

Commoner, M

0

NAME CR

10 AC 4 HP 10 PASSIVE PERCEPTION 30 SPEED

STR 0 DEX 0 CON 0 INT 0 WIS 0 CHA 0

SKILLS / TRAITS

2

PROF

ACTIONS

Club: +2, 1d4b

Ghost, M

4

NAME CR

11 AC 45 HP 11 PASSIVE PERCEPTION 40f SPEED

STR -2 DEX 1 CON 0 INT 0 WIS 1 CHA 3

SKILLS / TRAITS

Darkvision 60', resist: acid, fire, lightning, thunder, bps nonmagic, immune: charmed, cold, exhaust, fright, grapple, necrotic, paralyze, petrify, poison, prone, restrain

Ethereal Sight: See 60' into Ethereal Plane

Incorporeal Movement: Creatures/objects difficult terrain. 1d10 force if end in object

2

PROF

ACTIONS

Withering Touch: +5, 4d6+3 necrotic

Etherealness: Enter/exit Ethereal Plane

Horrorific Visage: 60', DC 13 Wis save or frightened 1min/until save, save immune. Fail >4, age 1d4x10 years, greater restoration in 24 hours to reverse

Possession (R 6): 5' DC 13 Cha save or controls target, save immune. Unconscious/expell w/magic ends

Noble, M

1/8

NAME CR

15 AC 9 HP 12 PASSIVE PERCEPTION 30 SPEED

STR 0 DEX 1 CON 0 INT 1 WIS 2 CHA 3

SKILLS / TRAITS

Deception +5, Insight +4, Persuasion +5

2

PROF

ACTIONS

Rapier: +3, 1d8+1p

Parry (react): +2 AC vs melee attack

Mortis Node, L

2

NAME CR

12 AC 76 HP 12 PASSIVE PERCEPTION 20/20c SPEED

STR 3 DEX -1 CON 3 INT -1 WIS 2 CHA 0

SKILLS / TRAITS

Darkvision 60'

Putrescent: Summon & control 1d4 violet fungi on turn. They appear within 10', act on mortis node's turn, die if mortis node dies.

2

PROF

ACTIONS

Multiattack: 2 attacks

Spikes: 20/40, +5, 1d8+3p

Tentacle: 10', +5, 2d8+3b, DC 13 Wis save or lose 1d4 Wis 24 hours. If go to 0 Wis, mortis node controls.

Violet Fungus, M

1/4

NAME CR

5 AC 18 HP 6 PASSIVE PERCEPTION 5 SPEED

STR -4 DEX -5 CON 0 INT -5 WIS -4 CHA -5

SKILLS / TRAITS

Blindsight 30', immune: blind, deaf, fright

False Appearance: Looks like fungus

2

PROF

ACTIONS

Multiattack: 1d4 Rotting Touch

Rotting Touch: 10', +2, 1d8 necrotic

Figurine of Wondrous Power (Silver Raven)

NAME

Wondrous item

CATEGORY

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RARITY

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ATTUNE ☐

NOTES

This silver statuette of a raven can become a raven for up to 12 hours. The statuette is small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60 feet of you, the figurine becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature. The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions.

The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. When the creature becomes a figurine again, its property can't be used again until 2 days have passed. While in raven form, the figurine allows you to cast the *animal messenger* spell on it at will.

BONUS

SAVE DC

CHARGES