

NEW CREATURES



isted below are many dreadful and ferocious creatures of the night, suitable both as enemies for the DM to peruse and as options for the necromancer to create. This collection of undead is a part of the [Tome of Necromancy](#), and many rules make reference to the Tome.

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TEMPLATES

These templates can be added to various creatures.

BODAK CREATURE

"Bodak creature" is a template that can be applied to any living, corporeal creature of CR 4 or more except constructs, oozes, plants, and undead (referred to hereafter as the "base creature"). It uses all the base creature's statistics and special abilities except as noted here.

Type. The bodak's type changes to undead.

Senses. The bodak gains darkvision to 120 feet.

Damage Resistances. The bodak gains resistance to cold, fire, and necrotic damage, as well as bludgeoning, piercing, and slashing from nonmagical attacks.

Damage Immunities. The bodak gains immunity to lightning and poison damage.

Condition Immunities. The bodak gains immunity to being charmed, frightened, and poisoned.

Aura of Annihilation. The bodak can activate or deactivate this feature as a bonus action. While active, the aura deals 5 necrotic damage to any creature that ends its turn within 30 feet of the bodak. Undead and fiends ignore this effect.

Death Gaze. When a creature that can see the bodak's eyes starts its turn within 30 feet of the bodak, the bodak can force it to make a DC (8 + Con + Proficiency) Constitution saving throw if the bodak isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, a creature takes 16 (3d10) psychic damage on a failed save.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the bodak until the start of its next turn. If the creature looks at the bodak in the meantime, it must immediately make the saving throw.

Sunlight Hypersensitivity. The bodak takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Necrotic Fists. The bodak's melee weapon attacks deal an extra 9 (2d8) necrotic damage.

The bodak also gains the following action:

Withering Gaze. One creature that the bodak can see within 60 feet of it must make a DC (8 + Con + Proficiency) Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

Alignment. The bodak's alignment shifts to chaotic evil.

Challenge Rating. Base creature +4.

BONE CREATURE

This template is identical to the skeletal template, but retains all class features, lacks the penalty to Int, Wis, and Cha, and merits a +1 to CR.

CORPSE CREATURE

This template is identical to the zombified template, but retains all class features, lacks the penalty to Int, Wis, and Cha, and merits a +1 to CR.

CRYPT SPAWN

"Crypt spawn" is a template that can be applied to any willing, living creature through the *undead after death* spell.

When a creature becomes a crypt spawn, it retains all its statistics except as noted below.

Type. The crypt spawn's type changes to undead.

Damage Immunity. The crypt spawn gains immunity to poison damage.

Condition Immunities. The crypt spawn gains immunity to poisoned and exhaustion.

Turn Resistance. The crypt spawn has advantage on saving throws against any effect that turns undead.

Undead Nature. A crypt spawn doesn't require air, food, drink, or sleep.

Natural Armor. When not wearing armor, the crypt spawn's AC is 13 + its Dexterity modifier.

Darkvision. The crypt spawn gains darkvision out to 60 ft.

Frightening. The crypt spawn gains proficiency in Intimidation.

Challenge Rating. Base creature +1.

CURST

Cursts are undead humanoids trapped under a curse that will not let them die. This template can be applied to any humanoid.

Type. The curst's type changes to undead.

Damage Immunity. The curst gains immunity to cold, fire, and poison damage.

Condition Immunities. The curst gains immunity to being charmed, exhaustion, frightened, paralyzed, poisoned, and stunned.

Senses. The curst gains darkvision to a radius of 60 feet.

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

Turn Immunity. The curst is immune to effects that turn or rebuke undead.

Madness. A curst with a Wisdom of 1 or 2 is afflicted with bouts of madness. In combat, it must roll a d20 at the start of its turns. On a 1, it takes no actions that round.

Ability Score Adjustments. The curst's scores are adjusted as follows: +2 Str, -6 Wis, -2 Cha.

Regeneration. A curst heals 1 point of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points, it falls unconscious, and its regeneration stops. After 1 hour, the curst makes a DC 15 Constitution check. If the check succeeds, the curst regains 1 hit point, its regeneration resumes, and it is no longer unconscious. If the check fails, the curst must make another check at the same DC 24 hours later, and every 24 hours thereafter until it succeeds and begins to recover hit points again. Thus, even a dismembered curst eventually recovers from its injuries.

Unkillable. Only two ways exist to destroy a curst permanently. One is to destroy its body (by total immersion in acid, or a *disintegrate* spell, for example). The other is to remove the curse that keeps it from dying. The caster of the *remove curse* spell must succeed on a DC 20 spellcasting ability check to successfully remove the curse.

Challenge Rating. Base creature +3.

DREAD WARRIOR TEMPLATE

"Dread Warrior" is a template that can be applied to any humanoid with at least 3 levels in a martial class. Dread warriors are created through the *animate dread warrior* spell.

When a creature becomes a dread warrior, it retains all its statistics except as noted below.

Type. The dread warrior's type changes to undead.

Damage Immunity. The dread warrior gains immunity to poison damage.

Damage Resistance. The dread warrior gains resistance to necrotic damage.

Condition Immunities. The dread warrior gains immunity to poisoned and exhaustion.

Senses. The dread warrior gains darkvision to a range of 60 feet.

Alignment. The dread warrior's alignment changes to lawful.

Ability Score Adjustment. The dread warrior's Strength increases by 4, and its Intelligence and Charisma decrease by 6.

Undead Nature. A dread warrior doesn't require air, food, drink, or sleep.

EVOLVED UNDEAD

Any undead can become an evolved undead. After existing for 100 years, and for every 100 years of subsequent existence, an undead has a 1% chance of becoming evolved.

Natural Armor. The evolved undead's natural armor bonus increases by 2.

Regeneration. The undead regains 5 hit points at the start of its turn if it has at least 1 hit point.

Ability Score Increase. Two ability scores of the undead's choice increase by 2.

Innate Spellcasting. The evolved undead can innately cast one of the following spells once a day, requiring no material components:

d10	Spell
1	<i>circle of death</i>
2	<i>cloudkill</i>
3	<i>cone of cold</i>
4	<i>confusion</i>
5	<i>contagion</i>
6	<i>dispel magic</i> (5th-level)
7	<i>greater invisibility</i>
8	<i>haste</i>
9	<i>hold monster</i>
10	<i>true seeing</i>

Challenge Rating. I recommend caution if you are using this template on monsters of CR 7 or lower. When applied to a higher-CR monster, it increases the CR by 1.

GHOST BRUTE

"Ghost brute" is a template that can be added to any unaligned beast, monstrosity, or plant with a Charisma score below 8.

Type. The ghost brute's type changes to undead.

Speed. The ghost brute gains a fly speed of 30, unless it already had a higher fly speed. It can also hover.

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

Attacks. The ghost brute's attacks and abilities all do necrotic damage.

Etherealness. The ghost brute enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Ethereal Sight. The ghost brute can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

Rejuvenation. If it dies, the ghost brute returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

It can choose one of the following action options (DC of 8 + proficiency bonus + Constitution modifier):

- **Bloodcurdling Howl.** All creatures within 300 feet of the ghost brute must make a Wisdom saving throw. On a failure, the creature is frightened of the ghost for 1 minute. An affected creature can repeat the save on the end of each of its turns, ending the effect on itself on a success. If the save fails by 5 or more, the creature must drop whatever it is holding and take the Dash action and move away from the ghost by the safest available route on each of its turns, unless there is nowhere to move.
- **Loom (Recharges after a Short or Long Rest).** The ghost brute appears to grow in 2 sizes (from Medium to Huge, for example) for 1 minute. This is purely illusory, but it does give the ghost brute advantage on Intimidation checks.

GHOULISH CREATURE

This template can be applied to any living creature that is not a celestial, elemental, fiend, ooze, or plant. A creature must have a mouth to become a ghoul.

Type. The ghoulish creature's type changes to undead.

Class Features. The ghoulish creature loses all class features.

Damage Immunity. The ghoul gains immunity to poison damage.

Condition Immunities. The ghoul gains immunity to being charmed, exhaustion, and poisoned.

Senses. The ghoul gains darkvision to a radius of 60 feet.

Challenge Rating. Base creature +1.

Attacks. Once per turn, when the ghoulish creature hits a creature with a fist, slam, claw, or melee natural weapon attack, the creature must succeed on a DC (8 + proficiency bonus + Constitution modifier) 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.

HOARDER

"**Hoarder**" is a template that can be applied to any nongood dragon with a hoard of at least 50,000 coins of any denomination.

HOODED PUPIL

A hooded pupil is a humanoid or a giant who was lured by the promises of necromancy, envious of the power the necromancer wields and the unending existence the vampire enjoys, but yet are not ready to relinquish life.

Calloused Skin. When the hooded pupil isn't wearing armor, its AC equals 13 + its Dexterity modifier.

Darkvision. The hooded pupil gains darkvision out to a range of 60 feet.

The hooded pupil also gains the following actions:

Drink Blood (1/day). A hooded pupil can suck blood from a living victim who has damage that is yet unhealed (the hooded pupil doesn't have exceptionally sharp teeth, unless the base creature has a bite attack, so it must sip from wounds). It drinks blood, dealing 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the hooded pupil 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.

Clutch of Orcus (1/day). The hooded pupil casts *clutch of Orcus* (DC 8 + proficiency bonus + Charisma modifier).

Challenge Rating. Base creature +1.

LICH

The lich template is intended to make clerical, druidic, bardic, sorcerous, and warlock liches easier to make. It can only be applied to a living caster that can cast 9th-level spells. Dread necromancers who choose lichdom at 20th level gain this template.

Type. The lich's type changes to undead.

Natural Armor. When not wearing armor, the lich's AC is equal to 14 + its Dexterity modifier.

Proficiency. The lich gains proficiency in Constitution saving throws. If it is already proficient, it gains proficiency in one save of its choice.

Damage Resistances. The lich gains resistance to cold, lightning, and necrotic damage.

Damage Immunities. The lich gains immunity to poison, and bludgeoning, piercing, and slashing from nonmagical attacks.

Condition Immunities. The lich gains immunity to being charmed, exhaustion, frightened, paralyzed, and poisoned.

Senses. The lich gains truesight to 120 feet.

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

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

The lich gains the following action:

Paralyzing Touch. *Melee Spell Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) cold damage. The target must succeed on a DC 18 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.

The lich gains the following legendary actions:

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

Cantrip. The lich casts a cantrip.

Paralyzing Touch (Costs 2 Actions). The lich uses its Paralyzing Touch.

Frightening Gaze (Costs 2 Actions). The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become Frightened for 1 minute. The Frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.

Disrupt Life (Costs 3 Actions). Each non-undead creature within 20 feet of the lich must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

MUMMIFIED CREATURE

This template can be applied to any living creature that is not a celestial, elemental, fiend, ooze, or plant.

Type. The mummified creature's type changes to undead.

Class Features. The mummy loses all class features.

Damage Immunity. The mummy gains immunity to necrotic and poison damage.

Damage Resistance. The mummy gains resistance to bludgeoning, piercing, and slashing from nonmagical attacks.

Damage Vulnerability. The mummy gains vulnerability to fire damage.

Condition Immunities. The mummy gains immunity to being charmed, exhaustion, frightened, paralyzed, and poisoned.

Attacks. Once per turn, when the mummified creature hits a creature with a fist, slam, or melee natural weapon attack, the target creature must succeed on a DC (8 + proficiency bonus + Constitution modifier) Constitution saving throw or be cursed with mummy rot. The cursed target can't regain Hit Points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

Senses. The mummy gains darkvision to a radius of 60 feet.

Challenge Rating. If the base creature has a CR of 5 or lower, this template increases the CR by 2. If the base creature has a CR of 6 or higher, this template increases the CR by 1.

NECROMENTAL

"Necromental" is a template that can be added to any elemental.

Type. The elemental's type changes to undead.

Create Spawn. An elemental slain by the necromental rises 1d4 days later as a necromental.

Damage Immunity. The necromental gains immunity to poison damage.

Condition Immunities. The necromental gains immunity to poisoned and exhaustion.

Draining Blows. All of a necromental's melee weapon attacks do an extra 1d10 necrotic damage.

Regeneration. The necromental regains 5 hit points at the start of its turn if it has at least 1 hit point.

Challenge Rating. Base creature +1.

NECROPOLITAN TEMPLATE

"Necropolitan" is a template that can be applied to any willing, living creature that is not a celestial, elemental, fiend, ooze, or plant. The ritual takes 24 hours and costs 3,000 gold. When it is finished, the creature dies and rises as a free-willed necropolitan.

When a creature becomes a necropolitan, it retains all its statistics except as noted below.

Type. The necropolitan's type changes to undead.

Damage Immunity. The necropolitan gains immunity to poison damage.

Condition Immunities. The necropolitan gains immunity to poisoned and exhaustion.

Turn Resistance. The necropolitan has advantage on saving throws against any effect that turns undead.

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

Willingly shifting from life to unlife, especially in so painful a way, is an ordeal. The creature takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the creature finishes a long rest, the penalty is reduced by 1 until it disappears.

ORCUS-BLOODED

"Orcus-blooded" is a template that can be added to any evil undead that sacrifices at least 10 good-aligned creatures to Orcus.

An Orcus-blooded creature gains the following special traits:

Lifeforce Reserve. The Orcus-blooded creature can grant itself 40 temporary hit points (no action required, but can only be done on its turn). These hit points last until it stores them again on its turn, or until they are expended. **If the hit points are expended, all benefits from this template are lost.**

Herald of Orcus. The save DCs of necromancy spells cast by an Orcus-blooded creature increase by 1, as do the save DCs of its attacks and special abilities.

Minor Wand of Orcus. The Orcus-blooded creature gains possession of a *minor wand of Orcus*.

Challenge Rating. Base creature +1.

PLAGUELOST

"Plaguelost" is a template that can be applied to any corporeal creature, living or undead, except fiends, celestials, constructs, and elementals.

Type. The plaguelost's type changes to undead if it wasn't already.

Damage Immunity. The plaguelost gains immunity to necrotic and poison damage.

Damage Resistance. The plaguelost gains resistance to acid, cold, fire, lightning, thunder, bludgeoning, piercing, and slashing from nonmagical weapons.

Annihilation Aura. At the start of each of the plaguelost's turns, each creature within 5 feet of it takes 10 (3d6) necrotic damage, and must make a DC (8 + Con + Proficiency) Constitution save or contract ashdoom.

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

Innate Spellcasting. The plaguelost can cast *gaseous form* at will. It retains its annihilation aura in this form.

Turn Resistance. The plaguelost has advantage against effects that turn undead.

The plaguelost cannot make the weapon attacks it previously could but gains the following:

Life Drain. *Melee Weapon Attack:* +(Proficiency + dexterity) to hit, reach 5 ft., one creature. *Hit:* ([CR-1)d8 + dex) necrotic damage. The target must succeed on a DC (8+Con + Proficiency) 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.

Alignment. Chaotic evil.

Challenge Rating. Base creature +3

SAINT

Mortal by birth, immortal by virtue: a saint is the apex of an aspect of mortal nature. When a living creature lives its entire life as an exemplar of the principles it believes in, it may become a saint.

"Saint" is a template that can be applied to any creature with an Intelligence score of at least 8 except a celestial or fiend. It uses all the base creature's statistics and special abilities except as noted here.

Type. The saint's type changes based upon its alignment:

SAINT TYPE

Alignment	Type
Good	Celestial
Evil	Fiend
Lawful neutral	Construct
Neutral	Elemental
Chaotic neutral	Aberration

Ability Score Increase. The creature's Constitution score increases by 2. Increase the creature's Intelligence, Wisdom, or Charisma by 4. The selected attribute is the creature's "enhanced ability" when referred to below.

Senses. The saint gains darkvision out to 60 feet.

Pure Defense. When the creature isn't wearing armor, its Armor Class equals 10 + its enhanced ability modifier + its Dexterity modifier.

Divine Power. The saint's weapon attacks are considered to be magical for the purpose of overcoming damage reduction.

Damage Resistances. The saint is resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Damage Immunities. The saint is immune to three damage types from the following list:

Damage Type	Damage Type
Acid	Cold
Fire	Force
Lightning	Necrotic
Poison	Psychic
Radiant	Thunder

Innate Spellcasting. The saint can innately cast the following spells, requiring no material components:

At will: *bless*, *guidance*, *resistance*

1/day: **globe of invulnerability*

Regeneration. The saint regains 5 hit points if it starts its turn with at least 1 hit point.

True Believer. The saint has advantage on all Wisdom saving throws.

Tongues. The saint knows all languages.

Protective Aura. As a bonus action, the saint can raise or lower this aura. While it is raised, all creatures of the saint's choice within 10 feet gain the benefits of this aura. An affected creature benefits from a *magic circle* spell at its feet constantly. While gaining the benefit, the creature glows a color of the saint's choice, providing 5 feet of dim light.

Strongly Aligned. If the saint ever intentionally commits an act against its alignment of its own free will (*suggestion* and similar effects don't count), it loses all of this template's powers until it atones. For example, if a lawful evil saint shows mercy to a lawbreaker, the saint cannot benefit from this template until it completes an arduous task to advance the cause of law and evil.

Challenge Rating. Base creature +4.

SKELETAL TEMPLATE

This template can be applied to any living creature that is not a celestial, elemental, fiend, ooze, or plant. A creature must have a skeleton or exoskeleton to become a skeleton.

Type. The skeletal creature's type changes to undead.

Class Features. The skeletal creature loses all class features.

Damage Immunity. The skeleton gains immunity to poison damage.

Damage Vulnerability. The skeleton gains vulnerability to bludgeoning damage.

Condition Immunities. The skeleton gains immunity to the poisoned and exhaustion conditions.

Ability Score Adjustments. The skeleton's scores are adjusted as follows: +2 Dex, -4 Int, -4 Cha.

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

Senses. The skeleton gains darkvision to a radius of 60 feet.

Alignment. The skeleton's alignment changes to unaligned.

Challenge Rating. As base creature.

UMBRAL CREATURE (SHADOWY)

This template can be applied to any living creature that is not a celestial, elemental, fiend, ooze, or plant. A creature must cast a shadow to become an umbral creature.

Speed. The shadow's speed increases by 10 feet.

Class Features. The skeletal creature loses all class features.

Type. The umbral creature's type changes to undead.

Damage Immunities. The shadow gains immunity to necrotic and poison damage.

Damage Resistances. The shadow gains resistance to acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks.

Damage Vulnerability. The shadow gains vulnerability to radiant damage.

Condition Immunities. The shadow gains immunity to exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, and restrained.

Skills. The shadow gains proficiency in Stealth checks.

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action. It adds twice its proficiency bonus to Stealth checks.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

Challenge Rating. Base creature +2.

UNDYING

NOTE

This template is only available if the DM decides that deathless exist in his or her setting.

"Undying" is a template that can be applied to any willing, living creature that is not a celestial, elemental, fiend, ooze, or plant. The ritual takes 24 hours and costs 3,000 gold. When it is finished, the creature dies and rises as a free-willed undying.

When a creature becomes an undying, it retains all its statistics except as noted below.

Type. The undying's type changes to deathless.

Damage Immunity. The undying gains immunity to poison damage.

Condition Immunities. The undying gains immunity to poisoned.

Turn Resistance. The undying has advantage on saving throws against any effect that turns deathless.

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

Willingly shifting from life to deathlessness is an ordeal. The creature takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the creature finishes a long rest, the penalty is reduced by 1 until it disappears.

VECNA-BLOODED

"Vecna-blooded" is a template that can be added to any true neutral or evil creature capable of casting 2nd-level or higher arcane spells.

A Vecna-blooded creature gains the following special traits:

Lifeforce Reserve. The Vecna-blooded creature can grant itself 40 temporary hit points (no action required, but can only be done on its turn). These hit points last until it stores them again on its turn, or until they are expended. **If the hit points are expended, all benefits from this template other than Cloak of Mystery are lost.**

Cloak of Mystery. All knowledge of the Vecna-blooded creature fades from the world. Its original name, its deeds before becoming Vecna-blooded, and so forth, disappear from memory. Only Vecna and the Vecna-blooded creature retain this knowledge. A Vecna-blooded creature gains immunity to all divination spells cast against it or cast to learn information about it. Such divination fails to reveal any information. The Vecna-blooded creature immediately learns the name, appearance, and location of the caster who attempted the divination.

Hidden Spell (1/day). Once per day, as a bonus action, a Vecna-blooded creature can cause surprised opponents to take disadvantage on spells the Vecna-blooded creature cast that turn.

A Vecna-blooded creature gains the following special action:

Enigma Aura (1/day). The Vecna-blooded creature wraps itself in an aura that makes creatures within 120 feet intermittently forget it's there. At the start of each affected creature's turn, that creature has a 50% chance to be unable to attack the Vecna-blooded creature in any way, including with spells and special abilities. The aura lasts for 1 minute after it's activated.

Challenge Rating. Base creature +1.

ZOMBIFIED TEMPLATE

This template can be applied to any living creature that is not a celestial, elemental, fiend, ooze, or plant. A creature must be composed of flesh to become a zombie.

When a creature becomes a zombie, it retains all its statistics except as noted below.

Type. The zombified creature's type changes to undead.

Class Features. The zombified creature loses all class features.

Damage Immunity. The zombie gains immunity to poison damage.

Condition Immunity. The zombie gains immunity to the poisoned condition.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Ability Score Adjustments. The zombie's scores are adjusted as follows: +1 Str, +2 Con, -6 Int, -4 Wis, -4 Cha

Saving Throws. The zombie gains proficiency in Wisdom saves.

Skills. The zombie loses proficiency in all skills.

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

Speed. The zombie's speed is reduced by 10.

Senses. The zombie gains darkvision to a radius of 60 feet.

Alignment. The skeleton's alignment changes to unaligned.

Challenge Rating. As base creature.

VARIANT ABILITIES

GHOSTS

Ghosts are a varied bunch, and may have one or more of the abilities listed below. Some traits may increase the ghost's CR.

When an effect requires a save, the DC is equal to 8+Cha+Proficiency. All to-hit bonuses are Cha+Proficiency. Any spells listed here require no material components.

TRAITS

The majority of ghosts have the Rejuvenation trait.

Rejuvenation. If it dies, the ghost returns to life in 2d4 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

Aura of Despair. Whenever a creature starts its turn within 30 feet of the ghost, it must make a Wisdom saving throw. On a failure, the creature cannot take any actions this turn.

Charm Animals. The ghost can cast *animal friendship* at will.

Charm Person. The ghost can cast *charm person* at will.

Coldfire Radiance. At the start of each of the ghost's turns, each creature within 5 feet of it takes 7 (2d6) frostburn damage. A creature that touches the ghost or hits it with a melee attack while within 5 feet of it takes 7 (2d6) frostburn damage.

Create Illusions. The ghost can innately cast *minor illusion*, *major image* and *phantasmal force* at will.

Dimension Door. The ghost can innately cast *dimension door* at will.

Disease. When the ghost uses its Possession ability, it does not exercise control. Instead, the creature suffers the effects of one disease (chosen by the DM) as long as the ghost remains within it.

Ghost Light. The ghost can innately cast *ghost light* at will.

Haunt Dreams. The ghost can cast *dream* once per day.

Immunity or Resistance. The ghost is immune to one or more of the following types of damage: acid, fire, lightning, or thunder.

Magical Radiance. As a bonus action, the ghost causes all magic items within 60 feet of it to glow a cold, white radiance. The radiance provides 5 feet of dim light.

Magic Resistance. The ghost has advantage on saves against spells and other magical effects.

Sagacious. The ghost adds half its proficiency bonus, rounded down, to any ability check it makes that doesn't already include its proficiency bonus. It also chooses two skills or tools it has proficiency in, and doubles its proficiency in those skills.

ACTIONS

Cause Revulsion (Recharge 5 or 6). The ghost touches one creature within 5 feet. The creature must succeed on a Constitution saving throw or be poisoned for 1 hour. If the save fails by 5 or more, the creature is also incapacitated for the duration, unable to do more than walk weakly and vomit.

Chill Ray (Recharge 5 or 6). Ranged Spell Attack: range 90 ft., one target. Hit 16 (3d10) cold damage, and the creature must make a Wisdom saving throw or be affected as if by a *slow* spell.

Deathsong (1/day). The ghost sings a hollow dirge that lasts for 1 minute or until it loses concentration. All living creatures within 90 feet of the ghost that can hear it must succeed on a Wisdom saving throw or drop whatever they are holding and become frightened for the duration.

While frightened by this ability, a creature must take the Dash action and move away from the ghost by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to the ghost, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.

The ghost deals triple damage with its melee attacks against creatures affected by its Deathsong.

Drain Memories. Melee Spell Attack: reach 5 ft., one creature. Hit: The target forgets everything that has happened in the last 2d10 days, and the target must make an Intelligence saving throw. On a success, the memory loss is temporary, and the memories will return naturally over the next 2d4 days. On a failure, the memory loss is permanent until cured with *heal*, *greater restoration*, or *wish*.

Inhabit Objects (1/day). The ghost casts *animate objects* on one or more objects within 10 feet. While animated, the ghost disappears. If all animated objects are destroyed, the ghost is forced back into its normal form.

Laughter of Madness (Recharge 6). The ghost laughs. All other creatures within 20 feet of it must make a Wisdom saving throw or be affected as if by a *confusion* spell for 1 minute. While confused in this way, affected creatures have disadvantage on Intelligence, Wisdom, and Charisma saves.

Luring Song. The ghost sings an enticing song that lasts until it loses concentration. All creatures within 300 feet of the ghost must make a Wisdom saving throw, unless they are deafened or immune to being charmed. On a failure, the creature feels an overpowering urge to head towards the ghost. It must take the Dash action every turn and move as close to the ghost as it can. Once adjacent to the ghost, it can act normally, but it cannot move away willingly. This effect lasts as long as the ghost continues to sing. A target that succeeds on the saving throw is immune to the luring song of all ghosts for the next 24 hours.

This effect is audible up to 900 feet away.

Improved Withering Touch. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage, and the target must make a Constitution saving throw. On a failure, it has disadvantage on any saving throw that uses Strength or Constitution until it finishes a long rest.

Paralyzing Touch. Melee Weapon Attack: reach 5 ft., one target. Hit: 7 (3d4) necrotic damage. If the target is a creature, it must succeed on a 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.

Rebuke Undead (Recharges after a Short or Long Rest)

The ghost can channel negative energy to make other undead awestruck. As an action, each undead that can see or hear the ghost within 30 feet of it must make a Wisdom saving throw. If the creature fails its saving throw, it is rebuked for 1 minute or until it takes any damage.

A rebuked creature must spend its turns cowering in awe. Creatures that are adjacent to it have advantage on attack rolls against it. If an undead of CR 1/2 or lower fails its saving throw against the ghost's Rebuke feature, it can place the creature under your permanent control.

The amount of undead the ghost can maintain control on depends on its challenge rating. It can command up to its challenge rating + its Charisma modifier of undead in this way. If it attempts to command more undead after already being at this limit, it must first release control of other undead.

WRONGS TO PUT RIGHT

Below are listed 10 possible ways to lay a ghost (or other restless spirit) to rest.

Wrong

- 1 The ghost (or someone it protected) was murdered in cold blood. Bring the killer to justice.
- 2 The ghost (or someone it protected) was murdered in cold blood. Bring the killer to the ghost.
- 3 The ghost (or someone it protected) was murdered in cold blood. Destroy the killer.
- 4 The ghost (or someone it protected) was slain. Return the slain individual to life.
- 5 Something guarded by the ghost was stolen. Return the object to its rightful place.
- 6 The ghost left an important task unfinished, such as delivering a message, rescuing a lost individual, or recovering a stolen item. Complete the task.
- 7 The ghost was a thief in life. Repay the victim(s) of the ghost's crimes.
- 8 The ghost was a murderer. Apologize to the family/descendants of the victim(s).
- 9 The ghost was a murderer. Bring the ghost's victim(s) back to life.
- 10 The ghost committed a crime. Bring the ghost before its victim(s) to apologize.

SKELETONS

BANEGUARD

The baneguards are a rare type of undead. They have 39 (6d8 + 12) HP, gain immunity to cold damage, and can cast *magic missile* on a recharge of 5 or 6 and *blink* once per short or long rest.

DIREGUARD

The direguard is an improvement upon the original baneguard. It can cast *shield* at will.

FIERY SKELETON

A fiery skeleton burns with unquenchable flame. Variants of the fiery skeleton include the lightning skeleton (deals lightning damage, immunity to lightning) and the frost skeleton (deals cold damage, immunity to cold). A fiery skeleton has vulnerability to cold damage, but immunity to fire damage. Its weapon attacks do an extra 1d6 points of fire damage.

NIMBLE SKELETON

A nimble skeleton can pursue characters across unsteady terrain, rock walls, narrow ledges, and the like. A nimble skeleton's Dexterity increases by 4, and gains a climb speed equal to its walking speed.

REVIVED FOSSIL

The revived fossil gains +5 natural armor, and immunity to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantite.

SOLDIER SKELETON

The soldier skeleton works best in groups, and often originates from mass battlefield graves. Soldier skeletons are always skeletal humanoids, giants, or similar creatures. The skeleton has advantage on an attack roll against a creature if at least one of the skeleton's allies is within 5 ft. of the creature and the ally isn't incapacitated. Soldier skeletons also usually carry martial weapons and wear better armor.

VICIOUS SKELETON

Vicious skeletons seem to take mindless pleasure in disemboweling their victims with their devastating claw attacks. Skeletons without claws can't be vicious skeletons. The vicious skeleton gains the following action options:

Multiaction. The skeleton attacks twice with its claws. If two claws hit the same target, the skeleton rends the target, dealing an extra 2d4 slashing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

ZOMBIES

ASH ZOMBIE

An ash zombie has the following trait:

Ash Puff. The first time the zombie takes damage, any living creature within 5 feet of the zombie must succeed on a DC 10 Constitution saving throw or gain disadvantage on attack rolls, saving throws, and ability checks for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on it early with a successful save.

BLOODTHIRSTY ZOMBIE

The bloodthirsty zombie doesn't just want to destroy you, it wants to crack open your skull and feast on the goo inside. A bloodthirsty zombie gains a bite attack that does the same damage as its slam attack, unless its bite already does more. If it scores a critical hit with its bite, the target is stunned until the start of the zombie's next turn as the bloodthirsty zombie bites into its head.

DISEASED ZOMBIE

What better carrier for a horrible disease than a rotting corpse? Whenever the zombie hits or touches an enemy, that enemy is affected as if by a DC 13 *contagion* spell, but with only one disease chosen by the DM (typically filth fever). A grappled target has disadvantage on its save.

FAST ZOMBIE

Slow zombies are funny. They're easy to escape on foot. After an encounter with fast zombies, the characters won't be laughing. Add 30 to the zombie's speed.

HUNTING ZOMBIE

It's pretty easy to hide from a normal zombie, but hunter zombies can follow and find enemies.

A hunter zombie's Wisdom increases to 14 unless it was already higher, and it adds twice its proficiency bonus to Perception and Survival.

OZESPawn ZOMBIE

An oozeSpawn zombie has immunity to acid damage, and its slam attacks do an extra 1d6 acid damage.

TYRANTFOG ZOMBIE

Tyrantfog zombies are created when the worshippers of one evil deity were struck down by another. They are surrounded by a permanent *stinking cloud* effect, and have 67 (9d8+27) HP.

UNKILLABLE ZOMBIE

The zombies in the Monster Manual are tough, but an unkillable zombie is nigh-unstoppable. An unkillable zombie regenerates 5 hit points at the start of its turn as long as it has at least 1 hit point, its Constitution increases by 4, and it gains proficiency in Constitution saving throws.

MUMMIES

CLAY MUMMY

A clay mummy loses vulnerability to fire and gains vulnerability to bludgeoning.

LICHES

A lich may have one or more of the following special traits. Be aware that some of these are very powerful abilities.

ANIMATE DEAD BY TOUCH

With but a touch, the lich creates skeletons or zombies. To reassert control, the lich must cast *animate dead* as normal. Some liches can instead create other undead with a touch.

BONE COMMAND

The lich is able to animate bone and shape it at its will. As an action, the lich can call up splinters of bone from anywhere bones are present and animate them into a wall of slashing death identical to *blade barrier*, except the damage is 8d10. This effect does not require concentration.

The lich may also form bones into any structure it desires—the only limit is the amount of bone available to the lich. Structures created in this way are only as strong as the bones used to craft them (but some creatures have very strong bones). They last until destroyed, and cannot be *dispelled*, for they are not innately magical.

DOOM GAZE

When a creature that can see the lich's eyes starts its turn within 30 feet of the lich, the lich can force it to make a DC 18 Constitution saving throw if the lich isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, a creature takes 55 (10d10) psychic damage on a failed save.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the lich until the start of its next turn. If the creature looks at the lich in the meantime, it must immediately make the saving throw.

GRASP OF ENFEEBLEMENT

When the lich hits with its Paralyzing Touch, the target's Strength score is reduced by 1d10. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

IGNORE METAL

As a bonus action, the lich shifts its body out of phase with reality, turning all metal insubstantial to it. All weapons made of metal (even magical ones) pass through the lich dealing no damage. The lich can ignore metal walls or other barriers as it pleases. This ability lasts for 1 minute.

The lich can use this power once per day.

IMITATION

Immediately after a spell is cast in the presence of the lich, the lich may recast it without expending any slots. For example, if a wizard casts a *fireball* at a lich, the lich makes its normal saving throw and suffers damage accordingly, but it also captures the magical energy, reshapes it into another *fireball*, and sends it back at the attacking party. Note that the lich must perform the Imitation in the round immediately following the spell effect, or the magic dissipates.

VOICE OF MALEFICENCE

If the lich spends at least 1 minute talking to someone, they must make a Wisdom saving throw or become entranced. While entranced in this way, they will answer all of the lich's questions honestly and fully. They can repeat this save after a minute passes and every subsequent minute that passes, ending the effect on themselves on a success.

MISCELLANEOUS

CONTAGIOUS PARALYSIS

This trait can be applied to any creature that inflicts paralysis.

A creature paralyzed by the paralyzer carries its paralysis like a disease. Any creature that touches a paralyzed creature must make a save or become paralyzed itself. This can continue to spread.

ENDURE SUNLIGHT

This trait can be applied to any creature that suffers adverse affects from being in sunlight.

The creature can resist all adverse effects of sunlight for a number of rounds equal to 1 + its Constitution modifier (minimum 1 round). After this time, if it is still exposed to sunlight, it takes the normal effects as appropriate for its kind.

After reentering shade, the creature's timer resets.

LIFESENSE

This trait can be applied to any construct or undead.

In addition to any normal light that might be present, the creature sees its surroundings as being are illuminated by roving points of brightness created by living creatures. To its eyes, a Medium or smaller creature gives off life force sufficient to provide bright illumination in a 60-foot radius, revealing itself and all features and objects in range to the creature's life-adapted sight. This life-light behaves like regular light—it can't see into solid objects, or past solid walls.

A Large creature gives off life-light in a 120-foot radius, and the radius doubles again for each additional size category larger than Medium, up to a maximum radius of 480 feet for a Gargantuan creature.

HUNGRY FOR NEGATIVE ENERGY

This trait can be applied to any undead creature

Whenever the creature would take necrotic damage, it instead gains a number of hit points equal to the damage done.

EXPANDED VARIANT POWERS

If you wish to create an unusually powerful undead creature, I have converted over the following rules from Dragon 209's article 1001 Faces of Undeath.

You can choose how many of these special powers your undead has. However, if you are looking for guidance, roll 1d10, apply modifiers from Table C-1, using level in place of CR if applicable:

TABLE C-1

Condition	Modifier
CR 2 or lower	-2
CR 6 through 9	+6
CR 10 or higher	+12
Each two additional CR past 10	+1
Died of natural causes	-1
Died with a calm, peaceful emotional state and few regrets	-5
Died under unusually violent conditions (normal combat is not considered unusually violent)	+2

Then compare your result with Table C-2:

TABLE C-2

1d10 roll	# of powers
0 or less	None
1-3	1
4-7	2
8-10	3
11-13	4
14-16	5
17-18	6
19-20	7
21-22	8
23-24	9
25+	10

You can either select the types of power yourself or roll randomly on table C-3. In addition to the special powers of general, offensive, or defensive nature, some undead may have special vulnerabilities as well. These should be created by the DM as necessary; literary sources concerning undead and game monster listings offer many possibilities, or the DM could make some up.

TABLE C-3

1d10 roll	Type of power
1-3	General power
4-6	Offensive power
7-9	Defensive power
10	Vulnerability (chosen by DM)

For general powers, consult table C-4. Powers with a † are described further below. Spells listed are cast innately and require no material components.

TABLE C-4

1d100 roll	Power
01-07	(1d4+2) * 10 flight speed (hover)
08-11	<i>levitation</i> at will (self only)
12-14	<i>blink</i> at will
15-17	<i>dimension door</i> at will
18-19	<i>teleport</i> 1/day
20-22	<i>telekinesis</i> at will
23-26	Detect magic use †
27-30	Detect psionic use †
31-35	Detect life †
36-39	Special tracking †
40-43	Detect presence †
44-45	<i>animate dead</i> 3/day
46-50	<i>minor illusion</i> at will
51-54	<i>major image</i> at will
55-57	<i>invisibility</i> at will (self only)
58-59	<i>disguise self</i> at will
60-62	Generate darkness †
63-67	Increased strength †
68-70	Increased dexterity †
71-73	Ambulatory body parts †
74-76	Doppelganger effect †
77-78	Increased magical ability †
79-83	Become corporeal/incorporeal †
84-87	Rot living material †
88-91	Putrefying touch †
92-95	DM choice
96-98	Roll again, doubling next power rolled
99-00	Roll twice more

DETECT MAGIC OR DETECT PSIONICS

The undead can detect any magic or psionic power used within 120 feet. This effect is similar to *detect magic* but is not itself magical.

SPECIAL TRACKING

Once the undead has focused on a target familiar to itself, it can unerringly track that target over any distance; it can even track a target onto another plane 50% of the time, if the undead also can perform extraplanar travel. Only magic and psionic powers that prevent the target from being scried can hinder this power.

DETECT PRESENCE

The undead can detect the presence of a particular substance or race within 300 feet. A vague impression of the amount of substance or number of the race present can be determined ("one", "a few," or "many," for example). The type of substance or race must be determined at the time the power is chosen; additional rolls on this result either increases the detection range or allows additional substances or races to be detected.

GENERATE DARKNESS

The undead can generate a 10 foot radius area of magical darkness around itself or any target up to 60 feet away.

INCREASED STRENGTH OR DEXTERITY

The undead's natural Strength or Dexterity is increased by four points. These results cannot be repeated or doubled.

AMBULATORY BODY PARTS

The undead's body parts can function independently of each other if detached from the body. Unattached body parts retain all attack forms, psionic abilities, and magical abilities particular to that body part (e.g. a severed head would retain psionic abilities and a bite attack, while a severed arm would retain its claw attack). They also retain any physical, magical, and psionic traits not keyed to a specific body part (such as flying). Detached heads and arms have a movement speed of 5 feet, while individual detached arms and legs have half of the creature's normal movement rate. All limbs share a hit point pool. Spells requiring verbal components only may be cast by the head, while spells requiring somatic components may be cast only if the arms are within 5 feet of the head.

Since the undead's soul controls the body even if the head is destroyed, each detached part must be destroyed separately. This power is often found in combination with the Regeneration power. The undead must be corporeal to use this power. If this result is doubled or chosen a second time, the undead may detach and reattach its body parts at will.

DOPPLEGANGER EFFECT

Similar to a doppelganger, the undead can perfectly mimic the voice and appearance of any humanoid of the same size class as the undead. This power is rarely found in undead of size classes other than Medium.

INCREASED MAGICAL ABILITY

The undead gains another spell slot of its highest level available to cast. If the undead formerly had no magical powers, then it gains magical ability equivalent to a 1st-level sorcerer.

ROT LIVING MATERIAL

The presence of the undead is anathema to all life. Any living material touched by the undead immediately rots and becomes useless. If used against a living creature, the undead's touch causes 2d6 points of necrotic damage, and the creature's maximum hit points is reduced by the same amount.

PUTREFYING TOUCH

Contact with the undead destroys purity and freshness. Any food or drink touched by the undead is affected by the equivalent of a *putrefy food and drink* spell. This power will never be found in combination with the Dehydration Touch power.

TABLE C-5

1d100 roll	Power
01-04	Additional physical attack form †
05-06	Acid touch †
07-10	Cold touch †
11-12	Shocking touch †
13-15	Superheated touch †
16-18	Dehydration touch †
19-20	Poison touch †
21-22	Withering touch †
23-24	Aging touch (10d4 years)
25-27	Disease touch †
28-29	Blinding touch †
30-31	Inflict insanity †
32-34	Mummy rot †
35-39	Paralysis †
40-42	Life disruption †
43-45	Drain ability score †
46	Soul drain †
47-49	Energy drain
50-52	Vampiric drain †
53-54	Teleport victim †
55-57	Fatal foresight †
58-60	Curse †
61-63	Aging appearance †
64	Guilt stare †
65-69	Fear †
70-71	Charm gaze †
72-73	Death gaze †
74-75	Death cry †
76-78	Nauseous stench †
79-81	Possession †
82-85	Minor spell abilities †
86-87	Major spell abilities †
88-90	Superheated blast †
91-92	Breath weapon †
93-96	DM choice
97-99	Roll again, doubling power
00	Roll twice

MONSTER STATBLOCKS

ALL-CONSUMING HUNGER

Huge swarm of Tiny undead, neutral evil

Armor Class 12

Hit Points 179 (17d12 + 68)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	19 (+4)	8 (-1)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities acid, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 10

Languages all its components know

Challenge 8 (3,900 XP)

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

Fear Aura. When a creature that can see the all-consuming hunger starts its turn within 60 ft. of the all-consuming hunger, the all-consuming hunger can force it to make a DC 15 Wisdom saving throw. On a failure, the creature is affected as if by a *fear* spell.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the all-consuming hunger until the start of its next turn, when it can avert its eyes again. If the creature looks at the all-consuming hunger in the meantime, it must immediately make the save.

Create Spawn. Any living creature killed by an all-consuming hunger rises as an all-consuming hunger in 1d4 rounds.

Actions

Bone Spikes. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit* 21 (6d6) piercing damage and 21 (6d6) acid damage, or 10 (3d6) damage each if the swarm has half of its hit points or fewer. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be cursed with all-consuming wasting. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and a new all-consuming hunger rises from its corpse 1d4 rounds later. The curse lasts until removed by the *remove curse* spell or other magic.

ASHEN HUSK

Medium undead, unaligned

Armor Class 11 (natural armor)

Hit Points 53 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	16 (+3)	3 (-4)	10 (+0)	15 (+2)

Saves Wis +2

Damage Resistances fire, necrotic

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

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

Challenge 2 (450 XP)

Dehydrating Aura. At the start of each of the ashen husk's turns, each creature within 10 feet of it takes 9 (2d8) desiccation damage and it is considered to not have drunk any water today, regardless of how much it has drunk. It must drink twice its normally daily amount the rest of the day to avoid exhaustion due to dehydration (see the *Player's Handbook*).

A humanoid slain by this ability rises 24 hours later as a free-willed ashen husk, unless the humanoid is restored to life or its body is destroyed.

Undead Fortitude. If damage reduces the ashen husk to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is cold or from a critical hit. On a success, the ashen husk drops to 1 hit point instead.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 5 (1d6 + 2) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

ALL-CONSUMING HUNGER

An all-consuming hunger is a horror made up of the bones of countless creatures, amalgamated into one unholy abomination.

ASHEN HUSK

Ashen husks are created when someone dies of thirst in a desert environment.

AVOLAKIA

Large aberration (shapechanger, wormspawn), neutral evil

Armor Class 15 (natural armor)

Hit Points 158 (21d10 + 42)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	16 (+3)	17 (+3)	22 (+6)

Skills Acrobatics +7, Arcana +11, Deception +14, Persuasion +14, Religion +11

Damage Resistances fire, necrotic

Damage Immunities cold

Condition Immunities paralyzed

Senses darkvision 120 ft., passive Perception 13

Languages Avolakia, Deep Speech, Undercommon

Challenge 10 (5,900 XP)

Freedom of Movement. When in its true form, the avolakia 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.

Innate Spellcasting. The avolakia's spellcasting ability is Charisma (+10 to hit, spell save DC 18). The avolakia can innately cast the following spells, requiring no material components:

At will: *chill touch* (3d8), *call undead*, *command undead*, *detect magic*, *ghoul touch*, *halt undead*, *mage hand*, *reaving aura* (30 ft.), *spectral hand*, *vampiric touch*, *watchful eye*

3/day each: *animate dead*, *dread blast*, *fear*

1/day each: *animate infectious zombie*, *create undead*, *door of decay*, *elemental shroud*, *feast of flesh*, *rally of the damned*, *undead conduit*, *undead lieutenant*

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

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

Regeneration. The avolakia regains 5 hit points at the start of its turn. If the avolakia takes acid, lightning, or fire damage, this trait doesn't function at the start of the avolakia's next turn. The avolakia dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The avolakia makes one bite attack and eight tentacle claw attacks.

Bite. *Melee Weapon Attack:* + to hit, reach 5ft., one target. *Hit* 12 (2d8 + 3) piercing damage and the target must make a DC 14 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Tentacle Claw. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 5 (1d4 + 3) piercing damage. Instead of dealing damage, the avolakia can grapple the target (escape DC 15).

Suggestion. The avolakia targets one humanoid it can see within 30 ft. of it. If the target can hear the avolakia, the target must succeed on a DC 18 Wisdom saving throw against this magic or be affected as if by a *suggestion* spell. The suggestion lasts for up to 8 hours.

AVOLAKIA

These horrid sluglike aberrations are cultists of Kyuss, and love creating undead in his honor.

BLACKSKATE

Large undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 77 (9d10 + 27)

Speed 5ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	16 (+3)	12 (+1)	16 (+3)	12 (+1)

Skills Nature +3, Perception +5, Survival +7

Damage Immunities cold, necrotic, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 300 ft., passive Perception 15

Languages Aquan

Challenge 5 (1,800 XP)

Blood Rage (3/day). If the blackskate starts its turn within 30 feet of a living creature that is below its hit point maximum, it can enter a blood rage as a bonus action. While raging, it gains the following benefits:

- It has advantage on all Strength checks and Strength saving throws.
- When it makes a melee weapon attack using Strength, it deals an extra 2 damage.
- It has resistance to bludgeoning, piercing, and slashing damage.

The blackskate's rage lasts for 1 minute. It ends early if it is knocked unconscious or if its turn ends and it hasn't attacked a hostile creature since its last turn or taken damage since then. It can also end its rage on its turn as a bonus action.

Swimby. The blackskate doesn't provoke opportunity attacks when it swims out of an enemy's reach.

Blood Tracker. A blackskate is capable of tracking anyone whose has lost hit points within 30 feet of it in the water. It can follow any such trail infallibly, as long as its quarry remains in the same body of water as the blackskate. It succeeds automatically, unless the quarry uses some magical means of concealing its path. In such an instance, the blackskate can make a Survival check (against the caster's spell save DC) in order to continue tracking its prey.

Actions

Multiattack. The blackskate makes one bite attack and one stinger attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit* 9 (1d8 + 5) piercing damage.

Stinger. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit* 8 (1d6 + 5) piercing damage and the target must make a DC 14 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

BLASPHEME

Medium undead, neutral evil

Armor Class 13 (natural armor)

Hit Points 136 (16d8+64)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	18 (+4)	7 (-2)	15 (+2)	10 (+0)

Skills Perception +5, Survival +5

Saving Throws Intelligence +1, Wisdom +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical sources

Damage Immunities cold, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60ft., passive Perception 15

Languages the languages it knew in life

Challenge 7 (2,900 XP)

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

Undead Fortitude. If damage reduces the blaspheme to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Turn Resistance. The blaspheme has advantage on saving throws against any effect that turns undead.

Actions

Multiattack. The blaspheme bites once and uses its claws twice.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Blasphemous Bite. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit:* 13 (2d6 + 6) necrotic damage. If the target is nonevil, it is incapacitated for 1 round and its Strength score is reduced by 1d6. The target dies if this reduces its Strength to 0.

BLACKSKATE

These rays are found at the very bottom of ancient trenches. They hungrily prey upon any life they encounter.

BLASPHEME

The blaspheme is a legendarily powerful undead, found in ancient tombs.

BLEAKBORN/MOIL ZOMBIE

Medium undead, neutral evil

Armor Class 16 (natural armor)
Hit Points 71 (11d8 + 22)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	14 (+2)	12 (+1)	13 (+1)	12 (+1)

Skills Athletics +7, Insight +4, Intimidation +4, Perception +4, Stealth +5

Damage Immunities fire, poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Moilian, Common

Challenge 6 (2,300 XP)

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

Heat-Draining Aura. At the start of each of the bleakborn's turns, each creature within 30 feet of it takes 7 (2d6) cold damage, or half damage with a successful DC 13 Constitution save. A creature that touches the bleakborn or hits it with a melee attack while within 5 feet of it takes 3 (1d6) cold damage.

Contingent Regeneration. The bleakborn regains 10 hit points at the start of its turn if in range of a living creature that it can affect with its heat-draining aura. Even if brought to 0 hit points or killed, a bleakborn eventually heals if a living creature at some future date wanders within 30 feet of the bleakborn's remains, automatically triggering its heat-draining aura.

Cold to the Touch. The touch of a bleakborn deals 2d6 points of cold damage (included in the attack).

Actions

Multiattack. The bleakborn makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 5ft., one target. *Hit* 9 (1d10 + 4) bludgeoning damage plus 7 (2d6) cold damage, and the bleakborn regains hit points equal to the cold damage done.

Create Zombie. The bleakborn targets a humanoid within 10 feet of it. The target's body rises as a zombie in the space of its corpse or in the nearest unoccupied space. The zombie is under the bleakborn's control. The bleakborn can have no more than twelve zombies under its control at one time.

Sometimes a newly created spawn becomes a bleakborn instead of a mere zombie, though the wiles of the dark gods determine such instances (that is, the DM decides when this occurs).

BLOODHULK

Large undead, unaligned

Armor Class 11 (natural armor)
Hit Points 224 (14d10 + 84)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	22 (+6)	3 (-4)	10 (+0)	1 (-5)

Saves Con +9, Wis +3

Condition Immunities charmed, frightened, poisoned

Damage Immunities poison

Damage Vulnerabilities piercing, slashing

Senses darkvision 60 ft., passive Perception 10

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

Challenge 5 (1,800 XP)

Blood Bloated. The bloodhulk always gains the maximum possible hit points from hit dice.

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

Actions

Multiattack. The bloodhulk makes two slam attacks.

Slam. Melee Weapon Attack: +6 to hit, reach 5ft., one target. *Hit* 10 (2d6 + 3) bludgeoning damage.

BLEAKBORN/MOIL ZOMBIE

An ancient city was cursed by Orcus so that its citizens would sleep whenever the sun was down. Then he sent them to a pocket dimension with no sun, and they all died and rose as Moil zombies.

BLOODHULK

Created by necromancers, bloodhulks are mighty juggernauts. Bloodhulks can withstand an immense amount of punishment from spells and blunt weapons, though they die more quickly from blades.

BONECLAW

Medium undead, chaotic evil

Armor Class 15 (natural armor)
Hit Points 157 (15d10 + 75)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	19 (+4)	14 (+2)	14 (+2)	19 (+4)

Condition Immunities exhaustion, poisoned
Damage Immunities cold, poison
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 12
Languages the languages it knew in life
Challenge 5 (1,800 XP)

Retractable Claws. As a bonus action, the boneclaw increases its reach to 20 until the start of its next turn.

Reactive. The boneclaw can take one reaction on every turn in combat.

Tunnel Fighter. As a bonus action, the boneclaw can enter a defensive stance that lasts until the start of its next turn. While in its defensive stance, it can make opportunity attacks without using its reaction, and it can use its reaction to make a melee attack against a creature that moves more than 5 feet while within its reach.

Actions

Multiattack. The boneclaw makes two claw attacks.

Claw. *Melee Weapon Attack:* +4 to hit, reach 10ft., one target. *Hit* 12 (2d6 + 5) piercing damage.

BONECLAW

Created by powerful necromancers, boneclaws love to slaughter the living.

NOTE

An alternate boneclaw is presented in Mordenkainen's Tome of Foes.

BONEDRINKER

Medium undead, chaotic evil

Armor Class 14 (hide armor)
Hit Points 120 (16d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	8 (-1)	11 (+0)	9 (-1)

Skills Stealth +6, Survival +2
Saving Throws Wisdom +2
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Common, Goblin
Challenge 4 (1,100 XP)

Nimble Escape. The bonedrinker can take the Disengage or Hide action as a bonus action on each of its turns.

Brute. A melee weapon deals one extra die of its damage when the bonedrinker hits with it (included in the attack).

Undead Fortitude. If damage reduces the bonedrinker to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Multiattack. The bonedrinker makes two claw attacks and one tentacle attack.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 10 (2d6 + 3) slashing damage and the target is grappled (escape DC 13).

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 8 (2d4 + 3) acid damage, and the target's Constitution score is reduced by 1d6. The target dies if this reduces its Constitution to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

BONEDRINKER

These creatures are created from bugbears, or sometimes goblins, by hobgoblin clerics and wizards. They liquify and drink bones, much like how vampires feast on blood.

BONEWORM

Gargantuan undead, chaotic evil

Armor Class 9 (natural armor)
Hit Points 149 (9d20 + 54)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	3 (-4)	22 (+6)	7 (-2)	10 (+0)	17 (+3)

Saving Throws Con +10, Wis +4
Damage Immunities fire, necrotic, poison
Damage Vulnerabilities cold
Condition Immunities charmed, exhaustion, frightened, paralyzed, prone
Senses passive Perception 9
Languages understands Common but rarely speaks
Challenge 12 (8,400 XP)

Desiccation Aura. Any creature that starts its turn within 90 feet of a boneworm takes 10 (3d6) desiccation damage. If the boneworm has at least 1 hit point remaining, it regains hit points equal to the damage done.

Dreadful Chanting. A boneworm's numerous mouths constantly chant half-remembered hymns and prayers. This chanting, consisting as it does of dozens of different hymns, sounds like a swarm of giant flies trying to mimic human voices with their buzzing. A living creature that starts its turn within 90 feet of a boneworm that can hear the boneworm must make a Wisdom saving throw (DC 15) against this effect or become frightened until the start of its next turn. Divine spellcasters have disadvantage on this saving throw. Additionally, a divine spellcaster must make a successful spellcasting ability check (DC 15 + spell level) to cast a divine spell in while in the area of the boneworm's chanting.

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

Siege Monster. The boneworm deals double damage to objects and structures.

Actions

Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit* 35 (4d12 + 9) bludgeoning damage, and if the target is a creature, it must succeed at a DC 18 Constitution saving throw or contract bonfire. See under Diseases in [the companion document](#).

BONEYARD

Huge undead, chaotic evil

Armor Class 16 (natural armor)
Hit Points 188 (15d12 + 90)
Speed 20 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	22 (+6)	18 (+4)	17 (+3)	18 (+4)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses passive Perception 10
Languages Common, Terran, Abyssal
Challenge 15 (13,000 XP)

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

Actions

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit* 23 (3d10 + 7) piercing damage, and the target is grappled (escape DC 20). If the target is a creature that has a skeletal structure, it must make a DC 19 Constitution saving throw. On a failure, it takes an additional 44 (8d10) piercing damage and suffers the effects of a *ray of enfeeblement* for 1 minute as its bones slough out to join the boneyard. The creature takes half damage and suffers no other effects on a success.

Utter Subsumption. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature with a skeletal structure grappled by the boneyard. *Hit* The target takes 110 (20d10) piercing damage. If this damage reduces the target to 0 hit points, the boneyard kills the target by pulling out every bone from its body.

BONEWORM

The dreaded [boneworm](#) is an amalgamation of dead desert-dwelling monks and priests. The insane tangle of bodies is fueled by a hatred of the deity and religion that failed to protect them all from starvation, thirst, and general insanity.

BONEYARD

A boneyard is a huge collective of bones from thousands of creatures, animated into one horrific mass.

BRAIN IN A JAR

Tiny undead, neutral evil

Armor Class 16

Hit Points 35 (10d6)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	18 (+4)	14 (+2)	16 (+3)

Skills Arcana +8, History +8, Insight +4, Investigation +6, Persuasion +7

Damage Immunities poison

Condition Immunities charmed, frightened, paralyzed, poisoned, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages understands the languages it knew in life but can't speak, telepathy 120 ft.

Challenge 4 (1,100 XP)

Mental Fortification. The brain in a jar adds its Intelligence bonus to its AC.

Turn Resistance. The brain in a jar has resistance against all effects that turn undead.

Psionics. The brain has 27 psi points and a psi limit of 5. It can innately manifest the following powers (DC 14):

Talents: *blind spot, delusion, mind thrust, mystic hand*

Disciplines: *mastery of force, nomadic mind, telepathic contact*

Madness. Anyone targeting a brain in a jar with a thought detection, mind control, or any sort of telepathic or psionic ability that makes direct contact with its tortured mind with any method other than the brain's own telepathy must make a DC 14 Intelligence saving throw. On a failure, it takes 21 (6d6) psychic damage and is insane until it finishes a long rest. While insane, it can't take actions, can't understand what other creatures say, can't read, and speaks only in gibberish. A *greater restoration* spell cast on it ends this effect.

Actions

Rebuke Undead. Each undead that can see or hear the brain within 30 feet of it must make a DC 14 Wisdom saving throw. If the creature fails its saving throw, it is rebuked for 1 minute or until it takes any damage.

A rebuked creature must spend its turns cowering in awe. Creatures that are adjacent to it have advantage on attack rolls against it.

Undead of CR 1/2 or lower that fail their saving throws against its Rebuke Undead feature can be placed under its permanent control. It can control 9 undead in this way.

Control Undead. As an action, the brain targets one undead creature within 30 feet of it. The target must make a DC 14 Wisdom saving throw. On a failed save, the target must obey its commands for the next 24 hours, or until it uses this Channel Negative Energy option again. An undead over CR 4 is immune to this effect.

BRAIN IN A JAR

Brilliant scholars and expert manipulators, brains-in-a-jar are hated by the living and dead alike. They possess fearsome psionic powers.

BRAINS IN JARS WITHOUT PSIONICS

If you are not using psionics in your campaign, replace the brain's Innate Psionics with the following one:

Innate Spellcasting (Psionics). The brain in a jar's innate spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no components:

At will: *detect thoughts, dissonant whispers, mage hand*

3/day each: *dominate monster, telekinesis*

CHAMPION VISAGE

Medium undead, chaotic evil

Armor Class 18 (natural armor)

Hit Points 149 (17d8+17)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	14 (+2)	14 (+2)	13 (+1)	22 (+6)

Skills Acrobatics +15, Deception +16, Insight +10, Investigation +7, Perception +6, Stealth +16

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison, radiant

Condition Immunities exhaustion, poisoned, restrained

Senses truesight 60 ft., passive Perception 16

Languages all

Challenge 13 (10,000 XP)

Assume Identity. A visage can take the form of someone it has killed within the last round without spending an action. A visage in an assumed identity gains advantage on Deception checks made to pass as the victim. It also gains proficiency in the skills and tools of the victim.

This effect lasts for 24 hours, though the visage can dismiss it at will. While a visage is in the form of its victim, that victim can't be returned to life except by a *true resurrection* spell (which also immediately ends the effect on the visage). After 24 hours, or if the identity is dismissed, the soul is damaged, and the victim can be returned to life only by a *wish* spell followed by a *true resurrection*, or by direct divine intervention.

Magic Weapons. The visage's weapon attacks are magical.

Turn Resistance. The visage has advantage on saving throws against any effect that turns undead.

Assassinate. The visage has advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit it scores against a creature that is surprised is a critical hit.

Sneak Attack. Once per turn, the visage deals an extra 24 (7d6) 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 visage that isn't incapacitated and the visage doesn't have disadvantage on the attack roll.

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

Pointed Knowledge. The visage instantly knows facts about creatures it speaks to, such as their age, where they were born, and the important events of their lives.

Create Spawn. A creature native to one of the Outer Planes slain by the visage rises 24 hours later as a visage under the killer's control, unless the creature is restored to life. The visage can have no more than four visages under its control at one time.

Innate Spellcasting. The visage's spellcasting ability is Charisma (save DC 19). The visage can innately cast the following spells, requiring no material components:

At will: *major image* (only perceptible to one target), *dominate person*, *phantasmal force*, *mislead*

3/day: *phantasmal killer*, *seeming*, *blink*, *mirror image*, *prying eyes*, *arcane eye*, *locate creature*

1/day: *plane shift* (self only), *mirage arcane*, *dominate monster*

1/week: *discern location*

Actions

Multiattack. The visage makes two claw attacks. It can replace one attack with an at-will innate spell.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit* 11 (2d6+5) slashing damage plus 10 (3d6) psychic damage.

Legendary Actions

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

Lucidity Control. The visage innately casts *major image*, but it is only perceptible to one target of the visage's choice.

Mislead (costs 2 actions). The visage casts *mislead* and can move up to half its speed without provoking opportunity attacks.

Instant Assumption (costs 3 actions). The visage chooses one creature within 60 feet. This target must succeed on a DC 19 Charisma saving throw. On a failure, it and the visage swap places, with the visage turning into it as if by its Assume Identity trait. The target is magically disguised as the visage for the next 24 hours, and fully believes itself to be such during the duration. When this effect ends, the target fully remembers any actions it committed. This effect can be broken early by *greater restoration*.

CHAMPION VISAGE

Champion visages are the kings and queens of their kind, perfectly designed for infiltration.

CINDERSPAWN

Large undead, chaotic evil

Armor Class 14
Hit Points 82 (11d8 + 33)
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	16 (+3)	11 (+0)	11 (+0)	17 (+3)

Damage Resistances acid, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Damage Vulnerabilities cold

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 5

Languages Ignan

Challenge 5 (1,800 XP)

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

Frostfire Shield. A creature that touches the cinderspawn or hits it with a melee attack while within 5 feet of it takes 5 (1d10) cold damage.

Water Susceptibility. For every 5 ft. the cinderspawn moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Siphon Warmth. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 22 (4d8 + 4) cold damage. If the target took any cold damage, it must succeed on a DC 14 Constitution saving throw or gain one level of exhaustion.

CINDERSPAWN

Cinderspawn are fire elementals who have burned out.

CURSED SPIRIT

Medium undead, neutral evil

Armor Class 13
Hit Points 30 (4d8 + 12)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	9 (-1)	8 (-1)	15 (+2)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 9

Languages the languages it knew in life

Challenge 2 (450 XP)

Incorporeal Movement. The cursed spirit can move through an object or another creature, but can't stop there.

Sunlight Sensitivity. While in sunlight, the cursed spirit has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) necrotic damage, and 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. If this attack reduces the target's hit point maximum to 0, the target dies. This reduction to the target's hit point maximum lasts until the target finishes a long rest.

Cursed Aura. All creatures of the cursed spirit's choice within 5 feet of the cursed spirit suffer disadvantage on Intelligence, Wisdom, and Charisma saving throws against magic until the start of the cursed spirit's next turn.

CURSED SPIRIT

Those who die while under terrible curses or inimical enchantments sometimes linger on as cursed spirits, bringing their misfortune to others.

DEATHLOCK

Medium undead, neutral evil

Armor Class 14 (mage armor)
Hit Points 39 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	12 (+1)	14 (+2)	13 (+1)	16 (+3)

Skills Arcana +4
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages the languages it knew in life
Challenge 2 (450 XP)

Turn Resistance. The deathlock has advantage on saving throws against any effect that turns undead.

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

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

At will: *detect magic*, *inflict wounds*

3/day: *fear*, *magic missile*, *mage armor*

2/day: *hold monster*

Actions

Death Bolt. *Ranged Spell Attack:* +5 to hit, reach 120ft., one target. *Hit* 9 (2d8) 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.

DEATHLOCK

When a spellcaster dies, sometimes their corpse rises, still charged with magic. This is not a lich, and indeed is only a pale echo of the living caster.

NOTE

An alternate deathlock is presented in Mordenkainen's Tome of Foes.

DEATHSHRIEKER

Deathshriekers are the remains of the dying screams of thousands of souls. Sometimes, their former haunts continue to ring out with screams even centuries after being destroyed.

DEATHSHRIEKER

Medium undead, chaotic evil

Armor Class 11
Hit Points 48(1d4 + 5)
Speed 0ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	22 (+6)	16 (+3)	10 (+0)	13 (+1)	19 (+4)

Damage Resistances acid, cold, fire, lightning, thunder
Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses passive Perception 9
Languages Common and one other
Challenge 15 (6530 XP)

Death Rattle. When a deathshrieker is destroyed, it releases a final, devastating shriek. All creatures within 300 feet must succeed on a DC 17 Wisdom saving throw or drop to 0 hit points. On a success, they instead take 10d10 psychic damage. Creatures in a *silence* spell gain advantage on the saving throw.

Despair. At the mere sight of a deathshrieker, a creature must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. It can repeat the saving throws at the end of each of its turns, ending the effect on it on a success. While frightened in this way, the creature is also paralyzed. If a target's saving throw is successful, the target is immune to the deathshrieker's Despair for the next 24 hours.

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

Silence Sensitivity. When it starts its turn in a *silence* spell or similar effect, the deathshrieker takes 4d10 force damage and has disadvantage on its attack rolls until the start of its next turn.

Actions

Touch of Horror. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 61 (10d10 + 6) psychic damage, and the target has disadvantage on Wisdom checks and saving throws for 1 minute.

Scream of the Dying (1/day). All creatures within 300 feet must make a DC 17 Wisdom saving throw. On a failure, they drop to 0 hit points.

DESICCATOR

Small undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 27 (6d6 + 6)

Speed 20ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	8 (-1)	11 (+0)	13 (+1)

Skills Perception +2

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Aquan

Challenge 2 (450 XP)

Actions

Fatiguing Touch. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 10 (2d6 + 3) necrotic damage and the target must make a DC 11 Constitution saving throw or gain one level of exhaustion. If the creature fails this save, the desiccator regains 5 hit points. Creatures made mostly of water have disadvantage on this saving throw. The desiccator cannot advance a creature's exhaustion level past 3.

Desiccating Breath (Recharge 5-6). The desiccator exhales parched air in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 14 (4d6) necrotic damage and gaining a level of exhaustion on a failed save, or half as much damage and no additional exhaustion on a successful one. Creatures made mostly of water have disadvantage on this saving throw. The desiccator cannot advance a creature's exhaustion level past 3.

DESICCATOR

A dessicator is an undead water elemental that is tormented by perpetual thirst. It constantly seeks to quench its thirst with the blood and other vital fluids of the living.

DREAD

Small undead, unaligned

Armor Class 17 (natural armor)

Hit Points 18 (4d6 + 4)

Speed 5 ft., fly 40 ft. (hover)

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

Saving Throws Con +3, Wis +2

Damage Immunities cold, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 19

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

Challenge 1 (200 XP)

Actions

Multiattack. The dread can use its Frightful Presence. It then attacks once.

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

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 6 (1d4 + 4) slashing damage.

Frightful Presence. Each creature of the dread's choice that is within 30 feet of the dread and aware of it must succeed on a DC 11 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A target that succeeds on the saving throw is immune to the Frightful Presence of all dreads for the next 24 hours.

DREAD

A dread is a pair of animated skeletal arms created for use as an undead guardian. Like a skeleton, it is a mindless automaton that obeys the commands of its master, but it also carries an aura of supernatural terror. Each of a dread's arms is 2 to 4 feet long and weighs 10 to 40 pounds.

Dreads do only what they are ordered to do, but they can accept reasonably complex commands based on observable characteristics such as race, equipment, spoken passwords, or specific actions. For example, a dread might be ordered to attack all intruders except elves and creatures displaying a certain token. These dreads are often incorporated into complex trap designs.

DREAM VESTIGE

The first dream vestige was created by Orucs. Since then, the creature has duplicated itself many times. Vestiges even prey upon other undead, seeking to consume all they can.

DREAM VESTIGE

Huge undead, chaotic evil

Armor Class 18

Hit Points 294 (30d12 + 120)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	18 (+4)	18 (+4)	18 (+4)	20 (+5)

Saving Throws Constitution +9, Wisdom +9

Damage Resistances acid, cold, fire, lightning, thunder

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

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses blindsight 120 ft., passive Perception 14

Languages all languages its victims knew

Challenge 16 (15,000 XP)

Dream Shield. The dream vestige adds its Charisma to AC (included).

Desecrated Aura. The dream vestige projects an aura of desecrated terrain out to 20 feet.

Split. If the dream vestige ever has as much temporary HP as regular, it becomes two vestiges.

Actions

Multiattack. The dream vestige can use its Frightful Presence and Absorb. It then makes four tendril attacks.

Tendrill. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit* 15 (3d6 + 5) psychic damage and the target's Intelligence score is reduced by 1d4. If this reduces its Intelligence to 0, it is stunned until it regains at least one point of Intelligence. Otherwise, the reduction lasts until the target receives a *greater restoration* spell or similar magic.

The dream vestige gains 5 temporary hit points per point of Intelligence it drains. These temporary hit points stack with themselves, but do not stack with those from any other source.

Absorb. The dream vestige kills any number of creatures within 20 feet with 0 Intelligence, totally subsuming them.

Frightful Presence. Each creature of the dream vestige's choice that is within 30 feet of the dream vestige and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A target that succeeds on the saving throw is immune to the dream vestige's Frightful Presence for the next 24 hours.

DROWNED

Medium undead, chaotic evil

Armor Class 13 (natural armor)
Hit Points 200 (21d8 + 105)
Speed 30 ft., swim 40 ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	20 (+5)	10 (+0)	10 (+0)	12 (+1)

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common, Abyssal

Challenge 8 (6305 XP)

Drowning Aura. Any creature that comes within 30 feet of a drowned has its lungs or other respiratory organs fill with water. It then has the normal amount of time to survive. The water can be removed by a DC 20 Constitution saving throw as an action by the afflicted creature, or a DC 20 Wisdom (Medicine) check as an action by a creature within 5 feet.

This ability has no effect on creatures that don't breathe or those that breathe water, whether innately or through magic.

Regeneration. The drowned regains 5 hit points at the start of its turn if it has at least 1 hit point.

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

Actions

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 10 (1d12 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

DROWNED

The drowned lost their lives in the watery deep. The evidence of their gasping death always saturates their clothing and flesh, and fills the air around them.

Many drowned came to their current circumstances when their ships went down at sea with all hands. Others, more ancient, first arose when their island homes sank beneath the waves ages ago, drowning all.

ENTOMBER

Medium undead, unaligned

Armor Class 14 (natural armor)
Hit Points 90 (12d8+36)
Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (0)	17 (+3)	4 (-3)	14 (+2)	15 (+2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities poison

Condition Immunities paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 12

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

Challenge 5 (1,800 XP)

Turn Resistance. The entomber has tactical advantage against all abilities that turn undead.

Actions

Entombing Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 10 (1d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Dexterity save or be pounded into a shallow grave. The location of the entombed creature is visible to other creatures. It takes two actions to excavate the creature, or one if using a shovel, which is considered to be grappled by the ground (escape DC 20) and restrained by the ground while grappled in this way. If the creature is not excavated, it may run out of air (adjudicated by the DM)

Exhume. As an action, an entomber touches a place where a creature is buried no deeper than 10 feet. The body immediately rises to the surface, leaving no hole or tunnel. A body is not harmed when brought to the surface in this manner.

ENTOMBER

Beloved by necromancers, entombers specialize in bringing corpses out of the ground—or pounding them back in.

EPHEMERAL SWARM

Large swarm of Tiny undead, unaligned

Armor Class 13

Hit Points 68 (9d10 + 18)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	14 (+2)	2 (-4)	10 (+0)	15 (+2)

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

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Ephemeral. The ephemeral swarm can't wear or carry anything.

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

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

Evasion. If the swarm is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the swarm instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Actions

Necrotic Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. Hit: 18 (4d8) necrotic damage, or 9 (2d8) necrotic damage if the swarm has half of its hit points or fewer. If the target is a creature, it must succeed on a DC 14 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.

EPHEMERAL SWARM

These swarms are the result of hundreds of little creatures that died together.

EYE OF FEAR AND FLAME

Medium undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	18 (+4)	17 (+3)	19 (+4)

Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, poisoned

Damage Immunities cold, fire, necrotic, poison

Damage Resistances piercing, slashing

Senses truesight 60 ft., passive Perception 14

Languages the languages it knew in life

Challenge 7 (2,900 XP)

Eye of Fear. As a bonus action, the eye of fear and flame can cast *fear* (DC 15). It can still use Eye of Flame on this turn.

Turn Resistance. The eye of fear and flame has advantage on saving throws against any effect that turns undead.

Blindness Reflection. When targeted by a spell or effect that could cause blindness, the spell is automatically reflected back at its caster, who must make a save against their own ability.

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

At will: *detect magic*, *detect thoughts*

Actions

Multiattack. The eye of fear and flame makes two claw attacks.

Eye of Flame (Recharge 5 or 6). The eye of fear and flame casts *fireball* as a 5th-level spell (DC 15). The eye of fear and flame can choose to make half the damage force damage. This force damage only affects creatures of good alignment.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit 6 (1d6 + 3) slashing damage.

Etherealness. The eye of fear and flame enters the Ethereal Plane from the Material Plane, or vice versa. It can't affect or be affected by anything on the other plane.

EYE OF FEAR AND FLAME

Eyes of fear and flame roam about underground and in dark forests, forcing good people to do evil things.

FAMINE SPIRIT

Large undead, neutral evil

Armor Class 9

Hit Points 609 (42d10 + 379)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	28 (+9)	14 (+2)	15 (+2)	16 (+3)

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

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 feet., passive Perception 12

Languages the languages it knew in life

Challenge 19 (22,000 XP)

Regeneration. The famine spirit regains 50 hit points at the start of its turn. If the famine spirit takes radiant damage, this trait doesn't function at the start of the famine spirit's next turn. The famine spirit dies only if it starts its turn with 0 hit points and doesn't regenerate.

Aura of Pain. As a bonus action, the famine spirit causes all creatures of its choice within 60 feet to suffer crippling pain. Affected creatures must make a Constitution saving throw. On a failure, a creature is incapacitated with excruciating pain for 1 minute. Success indicates the creature is immune to this famine spirit's aura of pain for the next minute, after which it must save again. Undead ignore this effect.

Magic Resistance. The famine spirit has advantage on saves against spells and other magical effects.

Actions

Vorpal Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit* The target takes 12 (2d8+3) piercing damage. On a critical hit, the famine spirit bites the target's head off. This attack scores a critical hit on rolls of 19 or 20.

Etherealness. The famine spirit enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

FORLORN HUSK

Stupidly vast guy, weird neutral

Armor Class 13

Hit Points 107(1d4 + 5)

Speed 11 ft.

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

Condition Immunities groggy

Senses passive Perception 3

Languages None

Challenge 14 (7886 XP)

Pack Tactics. These guys work together. Like super well, you don't even know.

Pack Tactics. These guys work together. Like super well, you don't even know.

Actions

Heel Jawbreaker. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 5 (1d6 + 2)

Abdominal Drop. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 5 (1d6 + 2)

FAMINE SPIRIT

A famine spirit eats everything and anything that a living being could, but its hunger is never sated. They ignore the living unless the living get in the way of their feasts, but a single famine spirit can eat more than a hundred men do.

GHOSTLY VISAGE

Tiny undead, same alignment as its host (chaotic evil when hostless)

Armor Class 18 (natural armor)

Hit Points 7 (2d4 + 2)

Speed 0 ft., fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	12 (+1)	12 (+1)	9 (-1)	16 (+3)

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

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

Damage Immunities necrotic, poison

Senses darkvision 60 ft., passive Perception 9

Languages the languages it knew in life

Challenge 1 (450 XP)

Ephemeral. The visage can't wear or carry anything.

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

Gaze of Terror. When a creature that can see the ghostly visage's manifested face starts its turn within 30 feet of the visage, the visage can force it to make a DC 13 Wisdom saving throw if the visage isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is frightened of the visage and paralyzed while frightened in this way. Otherwise, a creature is frightened of the visage on a failed save. In either case, the creature can repeat the save at the end of each of its turns, ending the effect on a success. A target that succeeds on the saving throw is immune to the Gaze of Terror of all ghostly visages for the next 24 hours.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the visage and its host until the start of its next turn. If the creature looks at the visage or its host in the meantime, it must immediately make the saving throw.

Manifest. While melded, the ghostly visage can superimpose a horrific face over the creature it is melded with as a bonus action. The face lasts until the start of the visage's next turn. The visage must be manifesting to use its Gaze of Terror ability. While manifested, the visage can be targeted with attacks and harmful spells. If an attack misses the visage but rolled high enough to hit the creature it's melded with, the attack hits the host creature.

Actions

Meld. As an action, the ghostly visage fuses with a corporeal creature it touches. An unwilling creature can make a DC 13 Charisma save, negating the effect on a success. Upon successfully melding, the ghostly visage vanishes into the corporeal creature's body, becoming untargetable and invulnerable unless it uses Manifest.

GHOSTLY VISAGE

A minor undead spirit, a ghostly visage cannot harm any creature by itself. However, it has a frightening gaze that can paralyze opponents. It is often found melded with a more powerful creature, who gives it a home and it can bestow its talents upon.

VARIANT: TOMBSTONE GOLEM

To create a **tombstone golem**, start with the **stone golem**, increase the CR to 12, remove the Slow ability, and add the trait below:

Slay Living (Recharge 5-6). When it hits a creature with a melee attack, the golem can force the creature to make a DC 17 Constitution saving throw against this magic. On a failed save, the target drops to 0 hit points. This has no effect on undead or constructs.

GRAVE DIRT GOLEM

Large construct, unaligned

Armor Class 14 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

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

Senses passive Perception 9

Languages None

Challenge 9 (5,000 XP)

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

Berserk. Whenever the golem starts its turn with 60 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

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

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

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit* 16 (2d10+5) bludgeoning damage and 7 (2d6) necrotic damage on the golem's next turn. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the necrotic damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the *greater restoration* spell or other magic.

GRAVE DIRT GOLEM

Grave dirt golems are very unpleasant to fight, for their blows foul the flesh of those they hit.

GRAVECRAWLER

Small undead, lawful neutral

Armor Class 20 (natural armor)
Hit Points 82(8d6 +)
Speed 20 ft., burrow 20 ft.

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

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities poison

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

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

Languages Common plus two local

Challenge 5 (1,800 XP)

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

At will: *speak with dead*, *mold earth*

Earth Glide. The gravecrawler can burrow through nonmagical, unworked earth and stone. While doing so, the gravecrawler doesn't disturb the material it moves through.

Calcifying Aura. At the start of each of the gravecrawler's turns, each creature made of flesh within 30 feet of it takes 1 piercing damage. A creature killed by this damage turns to stone.

Actions

Calcifying Tail Lash. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 5 (1d4 + 2) bludgeoning damage and the target must succeed on a DC 14 Constitution saving throw or be affected as if by a *slow* spell. If the gravecrawler hits the target again while the target is *slowed*, the target must make another DC 14 Constitution saving throw, suffering the effects of a *flesh to stone* spell on a failure. Neither of these effects require concentration. A creature killed by this attack turns to stone.

GRAVECRAWLER

A small sluglike undead, the gravecrawler is a guardian spirit of graveyards. It is despised by necromancers, for its presence in a graveyard gradually turns all the corpses unfit for reanimation.

Although they are most certainly undead (they can be turned normally), no one is sure what creature they were in life. It's possible they represent a collective will of the graveyard's inhabitants.

GRAVEHOUND

Large undead, neutral evil

Armor Class 13 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +5

Condition Immunities exhaustion, poisoned

Damage Immunities poison

Senses darkvision 60 ft., passive Perception 15

Languages Common, Giant, Winter Wolf

Challenge 3 (700 XP)

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

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

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or saving throw or be stunned until the end of its next turn.

GRAVEHOUND

The reanimated remains of winter wolves, these creatures gain a fearsome stunning bite.

GRAVEYARD SLUDGE

Graveyard sludges result from the defilement of corpses. They bridge the gap between the living and the dead, and

GRAVEYARD SLUDGE

Large ooze, unaligned

Armor Class 11

Hit Points 72 (8d10 + 32)

Speed 30 ft., climb 30 feet

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	19 (+4)	1 (-5)	6 (-2)	1 (-5)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Damage Immunities acid, cold, necrotic, radiant

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 4 (1,100 XP)

Amorphous. The sludge can move through a space as narrow as 1 inch wide without squeezing.

Between Worlds. Whenever the graveyard sludge is subjected to necrotic or radiant damage, it takes no damage and instead regains a number of hit points equal to the necrotic or radiant damage dealt.

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

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage.

Oozespawn Zombies. The graveyard sludge targets any number of humanoids within 20 feet of it who died in the last minute. All affected humanoids rise as **ooze zombies** (see the Variant Abilities section above) under the graveyard sludge's control.

Spirit Resurgence. The graveyard ooze releases its latent spirit energy. All creatures within 5 feet must succeed on a DC 14 Wisdom saving throw or be affected as if by a *fear* spell.

Vigor of the Dead. The graveyard ooze touches one undead creature within 5 feet. Until the start of the ooze's next turn, that creature has advantage on saving throws, resistance against piercing, bludgeoning, and slashing from nonmagical weapons that aren't silvered, and its necromancy spells are cast as if one level higher.

GRIMWEIRD

Medium undead, lawful evil

Armor Class 13 (natural armor)
Hit Points 60 (24d8 - 48)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	13 (+1)	6 (-2)	18 (+4)	17 (+3)	20 (+5)

Skills Arcana +12, Deception +9, Investigation +8, Intimidation +9, Persuasion +9, Religion +8

Saving Throws Constitution +2, Intelligence +8, Wisdom +7, Charisma +9

Damage Immunities necrotic, poison

Condition Immunities exhaustion, paralyzed, poison

Senses darvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 10 (5,900 XP)

Grimweird Cunning. The grimweird has advantage on Intelligence, Wisdom, and Charisma saving throws.

Mage Sight. The grimweird can determine all spell effects upon creatures within 60 feet it can see unerringly.

Innate Spellcasting. The grimweird can innately cast *conjure undead* as an 8th-level spell at will, requiring no material components.

Actions

Multicast. The grimweird can use *Benign Transposition*, *Reave Magic*, *Summon Undead Minions*, and/or *Summon Undead* if they are available.

Benign Transposition (Recharge 5, 6). The grimweird chooses a space within 30 feet that is occupied by a willing creature and swaps places with that creature.

Reave Magic (Recharge 6). The grimweird dispels all spells of 3rd level or lower on one target within 30 feet. For each spell of 4th level or higher, it makes a Charisma check against a DC of 10 + the spell's level. On a success, it dispels that spell. It can choose to steal any or all spells dispelled with this ability for itself.

Summon Undead (Recharge 6). The grimweird summons one undead creature of CR 6 or lower within 90 feet. The creature is friendly to the grimweird and follows its orders. It stays for 1 minute or until it drops to 0 hit points, at which time it disappears.

Summon Undead Minions (Recharge 4, 5, 6). The grimweird summons undead as if by the *summon undead minions* spell, no concentration required. These undead last for 1 minute or until they drop to 0 hit points, at which time they disappear.

Life Drain. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. **Hit:** 19 (4d8 + 1) 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 target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Reactions

Duck Behind. When the grimweird would take damage, it can cause one willing creature within 5 feet of it to take the damage instead.

GRIMWEIRD

Grimweirds are humanoids who have bonded body and soul with the Negative Energy Plane, and can call undead out of it inherently.

HOPPING VAMPIRE

Medium undead, chaotic evil

Armor Class 15 (natural armor)
Hit Points 68 (9d8 + 27)
Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	4 (-3)	16 (+3)	7 (-3)	9 (-1)	12 (+1)

Damage Resistances cold, lightning
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons that aren't made of jade
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., blindsight 120 ft., passive Perception 9
Languages understands the languages it knew in life but can't speak
Challenge 5 (1,800 XP)

Breath Sight. The hopping vampire can never see living creatures, but it can sense their breaths as if it had blindsight. If they hold their breath, they are effectively invisible to it. A creature that falls unconscious stops holding its breath.

Actions

Multiattack. The hopping vampire makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 10 (2d6 + 3) slashing damage, and the target must make a DC 14 Constitution saving throw. On a failure, it begins a gradual transformation into a hopping vampire itself. This transformation takes 1d4 + 1 days. A creature can extend the limit by spending 1 hour dancing on pure sticky rice. For each hour spent in this way before taking a long rest, the creature must make a DC 10 + number of hours Constitution saving throw or gain one level of exhaustion. A *remove curse* spell ends the vampiric curse.

HOPPING VAMPIRE

If a corpse is buried at an inauspicious location, it often returns as a hopping vampire, a dreadful creature that desires only to slay the living.

HUECUVA

Huecuvas are created when the chosen of good gods betray those gods. Unlike lichs or death knights, huecuvas are not intelligent and are little more than cruel beasts. Although cleric huecuvas are the most common, other types of huecuvas do exist, such as monks, druids, paladins, and rangers. Cleric huecuvas gain the Death domain.

HUECUVA

Medium undead, any evil

Armor Class 17 (scale mail, shield)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	7 (-2)	18 (+4)	10 (+0)

Damage Immunities necrotic, poison; bludgeoning, piercing and slashing from nonmagical attacks that aren't silvered
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages the languages it knew in life
Challenge 5 (1,800 XP)

Turn Resistance. The huecuva has advantage on saving throws against effects that turn undead.

Spellcasting. The huecuva is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The huecuva has the following cleric spells prepared:

Cantrips (at will): *chill touch* (2d8), *guidance*, *thaumaturgy*, *toll the dead* (2d8/2d12)

1st-level (4 slots): *bane*, *bless*, *charm person*, *command*, *false life*, *ray of sickness*

2nd-level (3 slots): *blindness/deafness*, *hold person*, *lesser restoration*, *ray of enfeeblement*, *silence*

3rd-level (2 slots): *animate dead*, *dispel magic*, *spirit guardians*, *vampiric touch*

Touch of Death (Recharge 6). When the huecuva lands a melee attack, it adds 15 necrotic damage.

Actions

Multiattack. The huecuva attacks once with its battleaxe and once with its blighted fist.

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 8 (1d8 + 3) slashing damage plus 7 (2d6) necrotic damage.

Blighted Fist. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 7 (1d6 + 3) bludgeoning damage plus 7 (2d6) necrotic damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or be cursed with huecuva blight. The cursed target's Strength and Constitution scores decrease by 1d2 points for every 24 hours that elapse. If the curse reduces the target's Strength score to 0, the target is paralyzed until it regains at least 1 point of Strength. If the curse reduces the target's Constitution score to 0, the target dies. The curse lasts until removed by the *remove curse* spell or other magic.

HULKING CORPSE

Large undead, unaligned

Armor Class 16 (natural armor)
Hit Points 199 (19d10 + 95)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	3 (-4)	12 (+1)	8 (-1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages understands the languages it knew in life but can't speak
Challenge 8 (3,900 XP)

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

Siege Monster. The hulking corpse deals double damage to objects and structures.

Actions

Multiattack. The hulking corpse bites once and uses its claws twice. If both claws hit the same target, the hulking corpse rends the target, dealing an extra 4d6 slashing damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit* 22 (3d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10ft., one target. *Hit* 16 (3d6 + 6) slashing damage. If the target is Medium or smaller, it is grappled (escape DC 17).

HULKING CORPSE

Mindless brutes, hulking corpses excel at destroying things. Any army of the undead would love to have one in their ranks.

JOLLY ROGER

The undead remains of ships' captains or dread pirates, jolly rogers are feared for their endless, dark chuckling. One jolly roger typically commands a crew of **sea zombies** (use the **zombie** statblock but add a swim speed of 20).

Their ships are not seaworthy and are only kept aloft by their will. If one is destroyed, its ship sinks beneath the waves in 2d4 minutes.

JOLLY ROGER

Medium undead, chaotic evil

Armor Class 12 (natural armor)
Hit Points 102 (12d8 + 48)
Speed 30 ft., swim 30 ft.

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

Damage Resistances fire
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages the languages it knew in life
Challenge 6 (2,300 XP)

Wicked Chuckle. When a creature that can hear the jolly roger's chuckling starts its turn within 30 feet of the jolly roger, the jolly roger can force it to make a DC 14 Wisdom saving throw if the jolly roger isn't incapacitated and can speak. On a failure, the creature falls prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected.

At the end of each of its turns, and each time it takes damage, the creature can make another Wisdom saving throw. The target had advantage on the saving throw if it's triggered by damage. On a success, this effect ends.

Actions

Cackling Touch. *Melee Weapon Attack:* +5 to hit, reach 5ft., one creature. *Hit* The target must make a DC 14 Constitution saving throw. On a failure, it falls prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected.

At the end of each of its turns, and each time it takes damage, the creature can make another Wisdom saving throw. The target had advantage on the saving throw if it's triggered by damage. On a success, this effect ends.

While this effect is in place, the target loses 1d6 points of Constitution at the start of each of its turns. These reductions last until cured with *greater restoration* or similar magic.

KARRNATHI DREAD MARSHAL

Medium undead, any lawful

Armor Class 23 (plate, tower shield, Defense)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	13 (+1)	12 (+1)	14 (+2)

Skills History +4, Investigation +4, Intimidation +5

Saving Throws Wisdom +4

Damage Resistance cold, 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 11

Languages Common, spoken in an cold tone

Challenge 5 (1,800 XP)

Innate Spellcasting. Charisma is the dread marshals's spellcasting ability (DC 13, +5 to hit). The dread marshal can innately cast the following spells, requiring no somatic or material components:

3/day: *black sand*, *boneblade*, *Kelgore's grave mist*

Auras. A dread marshal constantly projects one of the auras described below. That aura affects all allied undead (including the dread marshal itself) within 60 feet. A dread marshal can project only one such aura at a time, but can shift to a new aura as a bonus action. Individual auras don't stack, but a creature can benefit from different auras at once.

- **Harden Flesh:** All allied undead within range gain +1 to AC if they aren't wearing heavy armor.
- **Negative Energy Emanation:** Any being that strikes an allied undead with a melee attack suffers 1d6 points of necrotic damage.
- **Negative Energy Infusion:** All allied undead within range do an extra 1d6 points of necrotic damage on melee attacks. Each time an allied undead deals this negative energy damage, it heals for half the necrotic damage done.
- **Rush:** All allied undead increase their speed by 15 feet.
- **Spirit of Defiance:** All allied undead within range add 1d4 to all saving throws.

Actions

Multiattack. The Karrnathi Dread Marshal makes two attacks. It can replace one or both attacks with Commander's Order.

Shield Bash. *Melee Weapon Attack:* +6 to hit, reach 5ft, one target. *Hit* 5 (1d4 + 3) bludgeoning damage, and the target is pushed 5 feet away.

Commander's Order. One friendly undead within 60 feet can use its reaction to make a single attack.

KARRNATHI SKELETON

Medium undead, any lawful

Armor Class 17 (breastplate)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	11 (+0)	10 (+0)	5 (-3)

Skills Perception +2, Stealth +7

Saving Throws Wisdom +2

Damage Vulnerabilities bludgeoning

Damage Immunities cold, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common, spoken in an airy whisper

Challenge 1 (200 XP)

Cunning Action. The skeleton can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

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

Actions

Multiattack. The skeleton makes two attacks with its scimitars.

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

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit* 7 (1d8 + 3) piercing damage.

KARRNATHI DREAD MARSHAL

Karrnathi dread marshals serve as captains and majors in undead armies. They have powerful auras that mightily strengthen their allies, and a tactical, cunning intelligence.

Karrnathi dread marshals retain their position on the good-evil axis from life, but they shift to lawful.

KARRNATHI SKELETONS

Often employed for intelligence missions, karrnathi skeletons are experts at infiltration and scouting.

Karrnathi skeletons retain their position on the good-evil axis from life, but they shift to lawful.

KARRNATHI ZOMBIE

Medium undead, any lawful

Armor Class 17 (half plate, mariner fighting style)
Hit Points 37 (1d4 + 5)
Speed 30 ft., swim 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	11 (+0)	10 (+0)	5 (-3)

Skills Perception +2
Saving Throws Wisdom +2
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Common, spoken in a deep, scratchy, and guttural voice
Challenge 1 (200 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

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

Actions

Halberd. *Melee Weapon Attack:* +5 to hit, reach 10ft., one target. *Hit* 8 (1d10 + 3) slashing damage.

Heavy Crossbow. +3 to hit, range 100/400 ft., one target. *Hit* 6 (1d10 + 1) piercing damage.

KARRNATHI ZOMBIE

Karrnathi zombies serve loyally even after death, fighting on the front lines with supernatural resilience.

Karrnathi skeletons retain their position on the good-evil axis from life, but they shift to lawful.

VARIANT SKELETONS & ZOMBIES

The skeleton above has the Archery fighting style, and the zombie has the Mariner fighting style. However, you could easily swap one of these fighting style for another. A Karrnathi zombie with tunnel fighter would be a fearsome foe.

If you cast *create Karrnathi undead*, you can swap one fighting style for another with your DM's approval.

KYUSS SPAWNLING

Tiny undead (wormspawn), chaotic evil

Armor Class 17 (natural armor)
Hit Points 9 (2d4 + 4)
Speed 10 ft., swim 40 ft.

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

Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 1 (200 XP)

Worms. If the Kyuss spawnling is targeted by an effect that cures disease or removes a curse, it and all of the worms within it die.

Actions

Create Spawn of Kyuss (1/day). The worms in the Kyuss spawnling burrow out of it into a humanoid corpse within 5 feet. The spawnling dies, and the corpse rises as a spawn of Kyuss.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 6 (1d4 + 4) piercing damage plus 3 (1d6) poison damage.

KYUSS SPAWNLING

These morbid little undead monsters are one of many variations of Kyuss' spawn. They are created from modified Kyuss worms applied to lizardfolk eggs. They are far weaker than true Kyuss spawn, but can create those horrors if brought into contact with humanoid corpses.

NECROSIS CARNEX

Medium undead, unaligned

Armor Class 10
Hit Points 30 (4d8+)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Damage Vulnerabilities radiant
Damage Immunities necrotic, poison
Condition Immunities exhaustion, prone, poisoned,
Senses blindsight 60 ft., passive Perception 11
Languages understands the language it knew in life
but can't speak
Challenge 2 (450 XP)

Necrotic Aura. All effects that do necrotic damage within 30 feet of the carnex have their damage rolled twice and the larger value used.

Death Throes. When the carnex dies, it explodes, and each creature within 30 feet of it must make a DC 13 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one. Undead do not take this damage--instead, they are healed by 3d10.

Actions

Multiattack. The carnex uses makes two necrotic touches, two restoring touches, or one of each.

Necrotic Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 5 (1d8 + 3) necrotic damage.

Restoring Touch. The carnex touches an undead creature within 5 feet. That creature regains 1d8+3 hit points.

NECROSIS CARNEX

Necrosis carnexes serve as field medics in undead armies, healing their fellow troops.

SHAMBLING BONES

Shambling Bones are variant **shambling mounds** created out of mounds of bones.

- The shambling mounds are undead.
- Instead of immunity to lightning damage, they have immunity to necrotic and poison damage. They are also immune to the poisoned condition.
- They have Necrotic Absorption instead of Lightning Absorption. The new trait is functionally identical to the old one, except that it affects necrotic damage.

ILLITERATE CONSTRUCT OF THE CANDY STORE

Small annoyance, lawful bogus

Armor Class 16

Hit Points 121 (1d4 + 5)

Speed 11ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	5 (-2)	6 (-2)	9 (+0)	5 (-2)	7 (-1)

Condition Immunities swaggered, weak-kneed

Senses passive Perception 18

Languages Pottymouth

Challenge 15 (3709 XP)

Desecrating Aura. All undead within 20 feet of the nightcrawler have advantage on all saving throws.

Actions

Dual Cobra Wristlock. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 5 (1d6 + 2)

NIGHTSHADE, NIGHTCRAWLER

NIGHTSHADES?

The nightwalker listed in Mordenkainen's Tome of Foes is a type of nightshade. Nightshades are powerful undead composed of equal parts darkness and absolute evil. Their chilling malevolence hangs heavily about them, along with the smell of an open grave on a winter's morning.

Nightwalkers gain the Desecrating Aura trait other nightshades have, but are otherwise unchanged.

ORB WRAITH

Huge undead, neutral evil

Armor Class 19
Hit Points 25 (1d4 + 5)
Speed 0 ft., fly 60 ft. (hover).

STR	DEX	CON	INT	WIS	CHA
19 (+5)	10 (+0)	18 (+4)	19 (+5)	1 (-4)	11 (+1)

Condition Immunities None
Senses passive Perception 5
Languages Pottymouth
Challenge 7 (5739 XP)

ACTIONS

Bulldog Rake. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 5 (1d6 + 2)

Super Spin. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 5 (1d6 + 2)

ORB WRAITH

An orb wraith is an undead monstrosity formed when six or more ordinary wraiths come together in an area of powerful negative energy. They are common on the Negative Energy Plane, but most natives of the Material Plane encounter them within localized areas of negative energy.

An orb wraith looks like a vaguely humanoid mass of darkness. Different features—faces, limbs, and glowing red eyes—shift and surface within the creature at different times. Bolts of purple-black negative energy spark within its body, like lightning within a looming thundercloud.

PLAGUE BLIGHT

Medium undead, any evil

Armor Class 16 (natural armor)
Hit Points 75 (10d8+30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	13 (+1)

Skills Acrobatics +6, Deception +4, Perception +5, Stealth +6

Saving Throws Constitution +6

Damage Resistances bludgeoning, piercing, and slashing from silvered and magical attacks

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Gangrenous Stench. Any creature that starts its turn within 10 feet of the plague blight must succeed on a DC 14 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all plague blights for 1 hour.

Born of the Plague. Plague blights are immune to all diseases, magical or mundane.

Actions

Multiattack. The plague blight makes two gangrenous fist attacks.

Gangrenous Fist. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* : 10 (2d6 + 3) bludgeoning damage plus 17 (5d6) necrotic damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or be infected with gangrenous touch. The diseased target must make a new save at the start of each of its turn. On a failure, its hit point maximum decreases by 17 (5d6). If the disease reduces the target's hit point maximum to 0, the target dies. The disease lasts until removed by the *lesser restoration* spell, *remove curse*, or other magic, or until the diseased creature makes two consecutive saves.

PLAGUE BLIGHT

Plague blights are animated corpses of humanoids who died from plague or rot. In undeath, they seek to putrefy all that is pure. They are wily and may attempt to trick their victims into allowing themselves get close enough to touch.

QUELL

Medium undead, lawful evil

Armor Class 13
Hit Points 32 (7d8)
Speed 0ft., fly 50 ft. (hover)

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

Skills Intimidation +5, Perception +4
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities necrotic, poison
Condition Immunities charmed, disease, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 14
Languages the languages it knew in life
Challenge 2 (450 XP)

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

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

Actions

Intercession (2/Short or Long Rest). As an action, a quell attempts to snuff out divine magic around it. Every divine caster within 30 feet must make a DC 13 Charisma saving throw. If a caster fails its saving throw, it cannot cast divine spells or use the Channel Divinity feature for 1 minute. If the quell attacks the creature, this effect immediately ends. If the caster is 1st-level (or up to 2nd level for paladins and rangers), it cannot cast divine spells or use the Channel Divinity feature for 24 hours.

Withering Touch. *Melee Spell Attack:* +5 to hit, reach 5ft., one creature. *Hit* 5 (1d6 + 3) necrotic damage.

QUELL

Quells long to commit deicide, but have nowhere near enough power. They settle for killing the servants of gods.

RAIMENT

Small undead, chaotic evil

Armor Class 13
Hit Points 18 (5d6)
Speed 0 ft., fly 60 ft. (hover)

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

Skills Stealth +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poisoned
Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned, prone, restrained
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11
Languages —
Challenge 1 (200 XP)

False Appearance. While the raiment remains motionless, it is indistinguishable from a normal set of clothing.

Turn Immunity. The raiment is immune to effects that turn undead.

Actions

Strangle. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 5 (1d6 + 3) bludgeoning damage and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained and can't breathe, the raiment can automatically hit the target with its strangle, and the raiment can't make strangle attacks against other targets.

RAIMENT

The raiment is a bit of clothing that is animated by the tortured spirit of its original owner. ometimes someone who suffers a cruel death was so weak they cannot even manifest as a ghost. Instead, their spirit inhabits the clothes they were murdered in, and the seek to share their death with others.

REMNANT

Medium undead, chaotic neutral

Armor Class 14

Hit Points 132 (1d4 + 5)

Speed 5 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	15 (+2)	14 (+2)	10 (+0)	12 (+1)	8 (-1)

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., blindsight 60 ft., passive Perception 11

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

Challenge 2 (6723 XP)

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

Actions

Chill Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 7 (1d10 + 2) necrotic damage, and the target's speed drops to 0 until the start of the remnant's next turn. For the same duration, it automatically fails Dexterity saving throws.

Etherealness. The remnant enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

REMNANT

Remnants are the spirits of humanoids whose bodies were thrown into a watery, unconsecrated grave after they had been worked to death. They are not hostile to the living, and only seek to find rest. A remnant can be laid to rest by finding its physical remains and burying them in consecrated or *hallowed* ground.

SALT MUMMY

Medium undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 111 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	19 (+4)	7 (-2)	10 (+0)	15 (+2)

Skills Stealth +5, Perception +3

Saving Throws Con +7, Wis +3

Damage Immunities dessication, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 7 (2,900 XP)

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

Water Weakness. All water deals damage to a salt mummy as if it were holy water.

Undead Fortitude. If damage reduces the salt mummy to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Multiattack. The salt mummy makes two slam attacks.

Dessicating Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 11 (2d6 + 4) bludgeoning damage plus 18 (4d8) dessication damage.

SALT MUMMY

Unlike normal mummies, salt mummies are not created by priests. They arise of their own accord when the bodies of wicked people are left to dehydrate away in salt mines.

SHADESTEEL GOLEM

Medium construct, unaligned

Armor Class 23 (natural armor)

Hit Points 93 (11d8 + 44)

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

STR	DEX	CON	INT	WIS	CHA
12 (+1)	25 (+7)	19 (+4)	3 (-4)	10 (+0)	1 (-5)

Skills Stealth +15

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

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

Senses darkvision 120 ft., passive Perception 10

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

Challenge 10 (5,900 XP)

Evasion. If the golem is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the golem instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

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

Light Haste. Magical light causes the golem to speed up as if affected by the spell *haste* for 1 minute. The golem is also *hasted* whenever it is subject to a positive energy effect, such as the turning attempt of a cleric. This might happen if the cleric has mistakenly identified the creature as a nightwalker or other undead, or if the golem is standing near undead.

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

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

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two stab attacks and uses Negative Energy Pulse if it can.

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

Negative Energy Pulse (Recharge 5-6). All living creatures within 40 feet of the golem must make a Constitution saving throw or take 35 (10d6) necrotic damage. On a successful save, they instead take half. Undead are healed instead of damaged.

Cloak of Shadow. The golem becomes invisible, provided it is in an area of dim light or darkness. It remains invisible until it makes an attack, casts a spell, or is in an area of bright light.

SHADESTEEL GOLEM

Shadesteel golems are constructs that closely resemble undead. Unlike clunking iron golems, shadesteel golems are precise and silent.

SHEET PHANTOM

Medium undead, chaotic evil

Armor Class 12

Hit Points 30 (4d8 + 12)

Speed 20 ft., fly 40 ft. (hover)

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

Damage Vulnerabilities fire

Damage Immunities bludgeoning, poison

Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages the languages it knew in life

Challenge 2 (450 XP)

Damage Transfer. While it is grappling a creature, the sheet phantom takes only half the damage dealt to it, and the creature grappled by the rug takes the other half.

False Appearance. While the sheet phantom remains prone and motionless, it is indistinguishable from a normal bedsheet.

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

Actions

Smother. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* The creature is grappled (escape DC 13). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating, and the sheet phantom can't smother another target. In addition, at the start of each of the target's turns, the target takes 10 (2d6 + 3) bludgeoning damage.

SHEET PHANTOM

The sheet phantom is a strange undead that results when an evil individual dies in bed. Its soul animates the bedsheets it died in, and tries to strangle others.

SKELETON WARRIOR

Medium undead, neutral or neutral evil

Armor Class 20 (dwarven plate)

Hit Points 257 (27d8 + 135)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	18 (+4)	20 (+5)	16 (+3)	16 (+3)	16 (+3)

Saving Throws Strength +16, Constitution +12, Intelligence +10, Wisdom +10, Charisma +10

Skills Athletics +16, History +10, Investigation +10, Perception +10

Damage Resistances acid, fire, lightning, thunder

Damage Immunities cold, necrotic, poison; piercing, bludgeoning, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned

Senses truesight 120 ft., passive Perception 20

Languages the languages it knew in life

Challenge 23 (50,000 XP)

Equipment. The skeleton warrior carries a *vorpal greatsword* and wears *dwarven plate*, a *cape of the mountebank*, and a *belt of storm giant strength*.

Limited Magic Immunity. The skeleton warrior can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Turn Immunity. The skeleton warrior is immune to effects that turn undead.

Rejuvenation. As long as the skeleton's soul circlet exists, a destroyed skeleton warrior gains a new body in 1d10 days, regaining all its hit points and becoming active again. This body appears in a random location.

Action Surge (Recharges on a Short or Long Rest). The skeleton warrior takes a second action on its turn.

Great Weapon Supremacy. The skeleton warrior rerolls all 1s and 2s on its greatsword's damage dice until they are 3 or higher. It can choose to take a -5 penalty to hit when it attacks with the greatsword, and if it hits, it deals an extra 10 damage. It can increase the to-hit penalty to -10, and increase the bonus damage to +20. It can even increase the penalty to -15 and the bonus to +30.

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

Soul Leech. After reducing a hostile creature to 0 hit points, the skeleton warrior regains 6d20 hit points.

Wizard Slayer. When the skeleton damages a creature that is concentrating on a spell, that creature has disadvantage on the saving throw it makes to maintain its concentration.

Fighting Spirit (3/day). As a bonus action, the skeleton warrior can give itself advantage on weapon attack rolls until the end of the current turn.

Reactive. The skeleton warrior can take one reaction on every turn in combat.

Track Circlet. A skeleton warrior can track and find its circlet unerringly. It can also find the last person who possessed the circlet.

Actions

Multiattack. The skeleton warrior makes four attacks.

Vorpal Greatsword. *Melee Weapon Attack:* +19 to hit, reach 5ft., one target. *Hit* 21 (2d6 + 12) slashing damage. This damage ignores resistance. If the skeleton warrior rolls a 20 on the attack roll, it cuts off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or the DM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 6d8 slashing damage from the hit.

Longbow. *Ranged Weapon Attack:* +11 to hit, range 150/600 ft., one target. *Hit* 9 (1d8 + 4) piercing damage.

Teleport (1/day). The skeleton warrior casts *dimension door*, requiring no components. When it disappears, it leaves behind a cloud of smoke, and it appears in a similar cloud of smoke at its destination. The smoke lightly obscures the space it left and the space it appears in, and it dissipates at the end of the skeleton warrior's next turn.

Reactions

Stand Firm. If an effect moves the skeleton against its will along the ground, it can use its reaction to reduce the distance it is moved by up to 10 feet.

Defy Wizardry. When a creature within 5 feet of the skeleton casts a spell, it can make a melee weapon attack against that creature.

Parry. The skeleton adds 7 to its AC against one melee attack that would hit it. To do so, the skeleton must see the attacker and be wielding a melee weapon.

Strength before Death (1/day). If the skeleton warrior takes damage that reduces it to 0 hit points and doesn't kill it outright, it can delay falling unconscious and immediately take an extra turn. While it has 0 hit points during that extra turn, taking damage causes death saving throw failures as normal, and three death saving throw failures can still kill it. When the extra turn ends, it falls unconscious if it still has 0 hit points.

Legendary Actions

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

Attack. The skeleton warrior makes 1 attack.

Deaden Magic (Cost 2 Actions.) The skeleton warrior demands that its foes face it in fair combat without mystic trickery. Whenever a spell is cast within 60 feet of the skeleton, the caster must succeed on a DC 20 Constitution saving throw, losing the spell on a failure.

SKELETON WARRIOR

A mighty wizard may become a lich, or a mighty paladin a death knight. But what of the fighter?

The skeleton warrior is the answer to that question. The very epitome of martial prowess, few indeed are those who can hope to stand against one in melee. However, unlike a lich, they possess no magic of their own, and so they hoard magic items to both bolster their ferocity in combat (such as a *vorpal sword* and *belt of giant strength*) and provide solutions to their weaknesses (the *cape of the mountebank* providing a defense against the *forcecage* spell, for example).

Skeleton warriors are bound forever to unlife as long as their soul circlet endures. But unlike a lich, a skeleton warrior did not choose immortality. It was forced upon him or her by a mighty power, binding its soul to a magic circlet for all time.

Skeleton warriors long to free themselves from their empty existence, and so quest tirelessly for their soul circlets. They track the circlet's location with perfect precision.

SKIN KITE

Small undead, unaligned

Armor Class 17 (natural armor)
Hit Points 22 (4d6 + 8)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	14 (+2)	4 (-3)	12 (+1)	6 (-2)

Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., passive Perception 15
Languages —
Challenge 1 (200 XP)

Actions

Steal Skin. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 9 (2d4 + 4) piercing damage, and the skin kite attaches to the target. While attached, the skin kite doesn't attack. Instead, at the start of each of the skin kite's turns, the target loses 9 (2d4 + 4) hit points due to skin loss.

The skin kite can detach itself by spending 5 feet of its movement. It does so after it drains 15 hit points of skin from the target or the target dies.

Split. After draining 15 hit points of skin, the skin kite splits in half, becoming two skin kites at full hit points.

SKIN KITE

Skin kites are undead creatures made up of the stolen skin of past victims. They feed on the skin of living beings, replenishing their own constantly rotting skin, as well as using new skin as spawning material for new skin kites.

SKULL LORD

Medium undead, lawful evil

Armor Class 16 (natural armor)
Hit Points 113 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	14 (+2)	15 (+2)	17 (+3)

Saving Throws Constitution +6, Intelligence +5, Wisdom +5,
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 20
Languages the languages it knew in life
Challenge 7 (2,900 XP)

Multiple Skulls. The skull lord has three skulls. While it has more than one skull, the skull lord has advantage on saving throws against being blinded, deafened, stunned, and knocked unconscious, and against effects that turn or rebuke undead.

When a skull lord is reduced to two-thirds of its full normal hit points, its creator skull shatters. The skull lord loses the ability to create undead, though extant undead remain under its control. When a skull lord is reduced to one-third of its full normal hit points, its spitting skull shatters, and it loses its bone shard ability. If a skull lord is healed so that its hit points once again exceed one-third or two-thirds of its full normal total, the appropriate skull reappears. The skull lord then regains the use of the ability granted by the skull.

Triple Skulls. Each round, as a bonus action, the skull lord can do one of the following, assuming it still has the appropriate skull:

Bone Beckon. A skull lord can use its beckoning skull to bring forth fragments of bone from the body of an opponent within 30 feet that has a skeletal system. That creature must succeed on a DC 16 Constitution saving throw or take 7 (3d4) piercing damage as shards of bone are torn from its body.

As part of the same bonus action, the skull lord can then cause the shards to be absorbed by a corporeal undead of its choice within 30 feet (including itself). The chosen undead heals damage equal to the amount done to the original target. Alternatively, a skull lord can hold the shards in the mouse of its spitting skull.

Bone Shard. If a skull lord has fragments of bone in its mouth, it can spit the bones at one creature within 60 feet. It makes a +7 ranged weapon attack. On a hit, the bones deal 7 (3d4) piercing damage.

If it uses the *bone shard* ability against the creature it used *bone beckon* on, the *bone shard* automatically hits.

Create Servitor. A skull lord's creator skull can create a bonespur, a serpentir, or a skeletal creature from nearby bones and bone shards. Undead created by this ability are automatically under the skull lord's control.

A skull lord can have two serpentirs, four bonespurs, and ten skeletons under its control. It can also have one skeletal creature of CR 4 or lower under its control. Typically, half of its minions are off on missions for some nefarious purpose, leaving half to guard it.

Create Spectral Rider. Once per month, a skull lord can engage in a 12-hour ritual under the dark moon to create a spectral rider from the remains of a mounted warrior. The spectral rider is loyal to the skull lord, but it is not controlled. Through use of this ability, a skull lord can have one spectral rider servant at a time, creating a new one only after an existing servant is destroyed.

Actions

Multiattack. The skull lord makes two skull staff attacks.

Skull Staff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 9 (1d8 + 4) bludgeoning damage plus 9 (2d8) cold damage.

SKULL LORD

The skull lords are agents of the dead necromancer Vrakmul. They are grouped with several of their main minions here for convenience.

NOTE

An alternate (and far more powerful) skull lord is presented in Mordenkainen's Tome of Foes. This one is ideal as a boss for a 5th- or 6th-level party.

BONESPUR

Large undead, unaligned

Armor Class 9

Hit Points 43 (5d10 + 15)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., blindsight 60 ft., passive Perception 1

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

Challenge 1 (200 XP)

Charging Form (1/day). As a bonus action, the bonespur reconfigures into a rhinolike form. While in this form, its movement speed increases to 40 ft. If the bonespur moves at least 20 ft. straight toward a target and then hits it with a bone scythe attack on the same turn, the target takes an extra 5 (1d10) slashing damage. However, the reach of the bone scythe decreases to 5 ft. while the bonespur is in this form.

At the end of each of its turns in this form, it must roll a d6. On a roll of 1 or 2, it reverts to its normal form. It can also leave the form early if it desires (no action needed).

Boneshard Blast. When in Charging Form and immediately after making a bone scythe attack, the bonespur can explode into a cloud of bones. All creatures within 10 feet of it must make a DC 14 Dexterity saving throw or take 5 (1d10) piercing damage. The bonespur then becomes inert for the 24 hours and appears destroyed. Sprinkling holy water upon its remains prevents it from reforming. Otherwise, the bonespur reforms after 24 hours.

Stable. The bonespur has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Bone Scythe. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit* 8 (1d10 + 3) slashing damage.

BONESPUR

Bonespurs are little more than animals designed to kill.

SERPENTIR

Large undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	9 (-1)	16 (+3)	12 (+1)

Skills Perception +5, Survival +7

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages the languages it knew in life

Challenge 3 (700 XP)

Two Heads. The serpentir has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Dual Actions. The serpentir can take two actions, two bonus actions, and two reactions.

Sense Emotions. The serpentir is considered to have blindsight out to a range of 60 ft., when it comes to detecting creatures capable of feeling emotion. This blindsight is not useful against constructs, some mindless creatures, and objects.

Slither Through. The serpentir has advantage on Strength and Dexterity saving throws made against effects that would knock it prone, and it ignores nonmagical difficult terrain.

Churning Ribs. When the serpentir grapples a Medium or smaller creature, it can draw the creature into its churning ribs. The churning ribs can only hold one creature at a time. The serpentir's speed is not slowed when the only creature it is grappling is in its ribs. Any creature that ends its turn in the churning ribs takes 5 (2d4) slashing damage.

Actions

Multiattack. The serpentir makes two claw attacks. If it hits with both claw attacks, it grapples the target (escape DC 13) and if the target is Medium or smaller it can immediately place the creature in its Churning Ribs.

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

SERPENTIR

The horrid serpentirs delight in the thrill of the hunt, and stalk humanoids much like they stalk elk.

SPECTRAL RIDER

Medium undead, lawful evil

Armor Class 20 (full plate, shield)

Hit Points 113 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	12 (+1)	12 (+1)	15 (+2)

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

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages the languages it knew in life

Challenge 6 (2,300 XP)

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

Aura of Supreme Will. All undead neutral or friendly to the spectral rider add 1d6 to all their saves while within 30 feet of it. This also causes the holy symbols of any hostile creature within the radius to explode into acid, forcing all creatures within 5 feet of the holy symbol to make a DC 14 Dexterity saving throw. Creatures take 7 (2d6) acid damage on a failure, or half on a success.

Innate Spellcasting. The spectral rider can innately cast the following spells, requiring no material components:

At will: *feign life* (self only), *find skeletal steed*, *Kelgore's grave mist*, *rally of the damned*

Actions

Multiattack. The spectral rider makes three attacks.

Spectral Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 5 (1d8 + 3) force damage plus 7 (2d6) necrotic damage.

Draining Bolt. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit* 8 (1d10 + 3) necrotic damage.

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d10 + 3) necrotic damage. The target must succeed on a DC 14 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.

SPECTRAL RIDER

The spectral rider exists in a strange state where it gains the benefits of incorporeality, but can still wear equipment, wield blades, and wear armor.

SKULKING CYST

Small undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 33 (6d6 + 12)

Speed 30 ft. climb 30 ft., swim 30 ft.

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

Skills Perception +4, Stealth +8

Damage Immunities poison

Damage Resistances: fire, necrotic

Condition Immunities charmed, exhaustion, poisoned, prone

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 12

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

Challenge 2 (450 XP)

Innate Spellcasting. Charisma is the skulking cyst's spellcasting ability (DC 13). The cyst can innately cast the following spells, requiring no material components:

3/day: *darkness*

1/day: *necrotic cyst*, *necrotic bloat*

Actions

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage plus 5 (2d4) necrotic damage, and the cyst attaches to the target. While attached, the cyst doesn't attack. Instead, at the start of each of the cyst's turns, the target loses 11 (3d4 + 4) Hit Points due to blood loss. The cyst can detach itself by spending 5 feet of its movement. A creature, including the target, can use its action to detach the cyst.

If a creature dies due to Blood Drain while carrying a necrotic cyst, that creature rises as a skulking cyst in 24 hours unless its body is destroyed.

SKULKING CYST

A skulking cyst is the result of someone killed by a cyst spell, or more rarely while under a cyst spell. It exists to spread its own necrotic nature.

SLAYMATE

Small undead, any alignment

Armor Class 11
Hit Points 10 (3d6)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	10 (+0)	12 (+1)	13 (+1)	15 (+2)

Skills Stealth +3
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages the languages it knew in life
Challenge 1/2 (100 XP)

Pale Aura. All necromancy spells cast within 10 feet are cast as if a slot one level higher were used.

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

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 2 (1d3 + 1) piercing damage and the target must make a DC 14 Constitution saving throw or contract pale wasting (see the sidebar).

SLAYMATE

The slaymate is an undead child who bolsters the power of necromancers.

Pale Wasting. This grim disease sucks away a victim's very lifeforce, eventually turning them to dust. Symptoms include very pale skin, a nihilistic worldview, and fatigue. At the end of each long rest, a creature must make a DC 14 Constitution saving throw. A failed save increases the creature's exhaustion level by 1. Resting does not remove this exhaustion. A successful save only means the condition does not worsen. If a creature's exhaustion reaches 6, it dies and its body crumbles to fine dust as per *disintegrate*. After 3 successful saving throws, which do not have to be consecutive, the disease is cured completely.

TOMB MOTE

Medium undead, chaotic evil

Armor Class 15 (natural armor)
Hit Points 18 (4d6 + 4)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	12 (+1)	10 (+0)	12 (+1)	14 (+2)

Damage Immunities necrotic, poisoned
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages understands Common and Abyssal but can't speak
Challenge 1/2 (100 XP)

Supernatural Speed. The tomb mote can take two actions per round instead of one.

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

Necrotic Absorption. Whenever the tomb mote is subjected to necrotic damage, it takes no damage and instead regains a number of hit points equal to the necrotic damage dealt.

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 5 (1d4 + 3) piercing damage and the target must succeed on a DC 11 Constitution saving throw or suffer corpse bloat.

TOMB MOTE

Tomb motes are "incidental" undead—undead created by accident when more powerful creatures are created.

Corpse Bloat. This disgusting disease causes a creature's body to puff up, turn green, and makes movement painful. At the end of each long rest, an afflicted creature must succeed on a DC 11 Constitution save or its Dexterity score is reduced by 1d4. A successful save restores 1d4 Dexterity. The disease is cured when all Dexterity returns. A creature with its Dexterity reduced to 0 is paralyzed until it regains at least 1 point of Dexterity.

ULGURSTASTA

Gargantuan undead, chaotic evil

Armor Class 19 (natural armor)
Hit Points 247 (15d20 + 90)
Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	23 (+6)	18 (+4)	16 (+3)	19 (+4)

Saving Throws Constitution +11
Damage Immunities acid, cold, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception
Languages understands Common but can't speak
Challenge 14 (11,500 XP)

Tunneler. The ulgurstasta can burrow through solid rock at half its burrow speed and leaves a 20-foot-diameter tunnel in its wake.

Flailing Tendrils. The millions of pores on an ulgurstasta's body provide it with a deadly defense; each pore contains a coiled, 40-foot-long, hair-thin tendril. When the creature is angered, the tendrils extend to their full range and whip about in a frenzy. This storm of tendrils renders all creatures within 40 feet of the ulgurstasta of its choice immune to nonmagical ranged weapons such as arrows. Conversely, the storm of tendrils deals 6 (1d12) points of slashing damage per round to any other creature within 40 feet of the ulgurstasta.

Necromantic Acid. A creature killed by the ulgurstasta's acid spray, or when inside the Ulgurstasta (see Bite) immediately animates as a skeleton under the ulgurstasta's control, but those inside it lay dormant until vomited back up (see Acid Spray).

Actions

Acid Spray (1/day). The ulgurstasta vomits up the contents of its stomach in an acidic blast. Each creature in that area must make a DC 18 Constitution saving throw, taking 94 (27d6) acid damage on a failed save, or half as much damage on a successful one. Additionally, 2d4 **skeletons** inside the ulgurstasta are hurled out and immediately roll initiative. They are under its control.

Bite. Melee Weapon Attack: +13 to hit, reach 10ft., one target. **Hit:** 21 (3d8 + 8) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the ulgurstasta. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the ulgurstasta, and it takes 21 (6d6) acid damage at the start of each of the worm's turns.

If the ulgurstasta takes 30 damage or more on a single turn from a creature inside it, the ulgurstasta must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the ulgurstasta. If the ulgurstasta dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

ULGURSTASTA

Massive undead maggots made by Kyuss's faithful, the appearance of an ulgurstasta is a cataclysmic event. Kyuss's worshippers see one's arrival as a divine portent, and all saner beings see it as a catastrophe.

VASSALICH

Medium undead, any evil

Armor Class 15 (*mage armor*)

Hit Points 60 (9d8 + 18)

Speed 30 ft.

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

Saving Throws Int +7, Wis +2

Skills History +7, Arcana +7, Persuasion +6, Investigation +7

Damage Resistances cold, lightning, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses passive Perception 9, darkvision 60 ft.

Languages any five

Challenge 7 (2,900 XP)

Rejuvenation. If it has a phylactery, a destroyed vassalich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Turn Resistance. The vassalich has advantage on saving throws against any effect that turns undead.

Spellcasting. The vassalich is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The vassalich has the following wizard spells prepared:

Cantrips (at will): *toll the dead*, *minor illusion*, *prestidigitation*

1st-level (4 slots): *mage armor*, *shield*, *apprentice's teleport*

2nd-level (3 slots): *darkness*, *mirror image*

3rd-level (3 slots): *fireball*, *major image*, *blink*, *counterspell*

4th-level (3 slots): *polymorph*, *fire shield*

5th-level (1 slot): *wall of force*, *dominate person*

Actions

Slowing Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one creature. Hit: 7 (2d6) cold damage. The target must succeed on a DC 13 Constitution saving throw or be affected as if by a *slow* spell 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. Creatures immune to paralysis are immune to this effect.

However, just as mortal archmages often have apprentices, lichs can create apprentice-liches called vassaliches. The only requirement to become a vassalich are at least 1 level in a spellcasting class, and the patronage of a lich. The lich retains the vassalich's phylactery, and thus has total control over it. When a vassalich gains access to 9th-level spells, it becomes a true lich.

VASSALICH

Generally speaking, only a spellcaster with access to 9th level spells can become a lich.

VASUTHANT

Small undead, unaligned

Armor Class 14 (natural armor)

Hit Points 22 (5d6 + 5)

Speed 0 ft., fly 30ft. (hover)

STR	DEX	CON	INT	WIS	CHA
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10 (+0)	16 (+3)	13 (+1)	4 (-3)	12 (+1)	14 (+2)
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Condition Immunities blinded, charmed, exhaustion, frightened, poisoned

Damage Immunities acid, cold, necrotic, poison, radiant

Senses blindsight 60 ft., passive Perception 11

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

Challenge 2 (450 XP)

Reality Distortion (3/day). The vasuthant rerolls one die roll, or forces another creature it can see to reroll one die roll. It cannot use this power more than once per round.

Trap Light. The vasuthant generates a 60-foot aura of darkness that absorbs both magical and nonmagical light. Creatures with darkvision can see in this as if it were dim light.

Dark Tendrils. The vasuthant can spontaneously generate as many tendrils as it needs to maintain grapples on as many foes as it wishes.

Actions

Multiattack. The vasuthant makes 1d4 tendril attacks and uses Enervating Crush. It can only make one tendril attack against a single target.

Tendril. Melee Weapon Attack: +5 to hit, reach 5ft., one target. **Hit** 5 (1d4 + 3) bludgeoning damage, and the target is grappled (escape DC 13). While the vasuthant has the target grappled, it has advantage on these attacks.

Enervating Crush. Up to 4 creatures grappled by the vasuthant must make a DC 12 Constitution saving throws. On a failure, an affected creature takes 7 (2d6) necrotic damage and deals only half damage with weapon attacks that use Strength. At the end of its turns, it can make a Constitution save. On a success, the effect ends.

VASUTHANT

No one has ever seen a the creature that dies and becomes a vasuthant, and the prevailing theory holds that they are negative energy itself given unlife. If an elemental can die and become undead, is it impossible that undeath could die and become undead?

VISAGE

Medium undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 93 (17d8+17)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	14 (+2)	13 (+1)	19 (+4)

Skills Acrobatics +12, Deception +12, Insight +9, Investigation +6, Perception +5, Stealth +12

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, radiant

Condition Immunities exhaustion, poisoned, restrained

Senses darkvision 60 ft., passive Perception 15

Languages Common, Abyssal

Challenge 9 (5,000 XP)

Assume Identity. A visage can take the form of someone it has killed within the last round without spending an action. A visage in an assumed identity gains advantage on Deception checks made to pass as the victim. It also gains proficiency in the skills, languages and tools of the victim.

This effect lasts for 24 hours, though the visage can dismiss it at will. While a visage is in the form of its victim, that victim can't be returned to life except by a *true resurrection* spell (which also immediately ends the effect on the visage). After 24 hours, or if the identity is dismissed, the soul is damaged, and the victim can be returned to life only by a *wish* spell followed by a *true resurrection*, or by direct divine intervention.

Magic Weapons. The visage's weapon attacks are magical.

Turn Resistance. The visage has advantage on saving throws against any effect that turns undead.

Assassinate. The visage has advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit it scores against a creature that is surprised is a critical hit.

Sneak Attack. Once per turn, the visage deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the visage that isn't incapacitated and the visage doesn't have disadvantage on the attack roll.

Create Spawn. A creature native to one of the Outer Planes slain by the visage rises 24 hours later as a visage under the killer's control, unless the creature is restored to life. The visage can have no more than two visages under its control at one time.

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

At will: *major image* (only perceptible to one target)

1/day: *dominate person*, *plane shift* (self only)

Actions

Multiattack. The visage makes two claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 11 (2d6+4) slashing damage.

VISAGE

Visages enjoy infiltrating and bringing about destruction through subterfuge.

SLAUGHTER WIGHT

Medium undead, chaotic evil

Armor Class 14 (natural armor)

Hit Points 104 (16d8+32)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	14 (+2)	11 (+0)	10 (+0)	8 (-1)

Skills Acrobatics +6, Perception +3, Stealth +9

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 13

Languages the languages it knew in life

Challenge 7 (2,900 XP)

Weakness Seeker. The slaughter wight scores critical hits on rolls of 17-20. Additionally, when it scores a critical hit, the target and all its allies within 30 feet must make a DC 13 Wisdom save or become frightened of the slaughter wight for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. A target that succeeds on the saving throw is immune to the frightening effect of all slaughter wights for the next 24 hours.

Assassinate. The slaughter wight has advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit it scores against a creature that is surprised is a critical hit.

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

Actions

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

Life Drain. Melee Weapon Attack: +7 to hit, reach 5ft., one target. **Hit:** 20 (5d6 + 4) necrotic damage and the slaughter wight regains hit points equal to the necrotic damage done. 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 regular wight under the slaughter wight's control, unless the humanoid is restored to life or its body is destroyed. The slaughter wight can have no more than four wights under its control at one time. Sometimes a newly created spawn becomes a slaughter wight instead of a mere wight, though the wiles of the dark gods determine such instances (that is, the DM decides when this occurs).

Longsword. Melee Weapon Attack: +7 to hit, reach 5ft., one target. **Hit:** 9 (1d8 + 4) slashing damage, or 10 (1d10 + 4) slashing damage if used with two hands, plus 7 (2d6) necrotic damage.

Longbow. Melee Weapon Attack: +6 to hit, reach 5ft., one target. **Hit:** 5 (1d8 + 3) piercing damage plus 7 (2d6) necrotic damage.

WIGHT, SLAUGHTER WIGHT

Slaughter wights kill for payment or pleasure.

"I know only this—I feed to live, and live to feed."
—Redbone, wight assassin

VILEWIGHT

Medium undead, neutral evil

Armor Class 16 (natural armor)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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18 (+4)	15 (+2)	18 (+4)	17 (+3)	12 (+1)	14 (+2)
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Skills Athletics +8, Arcana +11

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Condition Immunities exhaustion, poisoned

Senses darkvision 120 feet., passive Perception 11

Languages the languages it knew in life

Challenge 10 (5,900 XP)

Vile Soul. All damage a vilewight deals is vile damage.

Leech. Whenever the vilewight deals necrotic damage, it regains a number of hit points equal to the damage done.

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

Create Wight. A humanoid slain by the vilewight rises 1d4 rounds later as a wight under the vilewight's control, unless the humanoid is restored to life or its body is destroyed. The vilewight can have no more than seven wights under its control at one time.

Actions

Multiattack. The vilewight makes two claw attacks, a bite attack, and a flurry of tendril bites attack.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 7 (1d6 + 4) slashing damage plus 10 (3d6) necrotic damage. If the target is a creature, it is grappled (escape DC 16.) Until the grapple ends, the vilewight can't use this claw on another target. The vilewight has two claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 9 (1d10 + 4) piercing damage plus 10 (3d6) necrotic damage.

Flurry of Tendril Bites. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 14 (4d4 + 4) piercing damage plus 10 (3d6) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or contract Life Blindness.

Dark Channel (Recharge 4, 5, or 6). The vilewight channels the negative energy infusing it into a line of cold, black energy 5 feet wide and 30 feet long. Everyone in the area takes 10d8 points of necrotic damage, or half on a successful DC 15 Dexterity saving throw. Undead are instead healed for a like amount.

WIGHT, VILEWIGHT

Vilewights are undead creatures, the remains of those that delved too far and too long into the black arts. They resemble wights—eyes burning with malevolence, teeth like sharp, jagged needles, and leathery, desiccated flesh. The torso of a vilewight tears open when it rises from the dead, exposing dried, rubbery intestines. These guts function as limbs, snaking out of the wound as multiple tendrils. Each tendril ends in a vicious mouth dripping bile.

These undead creatures haunt graveyards and necropolises, but they also can be found in ancient libraries and in hidden cellars beneath wizards' guilds. Vilewights retain none of the abilities they had in life.

LIFE BLINDNESS

For the first 24 hours, the infected victim feels like the world is becoming more bleak and empty. After 24 hours have passed, the victim loses all ability to perceive living creatures, even plants. All such beings are treated as invisible, silent, and odorless. This disease typically causes extreme loneliness and despair.

ACIDWRAITH

Large undead, neutral evil

Armor Class 15

Hit Points 136 (16d10 + 48)

Speed swim 90 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	21 (+5)	16 (+3)	16 (+3)	12 (+1)	21 (+5)

Saving Throws: Dex +10, Con +8, Cha +10 > - **Skills**

Arcana +13, Perception +6, Stealth +15

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

Damage Immunities acid, lightning, necrotic, poison, thunder

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 16

Languages Common, Aquan

Challenge 16 (5040 XP)

Acidic Body. A creature that touches the acidwraith or hits it with a melee attack while within 5 ft. of it takes 6 (1d12) acid damage.

Alchemical Supremacy. The acidwraith can create any potion with no cost in materials and half the time listed out of its own substance, if it has an alchemical laboratory available.

Liquid Dependency. An acidwraith must remain in contact with a body of liquid at least as large as it. If it starts its turn not in contact with liquid, it suffers 11 (2d10) points of radiant damage.

Corrupting Aura. All water within 10 feet of an acidwraith is quickly converted into acid. In a large body of water, this merely surrounds the acidwraith with diluted acid that inflicts 4 (1d8) points of acid damage to anything that tarts its turn within the area. Elementals primarily composed of water who are within 10 feet of an acidwraith take 27 (6d8) acid damage as their bodies are eaten away. Magic water (and non-water liquid such as blood and potions) is not affected by an acidwraith's corrupting aura.

Regeneration. The acidwraith regains 15 hit points at the start of its turn if it has at least one hit point and is in contact with a body of liquid at least as large as it.

Actions

Multiattack. The acidwraith makes a bite attack and four tendril attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5ft., one target. *Hit:* 8 (1d6 + 5) piercing damage plus 13 (2d12) acid damage.

Tendrils. *Melee Weapon Attack:* +10 to hit, reach 10ft., one target. *Hit:* 13 (2d12) acid damage. *Miss:* 6 (1d12) acid damage.

Acid Breath (Recharge 5–6). The acidwraith exhales acid in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one. A creature hit by this blast must make a Constitution saving throw. On a failure, it deals only half damage with weapon attacks that use Strength. At the end of each of the target's turns, it can make a DC 18 Constitution saving throw. On a success, the effect ends.

WRAITH, ACIDWRAITH

The foul, toxic liquid bubbles and surges to noxious life, sliding up onto itself and quickly filling out into the form of a lumbering, draconic beast. The thing's body is semi-translucent and gelatinous, and streamers of acid drip from its flanks to sizzle on the ground—some of these strands writhe and crack like whips. Its long neck ends in a disturbing tangle of skulls, some human, some draconic, and some something in between.

This creature manifested when the soul of a marid genie merged with a specific combination of acids and magical alchemical fluids associated with dragons are mixed together. In many ways, the genie's ghost has possessed this dangerous combination of chemicals, yet it is not technically a ghost. The creature's head is the only really solid part of its body, a collection of skulls that shift between the draconic and the humanoid. These skulls are real bone manifested by the acidwraith's presence; they constantly reform and rebuild as the thing's acidic body eats them away.

The acidwraith itself is incorporeal, yet much of its body consists of acidic, poisonous fluid. Close inspection reveals that the fluid constantly runs out of its body only to be reabsorbed from surrounding liquid. An acidwraith deprived of a constant source of liquid quickly grows powerless.

Like all incorporeal creatures, an acidwraith can pass through solid objects. When it does so, its bony skulls and acidic body slough to the floor. As soon as the acidwraith emerges, its acidic body and skulls reform, as long as the creature is in a watery area.

The acidwraith is quite intelligent, and its skill at alchemy is prodigious. Given resources and time, this creature could easily create many more similar manifestations of undead elementals bonded with the acidic leavings of black dragons.

An acidwraith is the size of a large horse. Its liquid body weighs about 1,500 pounds.

BANE WRAITH

Medium undead, neutral evil

Armor Class 14

Hit Points 105 (14d8 + 42)

Speed 0ft., fly 80 ft. (hover)

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

Skills Deception +10, Intimidation +10

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 7 (2,900 XP)

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

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

Innate Spellcasting. The wraith's innate spellcasting ability is Charisma (spell save DC 15). The wraith can innately cast *detect thoughts* and *disguise self* at will, requiring no material components.

Empathetic Sense. When it enters 30 feet of any sentient being, the bane wraith automatically knows the name and appearance of every one of that individual's friends and loved ones. Furthermore, it gains a general sense of where the individual believes their loved ones are, though this information might not be accurate. Mind-blocking effects, such as *mind blank*, protect against this effect.

Actions

Life Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit* 26 (5d8 + 4) necrotic damage. The target must succeed on a DC 14 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.

Create Wraith. The bane wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a wraith in the space of its corpse or in the nearest unoccupied space, and physically resembles its former self. The wraith is under the bane wraith's control. The bane wraith can have no more than four wraiths under its control at one time.

WRAITH, BANE WRAITH

Created when an individual watches everyone he or she loves die, bane wraiths spread the suffering they endured to others. Anyone who angers a bane wraith (and these temperamental creatures are very easy to anger) will have his or her loved ones hunted down, killed, and turned into specters who serve the wraith.

SUFFOCATION

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

DIMENSIONAL WRAITH

Medium undead, neutral evil

Armor Class 16 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 0 ft., fly 60ft. (hover)

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

Skills Stealth +9

Damage Vulnerabilities force

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

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 7

Languages the languages it knew in life

Challenge 7 (3,900 XP)

Blink. At the end of each of its turns, the dimensional wraith chooses if it will be on the Ethereal Plane or the Material Plane. Anyone it is grappling is taken with it. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Dimensionally Shifted. The dimensional wraith is immune to all area of effect abilities (such as *fireball* or *hypnotic pattern*). It is affected normally by targeted abilities (such as *slow* or *scorching ray*).

Disintegrate Weakness. If the dimensional wraith fails its save against *disintegrate*, it is instantly destroyed.

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

Actions

Multiattack. The dimensional wraith attacks twice with its claws. If two claws hit the same target, the wraith rends the target, dealing an extra 2d8 slashing damage and the wraith is healed by the extra damage dealt.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 12 (2d8 + 3) force damage, and the wraith regains hit points equal to the damage dealt. Instead of dealing damage, the wraith can grapple the target (escape DC 14).

VOIDWRAITH

Medium undead, neutral evil

Armor Class 14

Hit Points 82 (11d8 + 33)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	16 (+3)	8 (-1)	13 (+1)	16 (+3)

Damage Resistances acid, cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities necrotic, poison, thunder

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages Auran

Challenge 6 (2,300 XP)

Airless Aura. There is no air within 5 feet of the voidwraith. Creatures must hold their breath before approaching to avoid suffocating. If the voidwraith surprises a creature, that creature cannot hold its breath while surprised.

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

Actions

Steal Breath. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 22 (4d8 + 4) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or immediately start suffocating.

WRAITH, DIMENSIONAL WRAITH

Created when a person dies halfway through a portal to the Ethereal, dimensional wraiths are strange creatures. They like to lurk in hiding on the Material, then dash out, grab a victim, and drag the victim to the ethereal, where the wraith shreds it with its claws. Unlike normal wraiths, dimensional wraiths cannot create specters.

WRAITH, VOIDWRAITH

Although it is rare, sometimes an elemental becomes undead. An undead air elemental may become a voidwraith. The rules on suffocation are reprinted on the previous page.

There are many more types of zombies than those listed in the Monster Manual.

TRUE STRAHD ZOMBIE

Medium undead, unaligned

Armor Class 16 (chain mail)
Hit Points 57 (6d8 + 30)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	21 (+5)	4 (-3)	10 (+0)	5 (-3)

Saving Throws Con +7, Wis +2
Damage Immunities poison
Condition Immunities poisoned
Senses truesight 60 ft., passive Perception 10
Languages understands the languages it knew in life but can't speak
Challenge 2 (450 XP)

Magic Resistance. The true Strahd zombie has advantage on saving throws against spells and other magical effects, and against Turn Undead.

Relentless. When reduced to 0 hit points, the true Strahd zombie goes inactive. It heals 5 hit points at the start of each of its turns. When it has reached full hit points, it reanimates and attacks again. Radiant damage done to it is not healed in this way, and completely destroying the body as with a *disintegrate* spell also destroys it. If it is destroyed through Turn Undead, it cannot regenerate either.

Undead Fortitude. If damage reduces the true strahd zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Multiattack. The true strahd zombie makes two slam attacks.

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

ZOMBIE, TRUE STRAHD ZOMBIE

True Strahd zombies are one of Strahd von Zarovich's most fearsome creations. They cannot truly die except to powerful magic or divine providence, and consequently they seem unstoppable to the common folk. He keeps them in reserve for when he wishes to unleash a higher level of terror, and

MISCELLANEOUS CREATURES

DIRE MAGGOT

Small beast, unaligned

Armor Class 15 (natural armor)

Hit Points 39 (7d6 + 14)

Speed 40ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	15 (+2)	1 (-5)	10 (+0)	2 (-4)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 1 (200 XP)

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 10ft., one target. *Hit* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be paralyzed until the end of the dire maggot's next turn.

DIRE MAGGOT

Dire maggots are not undead, but they have a connection to the unliving for their diet: corpses.

SWARM OF LEECHES

Leech swarms typically lie quiescent in stagnant pools, waiting for prey to come to them. While they are capable of surviving out of water, they will rarely stray more than 5 feet from the water's edge (though some leeches will cling to creatures after they leave the water).

SWARM OF LEECHES

Medium swarm of Tiny beasts, unaligned

Armor Class 11

Hit Points 27 (5d8 + 5)

Speed 5 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	12 (+1)	12 (+1)	1 (-5)	2 (-4)	1 (-5)

Skills Stealth +5

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses tremorsense 30 ft., passive Perception 6

Languages —

Challenge 1 (200 XP)

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

Anesthetic. Unlike other swarms, a leech swarm often goes unnoticed until it is too late. The victim of a leech swarm's attack must make a DC 15 Wisdom (Survival) check to notice the swarm's attack.

Amphibious. The leeches can breathe air and water.

Actions

Blood Drain. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer, and the target has disadvantage on Constitution saving throws until the start of the swarm's next turn.