead warrior acts and fights as a normal living person, except that it never removes its armor and its voice is inhumanly deep and scratchy, so it never speaks when it wants to pass as a living being.



Although it does not know how to prepare or cast spells, a Wight Soldier has the power to cast a Hellfire Orb like the one of a Death Knight, but weaker.

The armies use these warriors mixed with common infantry as a surprise element in an attack.



WIGHT KNIGHT

Medium undead, neutral evil

- **Armor Class:** 15 (Chain shirt)
- **Hit Point:** 150 (20d8 +60)
- **Speed:** 30 ft.

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

- **Skills:** Perception +5, Stealth +6
- **Damage Resistances** Necrotic, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
- **Damage Immunities** Poison
- **Condition Immunities** Exhaustion, Poisoned
- **Senses** Darkvision 60 ft., Passive Perception +15
- **Languages** Any languages it knew in life
- **Challenge** 9 (5,000 XP)

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

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

ACTIONS

Multiattack. The wight knight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Hellfire Orb (1/Day). The wight knight hurls a magical ball of fire that explodes at a point it can see within 60 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 15 Dexterity saving throw. The sphere spreads around corners. A creature takes 24 (7d6) fire damage and 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one.

Life Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 13 (3d6+3) 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 lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight knight's control, unless the humanoid is restored to life or its body is destroyed. The wight knight can have no more than twelve zombies under its control at one time.

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

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. Hit: 6 (1d8+2) Piercing damage.

ZOMBIE HYENAS

These terrifying creatures look like a mix of a zombie dog and a zombie gnoll. They are killing undead beasts that roam the hot arid areas near Gracedown's toxic volcanoes. Zombie Hyenas tend to walk in packs and attack whenever they find themselves favored in combat or when they find a victim about to die; but they are very quick to flee when they are at a numerical disadvantage or in danger against a more powerful creature.

Zombie Hyenas do not need sustenance to survive, they attack by an evil instinct that was embedded in their behavior at the time of their creation.

A group of about 5 hyenas usually includes an Alpha or Venomous Zombie Hyena as the leader, but when they travel outside their territory they often group in larger and more dangerous packs that can destroy entire villages.

ZOMBIE HYENA

Small undead, neutral evil

- **Armor Class:** 9
- **Hit Point:** 34 (4d6 +20)
- **Speed:** 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	20 (+5)	3 (-4)	6 (-2)	5 (-3)

- **Saving Throws** WIS +0
- **Damage Immunities** Poison
- **Condition Immunities** Poisoned
- **Senses** Darkvision 60 ft., Passive Perception +8
- **Languages** Understands Any languages it knew in life, but can't speak
- **Challenge** 1/2 (100 XP)

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

Pounce. If the undead moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the zombie hyena can make one melee attack against it as a bonus action.

ACTIONS

Bite and Grapple. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6+2) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the zombie hyena can't bite another target.



VENOMOUS ZOMBIE HYENA

Medium undead, neutral evil

- **Armor Class:** 11 (Natural Armor)
- **Hit Point:** 73 (7d8 +42)
- **Speed:** 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	22 (+6)	3 (-4)	6 (-2)	5 (-3)

- **Saving Throws** WIS +0
- **Damage Immunities** Poison
- **Condition Immunities** Poisoned
- **Senses** Darkvision 60 ft., Passive Perception +8
- **Languages** Understands Any languages it knew in life, but can't speak
- **Challenge** 2 (450 XP)

Undead Fortitude. If damage reduces the venomous zombie hyena 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 venomous zombie hyena drops to 1 hit point instead.

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

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

ACTIONS

Multiattack. The venomous zombie hyena makes two Bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 3 (0d6+3) piercing damage plus 4 (1d8) poison damage. The target must succeed a DC 5 Constitution saving throw, or become poisoned for 1 minute.

ZOMBIE HYENA ALPHA

Medium undead, neutral evil

- **Armor Class:** 11 (Natural Armor)
- **Hit Point:** 92 (8d8 +56)
- **Speed:** 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	24 (+7)	3 (-4)	6 (-2)	5 (-3)

- **Saving Throws** WIS +0
- **Damage Immunities** Poison
- **Condition Immunities** Poisoned
- **Senses** Darkvision 60 ft., Passive Perception +8
- **Languages** Understands Any languages it knew in life, but can't speak
- **Challenge** 3 (700 XP)

Undead Fortitude. If damage reduces the zombie hyena alpha 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 hyena alpha drops to 1 hit point instead.

Pounce. If the undead 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 14 Strength saving throw or be knocked prone. If the target is prone, the zombie hyena alpha can make one melee attack against it as a bonus action.

Aggressive. As a bonus action, the zombie hyena alpha can move up to its speed toward a hostile creature that it can see.

ACTIONS

Bite and Grapple. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 11 (2d6+4) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the zombie hyena alpha can't bite another target.

CREDITS

STORY:

Text and plot: Xacur

<https://www.darkstronghold.com/>

ART

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Illustration in page 39 “Burgruine am Felsen” (1866), by Dominik Schuhfried, under public domain.

RULES

All rules referred on this document are part of the SRD for the 5th Edition of Dungeons & Dragons.

<https://dnd.wizards.com/articles/features/systems-reference-document-srd>

All additional rules are made by Xacur.

MORE CONTENT

I will be publishing more content in DMs Guild.

For a list of the content I do visit my tabletop games page.

<https://www.darkstronghold.com/>

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