



DEATH SPIRIT

Also referred to as "grim reapers", death spirits are the actual creatures who lend their appearance to the personification of death myth. They appear to be bleached skeletons cloaked in long, flowing robes. They brandish long psychic-scythes which they use to reap any who prevent them from reaching their quarry—a living creature at death's door.

Negative Energy Elementals. Frequently mistaken for undead, these beings are actually elementals created from pure negative energy. Like many of the horrible things birthed by the dark forces that hold The Other together, death spirits

often leak into The Real to wreak havoc on the living. Wars, plagues, and other events where the death count is high, tears occur in the fabric of reality allowing many of these horrors to escape. Even after the cause for their appearance ends, those affected must handle these detriments soon after.

While they have no true place in the living world, there are scholars who contend that these creatures play a vital link in the balance between life and death that is central to all neutral-aligned philosophies.

Elemental Nature. Death spirits do not require air, food, drink, or sleep.

DEATH SPIRIT

Medium elemental, neutral

Armor Class 12

Hit Points 75 (10d8 + 30)

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

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	16 (+3)	13 (+1)	20 (+5)	17 (+3)

Damage Resistance cold, fire, lightning, thunder

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

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

Senses truesight 120 ft., passive Perception 15

Languages understands all languages but doesn't speak

Challenge 6 (2,300 XP)

Invisibility. The death spirit is invisible. Creatures who have less than half of their hit points remaining can see the death spirit.

Death Sense. The death spirit can magically sense the presence of creatures that aren't undead or constructs up to 5 miles away that has 0 hit points and is still alive. It knows the direction they're in but not their exact locations.

Incorporeal Movement. The death spirit 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

Ethereal Scythe. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 5 (1d4 + 3) psychic damage and the creature must make a DC 13 Charisma saving throw. On a failed saving throw, the creature's hit points drop to 0. Undead creatures and constructs automatically pass their saving throws.

Consume Life. The death spirit targets one living creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 13 Constitution saving throw against this magic or die. If the target dies, the death spirit regains 10 (3d6) hit points. Creatures slain in this way can only be revived via a *wish* spell or similar magic.

Haunting Gaze (Recharge 6). The death spirit targets one living creature that it can see within 60 feet of it. The target must make a DC 13 Wisdom saving throw or become frightened of the death spirit for 1 minute. While frightened of the death spirit, the target can't take reactions and the target can see the death spirit. The target can repeat its saving throw, ending the effect on itself on a success. A target that succeeds on its initial saving or the effect ends for it is immune to the death spirit's haunting gaze for 24 hours.



DREAM EATER

Dream eaters, as the name would imply, are horrible undead creatures who seek out sleeping creatures at night. Once they find a target, they feed on the creature's dream energy. As the dream eater feeds, the sleeper's dreams turn dark and its wisdom withers away, converted to sustenance for the dream eater.

Urban Haunters. Dream eaters are drawn to places where large numbers of people dwell, and thus, dream. As such, they are frequently found in populated cities and towns. In these

places, dream eaters seek creatures with the most vivid dreams. For a dream eater, these highly imaginative mental constructs are a delicacy.

The Essence of Dreams. Illusionists who use even the tiniest fraction of a dream eater's substance as a material component in the creation of an illusion spell will find that the images they create are drastically more vivid than they might otherwise be—Intelligence (Investigation) checks made to doubt such illusions are made with disadvantage.

Undead Nature. The dream eater does not require air, drink, or sleep.

DREAM EATER

Medium undead, neutral evil

Armor Class 13

Hit Points 39 (6d8 + 12)

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

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	15 (+2)	10 (+0)	-8 (-1)	12 (+1)

Skills Stealth +5 (+7 in dim light or darkness)

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder

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

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

Senses darkvision 60 ft., passive Perception 10

Languages Beste

Challenge 2 (450 XP)

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

Dream Sense. The dream eater can magically sense the presence of dreaming creatures up to 5 miles away. It knows the direction they're in but not their exact locations.

Shadow Stealth. While in dim light or darkness, the dream eater can take the Hide action as a bonus action.

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

Actions

Withering Touch. *Melee Weapon Attack:* +3 to hit, reach 5 ft., on target. Hit: 15 (4d6 + 1) necrotic damage.

Devour Dreams. The dream eater can target one unconscious creature it can see within 5 feet of it. The target must succeed on a DC 12 Wisdom saving throw against this magic, or reduces its Wisdom score by 1d4. The target becomes permanently stunned if this reduces its Wisdom to 1. Otherwise, the reduction lasts until a *greater restoration* spell or similar magic is cast on the creature. Creatures that do not dream (such as elves) are immune to this effect.

Sleep. The dream eater targets a point within 90 feet of it. Each creature in a 20-foot radius sphere centered on that point must make a DC 12 Wisdom saving throw or fall unconscious for 1 hour. Undead, constructs, and creatures that do not require sleep automatically pass their saving throw. If the sleeper takes damage or someone uses an action to shake or sleeper awake, the sleeper wakes. A creature who succeeds on their saving throw or the effect ends for it is immune to the Sleep action of all dream eaters for 24 hours.



ELEMENTAL, PYRE

Wild and dancing pyre elementals are drawn from the flames of funeral pyres or some other large burning associated with a burial rite. These elementals appear as a slender column of intense flame with tendrils of fire licking away from it like the waving arms of a dancer.

Elemental Nature. The elemental does not require air, food, drink, or sleep.

VARIANT ELEMENTALS

Like most conjured creatures drawn to the realms of shadow, elementals are affected by the negative energy that pervades the plane. When an elemental appears, you can use the elemental variants detailed below:

Blood Elemental. Blood elementals use the **water elemental** stat block, except their attacks deal an additional 7 (2d6) necrotic damage on a hit, which makes their CR 6 (2,900 XP).

Mist Elemental. Mist elementals use the **air elemental** stat block, except that they do not have the Whirlwind attack. Also, they have the following Aura of Mist trait: As a bonus action, the mist elemental can create a 20-foot radius sphere of mist that heavily obscures the area around it and functions exactly like the *fog cloud* spell. The effect remains in place until the mist elemental uses its bonus action to dismiss the mist (no concentration required)

Grave Elemental. Grave elementals use the **earth elemental** stat block, except that their attacks deal an additional 7 (2d6) necrotic damage on a hit. Also, a grave elemental is filled with corpses. When first encounter, the elemental contains the corpses of 1d6 + 3 humanoids. These remains have total cover against attacks and other effects outside the grave elemental. The grave elemental can use its bonus action to animate one dead humanoid in its body, turning it into a zombie. The zombie appears in an unoccupied space within 5 feet of the grave elemental and acts immediately after it in the initiative order. The zombie acts as an ally of the grave elemental but isn't under its control. A grave elemental's is CR 6 (2,900 XP).

PYRE ELEMENTAL

Large elemental, neutral

Armor Class 13

Hit Points 58 (9d10 + 9)

Speed 30 ft.

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

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

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

Senses blindsight 60 ft., passive Perception 12

Languages understands Beste and Ignan but doesn't speak

Challenge 4 (1,100 XP)

Fire Form. A creature that touches the elemental or hits it with a melee attack while within 5 feet of the elemental takes 5 (1d10) fire damage. And any nonmagical weapon not made of wood or stone that hits the pyre elemental becomes damaged by the pyre's flames. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition not made of metal or stone that hits the pyre elemental is destroyed after dealing damage. The pyre elemental can burn through 2-inch-thick, non-magical wood in 1 round.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Actions

Flame Whip. +5 to hit, reach 15 ft., one target. Hit: 17 (3d8 + 3) fire damage. If the target is wearing nonmagical armor that is not made of metal, its armor is partly damaged and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

GHOU L ORD

Medium undead, chaotic evil

Armor Class 15 (studded leather)

Hit Points 72 (16d8)

Speed 30 ft.

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

Saving Throws Con +3, Int +5, Wis +5

Skills Intimidation +3, Perception +5

Damage Resistances necrotic

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons not made with cold iron

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common

Challenge 6 (2,300 XP)

Aura of Evil. The ghoul lord reeks of evil. All good-aligned creatures that start their turn within 30 feet of the ghoul lord must make a DC 11 Charisma saving throw. On a failed saving throw, a target has disadvantage on attacks made against the ghoul lord and all other ghouls, ghosts, and ghouls within 30 feet of the ghoul lord until the start of the target's next turn.

Turning Defiance. The ghoul lord and any ghouls and ghosts within 30 feet of the ghoul lord have advantage on saving throws against effects that turn undead.

Actions

Multiattack. The ghoul lord makes one attack with its bite and two attacks with its claws.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. **Hit:** 13 (2d8 + 4) piercing damage and the creature must succeed on a DC 11 Constitution saving throw or contract a rotting disease. Until the disease is removed, the target can't regain hit points, and its hit points 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. A target that dies this way returns as a ghast in 3 days.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



GHOU L ORD

Often mistaken for ghosts, ghoul lords epitomize the evil inherent in ghoulnkind. Ghoul lords lurk in places thick with the stench of death, feasting upon the flesh of living and dead alike. Lesser ghouls stay close to these bleak overlords, using their aura of evil as a shield against those who would thwart their cannibalistic tendencies.

Dwellers in Shadow. Fortunately, ghoul lords are only found within The Other's realms of shadow. And even in those places, they prefer graveyards and ruins. Almost always, ghoul lords are found accompanied by lesser undead. One can expect to find 2d12 ghosts loyal to a **ghoul lord**, with each ghast commanding 2d4 **ghouls**. There is a 20% chance that the ghoul lord also leads other lesser undead such as skeletons, shadows, and zombies, all of whom obey the ghoul lord's every command.

Products of Vile Necromancy. Ghoul lords are unique to demiplanes of shadow. As such, many Pexian scholars theorize that they were created intentionally by practitioners of dark necromancy. Ghoul lords were so evil, in fact, the immediately drew the attention of the evil that binds the realm of shadow. Greedy for their ghoul's evil, The Other consumed all ghoul lords and scattered them across the realm.

Some theorize that the true originator of ghoul lords was also consumed by The Other's hunger for evil. So long as their creator remains, The Other will never truly rid itself of the evil of ghoul lords.

HIDEOUS ONE

Short, with pointed ears, glowing red eyes, and mangy hair which grows only on the back of their necks, hideous ones are often mistaken for ugly goblins. The truth, however, is much worse. Hideous ones are formed by powerful evil magical items and spells which transform ordinary humans into these horrific creatures. Driven mad by the transformation, they are wholly evil creatures, nary an ounce of good left in their bones. Only a *wish* spell returns a hideous one to its original form.

Wicked Servants. Hideous ones are submissive to their master's every whim with whom they share a constant telepathic link. Even if they are told to attack one of their own, they do so without pity or remorse. They will not even instigate a combat unless told, and will not defend themselves unless commanded to do so.

Tireless Servants. A hideous one does not require sleep and they can go for two weeks before they need food or drink.

HIDEOUS ONE

Small monstrosity, neutral evil

Armor Class 12

Hit Points 9 (2d6 + 2)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	7 (-2)	10 (+0)	5 (-3)

Skills Stealth +6

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but cannot speak

Challenge 1/2 (100 XP)

Dominated. The hideous one can't take reactions, and the hideous one and its creator can communicate telepathically with each other over any distance. If the hideous one's creator is destroyed, the hideous one becomes permanently stunned.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature grappled by the hideous one. *Hit:* 2 (1d4) piercing damage, and the target is disfigured. Until the disfigurement is removed, the creature has disadvantage on Charisma (Persuasion) checks and advantage on Charisma (Intimidation) checks. Magical healing of 6th level or higher, such as *heal* and *regenerate*, removes the disfigurement.

Claw. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) slashing damage and the target is grappled (escape DC 10).





LYCANTHROPE, LOUP-GAROU

Sometimes called "greater werewolves", loup-garous are powerful cousins of the common werewolf. Like most true werewolves in the domains of dread, they can assume three forms: human, hybrid, and wolf.

The loup-garou always looks the same in its human form, just as it looks the same in its wolf or man-wolf form. Unlike common werewolves, loup-garous in their human form have many of the same advantages they do in their hybrid or wolf forms.

As a hybrid, it stands about 7-feet tall and is extremely muscular. The body is fur-covered and has a short tail, canine legs, and a wolf's head. The creature walks erect and can manipulate things with its hands. In this form, the creature can talk, although its voice is low and raspy.

Loup-Garou Lycanthropy. Loup-garous are strictly the offspring of two common werewolves. As such, their bite does not create new loup-garous. Instead, their bite infects humanoids with werewolf lycanthropy. The changes caused by this curse are the same as those caused by a werewolf's bite.

LOUP-GAROU

Medium humanoid (shapechanger), chaotic evil

Armor Class 14 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 30 (50 ft. in wolf or hybrid form)

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

Saving Throws Dex +6, Con +8, Wis +5

Skills Intimidation +5, Perception +9, Stealth +6

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 19

Languages Common (can't speak in wolf form)

Challenge 10 (5,900 XP)

Shapechanger. The loup-garou can use its action to polymorph into a Large dire wolf, or into a Medium or Small humanoid, or back into its true form, which is a Medium wolf-humanoid hybrid. Its statistics, other than its size, are the same in each form. Any equipment is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

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

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

Surprise Attack. If the loup-garou surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Multiattack (Humanoid or Hybrid Form Only). In its hybrid form, the loup-garou makes three attacks: one with its bite and two with its claws or hand axe. In its humanoid form, it can attack twice with its axe.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 16 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (3d4 + 4) slashing damage.

Handaxe (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage in melee or 7 (1d6 + 4) slashing damage at range.

MANIAC

For some, the horrors of the realms of shadow are too much to bear. Some tormented humanoids become lost ones, too weak to cope with the things they have seen. Others are driven to absolute madness. These mad men and women prowl the night looking for fresh victims—often friends and neighbors. They rarely attack those they see as a challenge, content to prey on the weak and unsuspecting. When faced with actual resistance, they often flee.

The Ones You Least Expect. Despite their twisted nature, maniacs almost always appear normal. They dress and behave civilized and even have the ability to conform when necessary. However, when something sparks their desire for blood, they turn into brutal killers who seek to drown the horrors that plague their minds in a torrent of blood.

Calling Cards. Many maniacs employ special "calling cards" that they use to mark their kills. While this helps local enforcement track the whereabouts of these dangerous criminals, maniacs deprive a sick joy from the inevitable game of "cat and mouse" spawned by their trademarks.

MANIAC

Medium humanoid (any race), neutral evil

Armor Class 12
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	11 (+0)	10 (+0)	8 (-1)	13 (+1)

Skills Deception +3, Perception +1, Persuasion +3, Stealth +4

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Insanity. The maniac can use its bonus action to end one effect on itself that is causing it to be charmed or frightened.

Nimble Escape. The maniac can use its bonus action on each of its turns to take the disengage or hide action.

Surprise Attack. If the maniac surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

Actions

Multiattack. The maniac makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.



WOLFWERE

The wolfwere is an evil and hateful creature that delights in the brutal slaying of all intelligent creatures alike. In many cases, the wolfwere is able to attack its victims with utter surprise because of its ability to assume the shape of a human of exceptional charisma.

Solitary Hunters. The wolfwere is generally fairly solitary in nature. When encountered in the wild, it is rare that more than three of these creatures will be found. In almost all cases, encounters with more than one wolfwere will be with a

mated pair or a group which has decided to work together to increase the success of their hunting.

There is a great chance that any encountered wolfwere will be running with a pack of wild wolves. In such cases, the animals will usually be dire wolves. If they are not dire wolves, they will be common wolves. In all cases, the influence of the wolfwere will make the creatures far more vicious and evil than they might normally be.

Enemies of Werewolves. Despite their fondness for wolves and worgs, wolfweres loathe the company of werewolves. The enmity between these two monsters is so great that they will often attack each other on sight.

WOLFWERE

Large monstrosity (shapechanger), chaotic evil

Armor Class 13 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	17 (+3)	16 (+3)	12 (+1)	18 (+4)

Skills Deception +8, Perception +5, Performance +6, Stealth +6

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with cold iron weapons

Condition Immunities charmed

Senses passive Perception 15

Languages Common, Elvish

Challenge 5 (1,800 XP)

Shapechanger. The wolfwere can use its action to polymorph into a Large wolf-humanoid hybrid or into a Medium or Small humanoid, or back into its true form, which is a Large wolf. Its statistics, other than its size, 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.

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

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

Spellcasting (Humanoid Form Only). The wolfwere is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has

the following bard spells prepared:

Cantrips (at will): *friends, prestidigitation, vicious mockery*

1st level (4 slots): *animal friendship, charm person, longstrider, speak with animals*

2nd level (3 slots): *detect thoughts, enthrall, hold person*

3rd level (3 slots): *fear, hypnotic pattern*

Actions

Multiattack (Humanoid or Hybrid Form Only). In its hybrid form, the wolfwere makes three attacks: one with its bite and two with its claws or mace. In its humanoid form, it can attack three times with its mace.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +5 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 15 Strength check or be knocked prone.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) slashing damage.

Mace (Humanoid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Song of Lethargy (Humanoid Form Only). The wolfwere absent-mindedly strums its instrument. Any creature within 60 feet of it that can hear it, must succeed on a DC 15 Wisdom saving throw or become magically charmed. While charmed in this way, the target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature succeeds on its saving throw or the effect ends for it, the creature is immune to the wolfwere's Song of Lethargy for 24 hours.

VAMPYRE

Despite the name, vampires are not undead. Although this leaves them without many of the powers shared by true vampires, they have none of the vampires' weaknesses either. A vampyre looks exactly like a normal human or half-elf and are usually exceptionally beautiful.

VAMPYRE

Medium monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

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

Skills Deception +5, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages any one language (usually Common)

Challenge 2 (450 XP)

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

Actions

Multiattack. The vampyre makes two attacks, only one of which can be with its bite.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) slashing damage. Instead of dealing damage, the vampyre can grapple the target (escape DC 13).

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one willing creature or a creature that is grappled by the vampyre, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage and the target must succeed on a DC 13 Constitution saving throw or become poisoned. While poisoned, the target is charmed by the vampyre. The charmed target regards the vampyre as a trusted friend to be heeded and protected. Although the target isn't under the vampyre's control, it takes the vampyre's requests or actions in the most favorable way it can, and it is a willing target for the vampyre's bite attack.

Each time the vampyre or the vampyre's companions do anything harmful to the target, it can make a DC 13 Wisdom saving throw, ending the charmed effect on itself on a success. Otherwise, the charmed condition lasts as long as the creature is poisoned. The poisoned effect lasts 24 hours.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.



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