

MONSTERS

THE CLERIC BEAST

A massive creature with deformed horns, the cleric beast is a terrifying monster whose shrieks sound almost like cries of agony. With a wolf-like head, large horns, a skeletal body and one arm twice as large as the other, the cleric beast is surprisingly quick and powerful. You must be a strong and daring hunter to go face such a monstrous beast.

CURSED PRIESTHOOD

The Healing Church was once renowned for its use of sciences to derive healing blood, a medicine that could keep the sickness of the old blood away. However, after some time the healing blood became tainted, resulting in the realization of a horrifying nightmare known as the scourge, in which those who has received blood transfusions from the church began to transform into terrible monsters.

Rumor has spread that the cleric beast was once a clergyman of the city of Yharnam. The captain of the Church hunters became afflicted by the scourge, and transformed into this terrifying monster. Now, it prowls through the cobblestone streets of Yharnam, killing any unlucky enough to cross it.

CLERIC BEAST

Large aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	8 (-1)	10 (+0)	8 (-1)

Saving Throws Str +7, Dex +6

Skills Perception +2

Damage Resistances bludgeoning, force, lightning

Damage Vulnerabilities fire

Condition Immunities charmed

Senses darkvision 60 ft. passive Perception 10

Languages -

Challenge 6 (2300 XP)

Brute. The cleric beast deals one extra die of its damage when it hits (included in the attack).

Rejuvenation. When the cleric beast is reduced to half health, it releases a red glow from its body that heals it for 10 hit points per round, until it reaches its maximum health, at which time this effect ends.

ACTIONS

Multiattack. The cleric beast makes two claw attacks and one grab attack.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., *Hit:* 13 (2d8+4) slashing damage.

Grab. One target within 10 feet must make a DC 15 Dexterity saving throw or be grappled (escape DC 15). While grappled, the target is restrained and takes 7 (1d6+4) bludgeoning damage per round. The cleric beast cannot use its grab attack while it is grappling a target.



FATHER GASCOIGNE

Medium human, chaotic evil

Armor Class 17 (natural armor)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

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

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

Damage Vulnerabilities fire

Condition Immunities charmed

Senses passive Perception 12

Languages Common

Challenge 8 (3900 XP)

Versatile Axe. When Father Gascoigne is reduced to 2/3 of his maximum health, he will transform his handaxe into a greataxe, increasing his damage from 1d8 to 1d12, and increasing his range from 5 feet to 10 feet. He is still wielding this weapon in one hand, and his pistol in the other.

Bloodlust. When Father Gascoigne is reduced to 1/3 of his maximum health, he will transform into a wolf-like creature. While in this form, he has a +4 bonus to Strength and Dexterity, an additional 10 feet of movement, and can use his claw and pounce attacks.

ACTIONS

Multiattack. Father Gascoigne can make one handaxe attack and one pistol attack. When he is reduced to 2/3 of his maximum health, his handaxe attack is replaced by a greataxe attack. When he is reduced to 1/3 of his maximum health, he loses his axe and pistol, but can make two claw attacks and a pounce attack.

Handaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., *Hit:* 8 (1d8+4) slashing damage.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 10 ft., *Hit:* 10 (1d12+4) slashing damage.

Pistol. *Ranged Weapon Attack:* +6 to hit, range 60/120 ft., *Hit:* 8 (1d10+3) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., *Hit:* 10 (1d8+6) slashing damage.

Pounce. The transformed Father Gascoigne pounces on one target within 20 feet, moving into any open space adjacent to it. The target must make a DC 17 Dexterity saving throw. On a failed save, the target takes 13 (2d6+6) bludgeoning damage and be knocked prone.



Artist: @o10fu

FATHER GASCOIGNE

Although not originally from Yharnam (“Father” is not a rank in the Healing Church), Father Gascoigne is rumored to have been afflicted with the curse, and traveled to Yharnam for its blood healing. Like many others before him, after receiving the blood transfusion, Gascoigne became a hunter, seeking out and purifying the city of its many corrupted beasts. For reasons unknown to most, Gascoigne eventually parted ways with the Healing Church, pursuing his own personal quests.

Gascoigne eventually met his wife, Viola, and with her had two daughters. He began living a normal life with his family. However, eventually Gascoigne began to lose his sanity, like many of the Yharnam residents around him. And with the blood given to him from the Healing Church, he began to transform into a terrifying beast. The only thing that could bring back Gascoigne’s humanity was a small music box of Viola’s that played soothing music and calmed his monstrous heart.

One fateful night, Gascoigne and Viola set off to a safe place away from their children to deal with his affliction. And on that night, Viola forgot her music box. Gascoigne transforms that night, and murdered his wife, hitting her so hard she was flung onto a nearby rooftop.

Driven mad by the scent of blood, Gascoigne began killing any who cross his path in his blood frenzy. He eventually lost himself entirely, transforming into a savage, murderous beast as he was completely corrupted by his affliction.

THE BLOOD-STARVED BEAST

The blood-starved beast that can be found in Yharnam's cathedral. A deformed creature whose skin is peeled off and hanging from its back, this beast is lightning-fast and unnaturally agile, making it a very dangerous enemy.

Rumor has it that the blood-starved beast was a person receiving blood healing from the Healing Church as part of their rituals to learn more about their gods, as the corpses of similar beasts can be found chained up in chapels around Old Yharnam. At the very least, these creatures had some sort of connection to the ritualistic practices of the Healing Church, and may lead to some insight on the powers of blood healing.



BLOOD-STARVED BEAST

Large fiend, chaotic evil

Armor Class 17 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	12 (+1)	10 (+0)	6 (-2)

Skills Athletics +6, Perception +3

Damage Resistances lightning

Damage Vulnerabilities fire

Condition Immunities charmed

Senses darkvision 60 ft. passive Perception 10

Languages -

Challenge 7 (2900 XP)

Bloodlust. As the blood-starved beast begins to taste its own blood, it will enter into a greater frenzy, becoming stronger and faster. When the blood-starved beast is reduced to 2/3 of its maximum health, it can move an additional 10 feet per round, and make one additional claw attack.

Poison Aura. When the blood-starved beast is reduced to 1/3 of its maximum hit points, it will begin releasing a poisonous mist around it. Any creature that begins its turn within 5 feet or moves within 5 feet of the blood-starved beast must make a DC 13 Constitution saving throw, or take 2d6 poison damage and be poisoned. A poisoned creature can make a second Constitution saving throw on the beginning of their next turn. On a failed save, the creature takes 1d6 poison damage per round for 1 minute. A creature that is currently poisoned cannot be poisoned again.

Poison-tipped Claws. When a target is hit by the blood-starved beast, it must succeed a DC 13 Constitution saving throw or be poisoned. A poisoned creature can make a second Constitution saving throw on the beginning of its next turn. On a failed save, the creature takes 1d6 poison damage per round for 1 minute. A creature that is currently poisoned cannot be poisoned again.

Magic Resistance. The blood-starved beast has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The blood-starved beast makes two attacks with its claws.

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

Feral Lunge. The blood-starved beast ravenously lunges at a target within 30 feet, landing in any open space next to it. The target must succeed a DC 15 Dexterity saving throw or take 17 (4d6+3) slashing damage.

VICAR AMELIA

SEEK THE OLD BLOOD. LET US PRAY... LET US PARTAKE IN COMMUNION... AND FEAST UPON THE OLD BLOOD. OUR THIRST FOR BLOOD SATIATES US, SOOTHES OUR FEARS. SEEK THE OLD BLOOD, BUT BEWARE THE FRAILTY OF MEN. THEIR WILLS ARE WEAK, MINDS YOUNG. THE FOUL BEASTS WHICH DANGLE NECTAR AND LURE THE MEEK INTO THE DEPTHS. WERE IT NOT FOR FEAR, DEATH WOULD GO UNLAMENTED.

The title of Vicar was given to the heads of the Healing Church, and Amelia was the last of the Vicars. She watched as Yharnam fell to the corruption of the old blood. Her last moments as a human were in her cathedral, praying to the altar and clutching her gold pendant, passed down through the lineage of Vicars.

TRANSFORMED BY THE OLD BLOOD

Amelia was as susceptible to the old blood as the rest of the Yharnamites, and because of her position in the church, was exposed to much more of it than most. Her corruption was grotesque, transforming into a large, vicious beast with huge claws. But even in the throes of her madness, she clutched at her gold pendant, as if clutching on to the last remains of her humanity. And even when consumed by bloodlust, she did not forget to pray to the gods for aid and forgiveness.

VICAR AMELIA

Large aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 50 ft.

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

Saving Throws Str +8, Dex +7, Cha +7

Skills Athletics +8, Religion +5

Damage Resistances bludgeoning, lightning

Damage Vulnerabilities fire

Condition Immunities charmed, frightened

Senses passive Perception 12

Languages -

Challenge 9 (5000 XP)

Magic Resistance. Vicar Amelia has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. Vicar Amelia makes three attacks: two with its claws and one with its bite.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., *Hit:* 8 (1d8+4) slashing damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., *Hit:* 11 (2d6+4) piercing damage.

Prayer (Recharge 4-6). Vicar Amelia clutches her pendant close to her chest and prays, recovering 30 hit points.

Frenzied Barrage (Recharge 5-6). Vicar Amelia makes four claw attacks.

Prayer Strike. Vicar Amelia clasps her hands in prayer above her, and then slams the ground, creating a shockwave in a 20 foot cone in front of her. Any creature in that area must make a DC 16 Dexterity saving throw. On a failed save, the creature takes 14 (3d8) bludgeoning damage and is knocked prone. On a successful save, the target takes half as much damage.

REACTIONS

Howl (1/day). Vicar Amelia releases a terrifying howl to the heavens and for a moment is surrounded by a dazzling white aura. She is cured of all status effects.



THE SHADOWS OF YHARNAM

Hidden in a gravesite deep within the Forbidden Woods, the shadows of Yharnam are the corrupted souls of three once-great hunters of the Church of Healing.

CORRUPTION OF THE SNAKE

Similar to many poor souls, the shadows were corrupted by the evil snakes in the Forbidden Woods, turning them from church protectors to mindless monsters. Always fighting together, they grow stronger as the battle rages on, revealing the parasites within themselves and summoning great snakes to come to their aid.

FIRST SHADOW OF YHARNAM

Medium aberration, chaotic evil

Armor Class 15 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Saving Throws Str +5, Dex +5, Wis +4

Damage Vulnerabilities lightning

Senses darkvision 60 ft. passive Perception 12

Languages Common

Challenge 4 (1100 XP)

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

Snake Corruption. When the health of one of the shadows falls below 45 health, all three transform. The shadow's hood falls back and reveals multiple snake heads. During this phase, the shadow gains the use of the viper strike action.

Snake Charmer. When this shadow is the only one of the three left conscious or alive, it can use the snake summon action.

ACTIONS

Multiattack. The shadow makes three katana attacks, one viper strike, or one snake summon.

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

Viper Strike. *Melee Weapon Attack:* +5 to hit, reach 20 ft., *Hit:* 15 (2d8+6) slashing damage.

Snake Summon (Recharge 5-6). The shadow summons giant snakes that burst through the ground and attack its enemies. All targets within a 30 foot radius of the shadow must succeed on DC 13 Dexterity saving throws. On a failed save, a target takes 18 (4d8) piercing damage and 18 (4d8) poison damage. On a successful save, the target takes half as much damage.

SECOND SHADOW OF YHARNAM

Medium aberration, chaotic evil

Armor Class 15 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Saving Throws Str +5, Dex +5, Wis +4

Damage Vulnerabilities lightning

Senses darkvision 60 ft. passive Perception 13

Languages Common

Challenge 4 (1100 XP)

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

Snake Corruption. When the health of one of the shadows falls below 45 health, all three transform. The shadow's hood falls back and reveals multiple snake heads. During this phase, the shadow deals an additional 2d6 fire damage with its melee attacks.

Snake Charmer. When this shadow is the only one of the three left conscious or alive, it can use the snake summon action.

ACTIONS

Multiattack. The shadow makes two katana attacks, one fire breath action, or one snake summon.

Katana. *Melee Weapon Attack:* +5 to hit, reach 5 ft., *Hit:* 7 (1d8+3) slashing damage. plus 7 (2d6) fire damage after the snake corruption ability has been activated.

Fire Breath (Recharge 4-6). The shadow exhales fire in a 20 foot cone in front of it. Each target in the area must make on a DC 13 Dexterity saving throw. On a failed save, the target takes 18 (4d8) fire damage. On a successful save, the target takes half as much damage.

Snake Summon (Recharge 5-6). The shadow summons giant snakes that burst through the ground and attack its enemies. All targets within a 30 foot radius of the shadow must succeed on DC 13 Dexterity saving throws. On a failed save, a target takes 18 (4d8) piercing damage and 18 (4d8) poison damage. On a successful save, the target takes half as much damage.



THIRD SHADOW OF YHARNAM

Medium aberration, chaotic evil

Armor Class 14 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Saving Throws Str +5, Dex +5, Wis +4

Damage Vulnerabilities lightning

Senses darkvision 60 ft. passive Perception 14

Languages Common

Challenge 4 (1100 XP)

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

Snake Corruption. When the health of one of the shadows falls below 45 health, all three transform. The shadow's hood falls back and reveals multiple snake heads. During this phase, the shadow deals an additional 2d6 fire damage with its flame missiles.

Snake Charmer. When this shadow is the only one of the three left conscious or alive, it can use the snake summon action.

ACTIONS

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., *Hit:* 5 (1d8+1) bludgeoning damage.

Flame Missiles. The shadow launches 3 bolts of fire at targets within 30 feet. The shadow makes a ranged spell attack for each bolt, using its Wisdom modifier for its attack roll. On a hit, the target takes 7 (2d6) fire damage.

Snake Summon (Recharge 5-6). The shadow summons giant snakes that burst through the ground and attack its enemies. All targets within a 30 foot radius of the shadow must succeed on DC 13 Dexterity saving throws. On a failed save, a target takes 18 (4d8) piercing damage and 18 (4d8) poison damage. On a successful save, the target takes half as much damage.

PEACH
2015.5
— For Bloodborne



Screenshot from Bloodborne

MAD ONE

Medium aberration, chaotic evil

Armor Class 14

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	8 (-1)	6 (-2)	8 (-1)

Saving Throws Str +5, Con +5

Senses darkvision 60 ft. passive Perception 8

Languages -

Challenge 2 (450 XP)

ACTIONS

Multiattack. The mad one makes two sickle attacks.

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

HUNTSMAN

Medium humanoid, true neutral

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

Multiattack. The huntsman makes 1 axe attack and 1 torch attack.

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

Torch. *Melee Weapon Attack:* +3 to hit, reach 5 ft., *Hit:* 4 (1d8+0) fire damage.



HUNTSMAN'S MINION

Large humanoid, chaotic neutral

Armor Class 13

Hit Points 45 (6d10 + 12)

Speed 30 ft.

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

Senses passive Perception 11

Languages Common

Challenge 3 (700 XP)

Brute. The huntsman's minion's attacks deal another die of damage.

ACTIONS

Multiattack. The huntsman's minion makes two attacks with its brick.

Brick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., *Hit:* 6 (1d8+2) bludgeoning damage.



THE WITCHES OF HEMWICK

The witches of Hemwick are elderly hunchbacked women who seem harmless at first glance, until you realize that they've adorned themselves in human eyeballs. The witches conduct secret rituals in the dead of night, gathering the eyeballs of the living in sacrifice to the old gods.

OLD, EVIL MAGIC

While the witches themselves are not very dangerous in combat, they use their magic along with their summoning skills to defend themselves. The first witch summons hordes of sickle-wielding Mad Ones to attack her foes while the second witch stuns and knocks back her enemies with spells. Together, they form a deadly duo.

SECOND WITCH OF HEMWICK

Medium humanoid, neutral evil

Armor Class 15

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	18 (+4)	16 (+3)	12 (+1)

Skills Arcana +6, Deception +3, Stealth +3

Senses darkvision 60 ft. passive Perception 13

Languages Common, Infernal

Challenge 6 (2300 XP)

Innate Spellcasting. The first witch of hemwick can innately cast invisibility, requiring no material components. Its innate spellcasting ability is Intelligence.

ACTIONS

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., *Hit:* 2 (1d4+0) piercing damage.

Spirit Burst. The second witch of hemwick releases a burst of energy. All targets within 20 feet must succeed on a DC 15 Strength saving throw or be pushed back out of the radius of the spell and be knocked prone.

Spirit Ring. One target within 30 feet must make a DC 15 Dexterity saving throw. On a failed save, a bright white ring appears around the target, and it is immobilized for 1d4 turns.

FIRST WITCH OF HEMWICK

Medium humanoid, neutral evil

Armor Class 15

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	18 (+4)	16 (+3)	12 (+1)

Skills Arcana +6, Deception +3, Stealth +3

Senses darkvision 60 ft. passive Perception 13

Languages Common, Infernal

Challenge 6 (2300 XP)

Innate Spellcasting. The first witch of hemwick can innately cast invisibility, requiring no material components. Its innate spellcasting ability is Intelligence.

ACTIONS

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., *Hit:* 2 (1d4+0) piercing damage.

Summon Mad Ones (Recharge 4-6). The first witch of hemwick summons 2 mad ones within 20 feet of her. The mad ones attack the closest enemy to them.





Concept Art by FROM Software

DARKBEAST PAARL

The darkbeast is a malformed creature enveloped in blue lightning. A long, sinuous body of bone, and a wrinkled skull for a head, people say that this beast is ancient, resurrected through some mad ritual.

TREACHEROUS AND UNPREDICTABLE

Darkbeast Paarl's movements are like the electricity that courses across its body- erratic, unpredictable and deadly. Despite its tremendous size, the darkbeast moves with unmatched agility, and its long reach and razor-sharp claws tear through its enemies. And if that wasn't enough, its electricity-charged attacks are certain to rend your flesh from your bones.

DARKBEAST PAARL

Huge aberration, chaotic evil

Armor Class 19 (natural armor)

Hit Points 190 (20d12 + 60)

Speed 60 ft.

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

Saving Throws Dex +11, Con +8, Int +6

Skills Perception +9

Damage Resistances bludgeoning, lightning

Damage Vulnerabilities fire

Senses darkvision 60 ft. passive Perception 14

Languages -

Challenge 14 (11500 XP)

Lightning Body. When Darkbeast Paarl hits with his attacks, the attacks deal an extra 4d8 lightning damage.

ACTIONS

Multiattack. Darkbeast Paarl makes three claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 15 ft., *Hit:* 11 (2d6+4) slashing damage. plus 18 (4d8) lightning damage

Lightning Nova (Recharge 5-6). Darkbeast Paarl releases a burst of lightning from its body. Each creature within 20 feet must make a DC 17 Dexterity saving throw. On a failed save, creatures take 45 (10d8) lightning damage. On a successful save, they take half as much damage.

REACTIONS

Static Discharge. When Darkbeast Paarl is targeted by a melee attack, it can force the target to make a DC 17 Dexterity saving throw. On a failed save, the target is struck by a discharge of electricity from Paarl's body, taking 45 (10d8) lightning damage. On a successful save, the target takes half as much damage.