



 **DMDAVE**

**MONSTERS OF OMERIA VOL. 1**

# **THE UNDEAD**



**FIFTH EDITION COMPATIBLE**

18 new undead horrors for you to torment your players with.  
*Featuring art by Paper Forge.*

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## CREATURES BY CHALLENGE

Creatures	Challenge (XP)
Zombie, Gnoll	1/4 (50 XP)
Inak	1/2 (100 XP)
Graveman	1 (200 XP)
Spinning Head	1 (200 XP)
Zombie, Lantern	1 (200 XP)
Qoleg	2 (450 XP)
Fadrax	3 (700 XP)
Llorona	5 (1,800 XP)
Segua	5 (1,800 XP)
Zombie, Wyvern	6 (2,300 XP)
Vampire, Xenemese Sentinel	7 (2,900 XP)
Bloodroot Tree	9 (5,000 XP)
Corpseball	9 (5,000 XP)
Flammengeist	9 (5,000 XP)
Horror Soul	9 (5,000 XP)
Dullahan	11 (7,200 XP)
Ice Geist	11 (7,200 XP)
Shadow Behemoth	13 (10,000 XP)



## CREDITS

Special thanks to all the folks who helped make this release possible.

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## BLOODROOT TREE

Infesting the thick, black forests of the Xenem Dynasty and parts of Aegreya, the bloodroot trees are vampiric plants that act as a natural defense to the vampire citadels which they surround. The first trees were created by Xenem Shi's daughter, Ming and planted in his garden. Although thankful for the gift, Xenem saw them as a perversion of necromancy,

what he considers a "delicate and beautiful" art. Thus, the trees were relegated to the grounds beyond Baolei.

Adventurers sometimes travel to Xenem Dynasty seeking the fruit of these trees. The fruit is believed to grant a consumer regenerative powers.

**Undead Nature.** The tree does not require air, food, water, sleep, or sunlight.

### BLOODROOT TREE

*Huge plant, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 142 (15d10 + 60)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	19 (+4)	10 (+0)	13 (+1)	11 (+0)

**Damage Resistances** bludgeoning, piercing, necrotic; slashing from nonmagical attacks

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

**Languages** Xenemese

**Challenge** 9 (5,000 XP)

**False Appearance.** While the tree remains motionless, it is indistinguishable from a normal tree.

**Grasping Roots.** The tree can have up to six roots at a time. Each root can be attacked (AC 15; 5 hit points; immunity to poison and psychic damage). Destroying a root deals no damage to the tree, which can extrude a replacement root on its next turn. A root can also be broken if a creature takes an action and succeeds on a DC 16 Strength check against it.

**Regeneration.** The bloodroot tree regains 20 hit points at the start of its turn if it has at least 1 hit point remaining. If the tree takes radiant or fire damage, this trait doesn't function at the start of the tree's next turn.

### Actions

**Multiattack.** The tree makes three attacks.

**Slam. Melee Weapon Attack:** +10 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage and the target must succeed on a DC 18 Strength saving throw or be knocked prone.

**Root. Melee Weapon Attack:** +10 to hit, reach 50 ft., one creature. *Hit:* The target is grappled (escape DC 18). Until the grapple ends, the target is restrained and has disadvantage on Constitution checks and Constitution saving throws, and the tree can't use the same root on another target.

**Blood Drain. Melee Weapon Attack:** +10 to hit, reach 5 ft., one creature that is grappled by the tree, incapacitated, or restrained. *Hit:* 9 (1d6 + 6) piercing damage plus 7 (2d6) necrotic damage. The target's hit points maximum is reduced by an amount equal to the necrotic damage taken and the tree 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.

# CORPSE BALL

Rolling through dungeons, graveyards, and battlefields come the corpse balls. And they are exactly what they sound like: a huge wad of zombies that can bowl over even the strongest adventurer.

Who created these horrible things? Does it matter? Look out! Here comes one now!

**Undead Nature.** The corpse ball does not require food, air, drink, or sleep.

## CORPSE BALL

*Huge undead, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 203 (14d12 + 112)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (-2)	26 (+8)	2 (-4)	5 (-3)	3 (-4)

**Damage Immunities** poison

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

**Senses** blindsight 60 ft. (blind beyond this radius)

**Languages** understands the languages of its creator but cannot speak

**Challenge** 9 (5,000 XP)

**Disassemble.** If the corpse ball is reduced to 0 hit points, twelve **zombies** rise from its remains.

### Actions

**Engulf.** The ball moves up to its speed. While doing so, it can enter Medium or small creatures' spaces. Whenever the ball enters a creature's space, the creature must make a DC 18 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the ball. A creature that chooses not to be pushed suffered the consequences of a failed saving throw.

On a failed save, the ball enters the creature's space, and the creature takes 14 (4d6) bludgeoning damage plus 17 (5d6) piercing damage and is engulfed. The engulfed creature is restrained and takes 17 (5d6) bludgeoning damage plus 17 (5d6) piercing damage at the start of each of the ball's turns. When the ball moves, the engulfed creature moves with it.

If the creature's hit points are reduced to 0 while restrained by the ball, it dies, and permanently becomes part of the corpse ball. The corpse ball then regains a number of temporary hit points equal to the creature's Strength score.

An engulfed creature can try to escape by taking an action to make a DC 18 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the ball.



## DULLAHAN

Also known as a "headless horseman" the dullahan is a specific type of revenant that resembles a decapitated mounted soldier. With its own rotting head tucked under its arm, the dullahan rides into settlements to enact vengeance upon those it cursed at the time of its death.

**Undead Nature.** The dullahan does not require air, food, drink, or sleep.



## DULLAHAN

Medium undead, chaotic evil

**Armor Class** 17 (natural armor)

**Hit Points** 119 (14d8 + 56)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	11 (+0)	15 (+2)	18 (+4)

**Saving Throws** Str +7, Con +7, Cha +7

**Damage Resistances** necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison

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

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 12

**Languages** the languages it knew in life

**Challenge** 11 (7,200 XP)

**Mounted Combatant.** The dullahan has advantage on melee attack rolls against any unmounted creature that is smaller than its mount.

**Regeneration.** The dullahan regains 10 hit points at the start of its turn if it isn't in sunlight. If the dullahan takes radiant damage, this trait doesn't function at the start of the dullahan's next turn. The dullahan's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

**Turn Resistance.** The dullahan has advantage on saving throws against any effects that turns undead.

### Actions

**Battle Axe.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 7 (2d6) necrotic damage or 9 (1d10 + 4) slashing damage plus 7 (2d6) when wielded with two hands.

When the dullahan attacks a creature that has at least one head with this weapon and rolls a 20 on the attack roll, the dullahan 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 10 or more hit dice, or the GM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 27 (6d8) slashing damage from the hit.

**Spine Whip.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 7 (2d6 + 4) slashing damage plus 7 (2d6) necrotic damage and the target is grappled (escape DC 14). While grappled, the target is restrained, the dullahan can't use its spine whip against another target, and the target takes 7 (2d6) necrotic damage at the start of each of the target's turns.

### Legendary Actions

The dullahan can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dullahan regains spent legendary actions at the start of its turn.

**Attack.** The dullahan makes one attack with its battle axe. If it rolls a 20 on its attack roll while using this legendary action, it does not cut off the target's head.

**Move.** The dullahan moves up to its full movement speed.

**Frightening Gaze (Costs 2 Actions).** The dullahan fixes the gaze of its severed head on one creature it can see within 30 feet of it. The target must succeed on a DC 15 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 dullahan's gaze for the next 24 rounds.



## FADRAX

Sometimes referred to as "Lesser Wraiths" by Lost Ones, fadraxes are the life drained remains of celestials who have been pulled into the Other, particularly devas and planetars. They appear as hollow, formless creatures made of white smoke. Their faces give little to no hint at the creature they once were. Where their wings once emerged from their

backs only burning white fire remains.

Fadraxes possess an ability that allows them to absorb the weaker members of their kind. Once a fadrax consumes another fadrax, it temporarily gains a second head and second set of arms.

**Undead Nature.** The fadrax does not require air, food, drink, or sleep.

## FADRAX

*Medium undead, lawful evil*

**Armor Class** 13

**Hit Points** 26 (4d8 + 8)

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

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	15 (+2)	9 (-1)	12 (+1)	13 (+1)

**Damage Vulnerabilities** radiant

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

**Damage Immunities** necrotic, poison

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

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Beste

**Challenge** 3 (700 XP)

**Incorporeal Movement.** The fadrax 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 fadrax has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Whispers in the Dark.** The fadrax constantly whispers to itself. Each creature that starts its turn within 20 feet of the fadrax and can hear the fadrax must succeed on a DC 11 Wisdom saving throw. On a failure, the creature can't take reactions and its movement is reduced by half until the start of its next turn.

## Actions

**Life Drain.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) necrotic damage. The target must succeed on a DC 11 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Consume Fadrax (1/Day).** The fadrax targets another fadrax within 10 feet of it that has half of its hit points remaining or less. The target is destroyed and the fadrax gains temporary hit points equal to half of the target's remaining hit points. Until the fadrax loses these temporary hit points, it gains the following benefits: it gains advantage on all Wisdom (Perception) checks and it gains the Multiattack action, which it can use to make two Life Drain attacks.



## FLAMMENGEST

Flammengeists are skeletal undead wreathed in ghostly flames. A large halo of light and fire surrounds their heads. They are the creations of the Obelisk of Zo, made from rogue evokers who willingly sacrifice themselves to Zo's cause.

Flammengeists have an innate ability to detect creatures imbued with the energies of the Other. As such, they are sent into the Material to track down the enemies of Zo, in particular, the Chosen Ones of Phajani.

**Undead Nature.** The flammengeist does not require air, food, drink, or sleep.

### FLAMMENGEST

*Medium undead, chaotic evil*

**Armor Class** 13 (natural armor)  
**Hit Points** 120 (16d8 + 48)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	18 (+4)	14 (+2)	11 (+0)

**Saving Throws** Dex +6, Int +8, Cha +4  
**Skills** Arcana +8, Perception +6  
**Damage Resistances** cold, radiant  
**Damage Immunities** fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks  
**Condition Immunities** exhaustion, poisoned  
**Senses** darkvision 60 ft., passive Perception 16  
**Languages** Common, Umbral  
**Challenge** 9 (5,000 XP)

**Fire Aura.** At the start of each of the flammengeist's turns, each creature within 5 feet of it takes 7 (2d6) fire damage and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the flammengeist or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

**Magic Resistance.** The flammengeist has advantage on

saving throws against spells and other magical effects.

**Magic Weapons.** The flammengeist's weapon attacks are magical.

**Spellcasting.** The flammengeist is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It requires no material components to cast its spells. The flammengeist has the following wizard spells prepared:

Cantrip (at will): *dancing lights, firebolt, prestidigitation*  
 1st level (4 slots): *expeditious retreat, magic missile, shield, thunderwave*  
 2nd level (3 slots): *flaming sphere, levitate, mirror image*  
 3rd level (2 slots): *fear, fireball*

### Actions

**Multiattack.** The flammengeist makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) plus 7 (2d6) fire damage.

### Reactions

**Warding Flare.** When the flammengeist is attacked by a creature within 30 feet of it that it can see, it can use its reaction to impose disadvantage on the attack roll, causing light to flare before the attacker knows if it hits or misses. An attacker that can't be blinded is immune to this feature.



## GRAVEMAN

Gravemen are gaunt, blackened creatures with glowing white eyes. They lack noses, mouths, and ears. And although referred to as "gravemen", these undead creatures have no discernible anatomy and are effectively genderless.

**Ancient Undead.** It is unknown how long the gravemen have been on Casar. The elves of Imfe Aiquas report that gravemen (known as the oshnaluna in the elven tongue) were seen in the Wallingmiotta even before the reign of the ten. Undead scholars suspect that the gravemen may even predate the time of the dulons. Some suspect their origins are found among the elemental forces that created Casar and that the gravemen may be the progenitors of all humanoids.

**Children of Vapul.** Despite their lengthy tenure on Casar, the gravemen have an affinity for the demon-god Vapul and his followers. The gravemen appeared at the Battle of Imfe Mythse Anore, supporting the dark elves, and were later found defending Vapul during the battle at Camor's Hill. *Ai'Skoom-Vapul*, the unholy book of Vapul, contains rites that can summon gravemen to do one's bidding. Because of these connections, gravemen frequently carry the nickname Children of Vapul.

**The Study of Gravemen.** A trio of acolytes in the town of Haver captured a graveman and studied the creature. They discovered that gravemen lack humanoid physiologies. In fact, they reported that gravemen share more in common with elementals than undead. Where a graveman's heart and lungs would normally be, there is a core of intangible cold that glows with a dull, white-blue light. Once the core is removed, the graveman's form crumbles into black ash and dry cork. Fey scholars at Pexia noticed a connection between the graveman's cold core and the light that binds the fey, particularly sprites and fairies.

**Undead Nature.** A graveman does not require air, food, drink, or water.

## GRAVEMAN

*Medium undead, chaotic evil*

**Armor Class** 15

**Hit Points** 15 (2d8 + 6)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	16 (+3)	10 (+0)	16 (+3)	12 (+1)

**Saving Throws** Wis +5

**Skills** Perception +7

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 17

**Languages** understands the languages it knew in life but does not speak

**Challenge** 1 (200 XP)

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

**Turn Resistance.** The graveman has advantage on saving throws against being turned.

### Actions

**Cold Touch.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one living creature. *Hit:* 5 (2d4) cold damage.

### Reaction

**Damage Transference.** When the graveman takes damage, it can transfer up to half of the damage it takes to any other graveman within 60 feet of it.





## HORROR SOUL

A horror soul is a ghoul that has imbued itself with dark, necromantic energy. The ritual that creates the Horror Soul, known as the Cycle of Torment, allows them to absorb severed limbs, bones, and other parts into their whole. Eventually, their bodies consist of dozens of legs, arms, teeth, and sometimes even eyes, all working in unison.

The ghoul, Xenia in the adventure *Glaive of the Revenant King* is one such ghoul. Originally a servant working in a manor house north of the town Camor under the alias Nurse Joy, Xenia was involuntarily turned into a ghoul.

**Undead Nature.** The horror soul does not require air, food, water, or sleep.

### HORROR SOUL

*Large undead, chaotic evil*

**Armor Class** 18 (natural armor)

**Hit Points** 120 (14d10 + 42)

**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	16 (+3)	11 (+0)	12 (+1)	8 (-1)

**Saving Throws** Wis +5

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, poisoned

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

**Languages** any two languages (usually Common and Infernal)

**Challenge** 9 (5,000 XP)

**Turning Resistance.** The horror soul has advantage on saving throws against being turned.

### Actions

**Multiattack.** The horror soul makes four attacks with its claws. It can replace one of its claw attacks with its bite attack.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target the horror soul is grappling. *Hit:* 18 (3d8 + 5) piercing damage.

**Claws.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Instead of dealing damage, the horror soul can grapple the target (escape DC 15).



## ICE GEIST

When a group of travelers becomes stranded on a dangerous, snowy pass with no way to escape, sometimes they turn to murder then cannibalism. These evil deeds taint the terrain around it and the souls of the unfortunate become a single powerful, undead entity: an ice geist.

An ice geist appears as a huge, black cloud with screaming

humanoid faces boiling to its surface. Supernatural blue light flashes through it like lightning. As in its last moments, the geist still hungers for bloodshed and the flesh of living things. It seeks other creatures who share in the same misfortune as it did. Living creatures killed by an ice geist join its cloud, adding to the fiendish cloud's strength.

**Undead Nature.** The ice geist does not require air, food, water, or sleep.

### ICE GEIST

*Huge undead, chaotic evil*

**Armor Class** 13

**Hit Points** 114 (12d12 + 36)

**Speed** 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	16 (+3)	10 (+0)	15 (+2)	8 (-1)

**Saving Throws** Int +4, Wis +6, Cha +3

**Damage Vulnerabilities** fire

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

**Damage Immunities** cold, 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** 11 (7,200 XP)

**Air Form.** The geist can move through a space as narrow as 1 inch wide without squeezing. In addition, the geist can enter a hostile creature's space and stop there.

Each time a creature starts its turn in the same space as the geist, that creature takes 5 (1d10) necrotic damage plus 5 (1d10) cold damage and must make a DC 11 Wisdom saving throw. Creatures immune to being frightened automatically pass their saving throw. A creature that fails its saving throw, is paralyzed until the start of its next turn. A creature that succeeds on a saving throw against this trait is immune to this effect for 24 hours.

**Absorb.** If the ice geist kills a creature using its Air Form trait or Life Drain attack, it regains 10 (3d6) hit points.

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

### Actions

**Multiattack.** The ice geist makes up to three Life Drain attacks against creatures sharing the same space as it.

**Life Drain.** *Melee Spell Attack:* +7 to hit, reach 5 ft., one target in the same space as the ice geist. *Hit:* 21 (4d8 + 3) necrotic damage plus 9 (2d8) cold damage. The target must succeed on a DC 15 Constitution saving throw or its hit points 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.

## INAK

The inak (EE nok) are an intelligent undead species that haunt the tunnels below the northern portion of the Basilisk's Spine Mountains. Superficially, they appear to be skeletons bound together by thick, boiled leather. However, their skeletal structures consist of more than just humanoid bones. Inaks build themselves out of any parts they have available. One inak may have the head of a ram with six long appendages while another may crawl like a scorpion and have a six-foot-long neck terminating in an infant human's skull.

No one knows how long the inak have been in the Low. The elves of Vaskil believe that they've been around at least as long as the Anorian empire and perhaps even predate the elves themselves. "So long as there have been bones there have been inak," the Vaskilish saying goes.

**Dragon Trainers.** Inak have a close relationship with the subterranean drakes of the Low, dubbing them zogo-ba-inak, or "our dragons". For whatever reason, it's considered sacrilege for the inak to utilize zogo-ba-inak bones to create new inak. Instead, the inaks use the reckless zogo-ba-inak as guard dogs and weapons of war. In many ways, zogo-ba-inak are the inak's first line of defense. There's no question that the drakes are the reason the aboveground humanoid races have yet to discover Kwa-ba-inak.

**Kwa-ba-inak.** The inak live in a massive vertical shaft pocked with thousands of labyrinthine tunnels and alcoves named Kwa-ba-inak ("our city"). Creatures who lack sufficient means to climb quickly find themselves at a disadvantage within the inak city. Not that it matters, of course. No humanoid who has ever set eyes on the city has lived to tell the tale.

**Undead Nature.** The inak does not require air, food, drink, or sleep.

## INAK

Medium undead, lawful evil

**Armor Class** 15 (natural armor)

**Hit Points** 15 (2d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	16 (+3)	16 (+3)	13 (+1)	9 (-1)

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

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

**Languages** Inak

**Challenge** 1/2 (200 XP)

**Innate Spellcasting.** The inak's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *chill touch*

1/day: *gentle repose*

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

## Actions

**Multiattack.** The inak can use its whistle. Then, the inak makes two attacks with its dagger.

**Dagger.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage. And if the target is a creature, it must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute.

**Whistle.** The inak emits a high-pitch warble. Each creature within 60 feet of the inak that can hear it must make a DC 13 Wisdom saving throw. Creatures immune or resistant to thunder damage automatically pass their saving throw. On a failed saving throw, the creature is incapacitated until the start of the inak's next turn. A creature that succeeds on its saving throw or the effect ends for it is immune to the whistle of all inak for 24 hours.

## LLORONA

The legend is said that in a rural Arruquetan village there lived a young woman named Maria. Maria came from a poor family but was known around her village for her beauty. One day, an extremely wealthy nobleman traveled through her village. He stopped in his tracks when he saw Maria. Maria was charmed by him and he was charmed by her beauty, so when he proposed to her, she immediately accepted. Maria's family was thrilled that she was marrying into a wealthy family, but the noble man's father was extremely disappointed that his son was marrying into poverty. Maria and her new husband built a house in the village to be away from his disapproving father.

Eventually, Maria gave birth to twins: a boy and a girl. Her husband was always traveling and stopped spending time with his family. When he came home, he only paid attention to the children and Maria knew her husband was falling out of love with her. One day, he left and never returned.

Years later, as Maria and her twins were walking by a river, she saw a familiar carriage with a younger, beautiful woman next to her husband. Maria was so angry and confused that, without thinking, she picked up her two children and threw them into the river, drowning them. Only after she saw their bodies floating in the river did she realize what she had done and she then jumped into the river, hoping to die with her children. Now she spends eternity looking for her children around that river. It is said that if you hear her crying, you are to run the opposite way. If you hear her cries, they could bring misfortune or even death.

**Undead Nature.** The llorona does not require air, food, drink, or sleep.

## LLORONA

*Medium undead, chaotic evil*

**Armor Class** 12

**Hit Points** 63 (14d8)

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

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	10 (+0)	10 (+0)	14 (+2)	18 (+4)

**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** cold, necrotic, poison

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

**Senses** darkvision 60 ft., passive Perception 12

**Languages** any languages known in life

**Challenge** 5 (1,800 XP)

**Ethereal Sight.** The llorona can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

**Incorporeal Movement.** The llorona 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

**Decaying Touch.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 25 (6d6 + 4) necrotic damage.

**Etherealness.** The llorona 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.

**Hopeless Wail (1/Day).** The llorona emits a magical cry. Every humanoid and giant within 60 feet of the llorona that can hear the wail must succeed on a DC 15 Constitution saving throw or be cursed with llorona's sadness. 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.

**Horrifying Visage.** Each non-undead creature within 60 feet of llorona that can see it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this llorona's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.



## QOLEG

Qolegs are small, horrific creatures that resemble black, severed heads with toothy maws, four eyes and tentacles growing from their jaws. Black, necrotic energy radiates from the tops of their "heads" like colorless fire.

Despite their intelligence, qolegs do not view themselves as individual creatures, rather, a part of the universe (or non-existence, as it were). Their absolute origins are unclear. Although they've been squarely defined as undead creatures,

a notion with which Pexian aberrationists would adamantly disagree, their necromantic presence does not start with a deceased creature.

Qolegs frequently appear in desecrated areas with high concentrations of undead leading some to expect that one may precede the other. They are particularly prevalent in and around the area north of the Fairknot River in Northern Omeria.

**Undead Nature.** The qoleg does not require air, food, water, or sleep.

## QOLEG

*Tiny undead, neutral evil*

**Armor Class** 12  
**Hit Points** 25 (10d4)  
**Speed** 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	11 (+0)	13 (+1)	13 (+1)	13 (+1)

**Saving Throws** Int +3, Wis +3, Cha +3  
**Skills** Perception +5, Stealth +6  
**Damage Vulnerabilities** radiant  
**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks  
**Damage Immunities** fire, poison, necrotic  
**Condition Immunities** charmed, frightened, paralyzed, poisoned, prone  
**Senses** darkvision 60 ft., passive Perception 15  
**Languages** Common  
**Challenge** 2 (450 XP)

**Aura of Preservation.** The qoleg radiates a necrotic aura that rejuvenates undead. An undead creature that starts its turn within 30 feet of the qoleg, including the qoleg itself, regains 5 hit points at the start of its turn so long as the qoleg isn't incapacitated and the creature has 1 hit point remaining. If the qoleg takes radiant damage, this trait doesn't function until the end of the qoleg's next turn.

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

### Actions

**Tentacles.** *Melee Weapon Attack:* +3 to hit, range 5 ft., one creature. *Hit:* 4 (1d8) psychic damage and the target must succeed on a DC 11 Constitution saving throw. On a failed saving throw, the target is stunned for 1 minute. The target can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.

**Necrotic Beam.** *Ranged Spell Attack:* +3 to hit, range 100 ft., one target. *Hit:* 9 (2d8) necrotic damage.

# SEGUA

Seguas are specters that have the bodies of humanoid women and the faces of horses that haunt the northern Weysevain coast. Charming and evil, they use their humanoid form to lure in unaware sailors and farmers. Once alone, the segua reveals its true form, then slaughters its prey.

The first sighting of seguas were reported by the renown Duda Weysevain. Weysevain told Ditimayan natives that his expedition had encountered one in the area now known as the Petrified Labyrinth.

Although they have a firm placement in Arruquetan and Cabalish lore as hunters of foolish men, seguas have been discovered in positions of power in major villages and cities. Supposedly, Cabal's major criminal organization, Red Fang Clan, is led by an ancient segua.

**Undead Nature.** The segua does not require air, food, water, or sleep.



## SEGUA

*Medium undead, neutral evil*

**Armor Class** 14

**Hit Points** 76 (9d8 + 36)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	11 (+0)	10 (+0)	18 (+4)

**Saving Throws** Int +3, Wis +3

**Skills** Deception +7, Insight +3, Perception +3

**Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with silver weapons

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 13

**Languages** the languages she knew in life

**Challenge** 5 (1,800 XP)

**Unarmored Defense.** The segua adds her Constitution modifier to her AC (included).

**Alluring Presence.** As a bonus action, the segua can target one creature that she can see within 100 feet of her. The target must succeed on a DC 15 Wisdom

saving throw or become charmed by the segua until the end of the segua's next turn. On subsequent turns, the segua can use her bonus action to maintain this effect, extending its duration until the end of her next turn. The effect ends if the segua and the creature are ever more than 100 feet apart from each other, if the creature can neither see nor hear the segua or if the creature takes damage.

Once the effect ends, or if the creature succeeds on its initial saving throw against this effect, the creature is immune to this segua's Alluring Charm for 24 hours.

## Actions

**Multiattack.** The segua makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

**Illusory Appearance.** The segua covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the segua takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the segua could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the segua is disguised.



## SHADOW BEHEMOTH

In the Endless Ocean of Shadow of the Other, the colossal shadow behemoths are creatures woven from the darkness itself. A shadow behemoth is a composite of shadowy tendrils, mouths filled with dark teeth, and hateful, black eyes that rise to the surface of its umbral "flesh" like bubbles on foamy water.

Pure evil, shadow behemoths cannot be controlled, not

even by the umbras who share a similar origin.

More than anything, shadow behemoths despise living creatures. These beasts hunt the edges of the Black Cauldron, hoping to grab a newborn Lost One before it is able to protect itself with the help of a Voice in the Dark or other benevolent creature.

**Undead Nature.** The shadow behemoth does not require air, food, drink, or sleep.

### SHADOW BEHEMOTH

*Gargantuan undead, chaotic evil*

**Armor Class** 17 (natural armor)

**Hit Points** 174 (12d20 + 48)

**Speed** 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	15 (+2)	19 (+4)	3 (-4)	10 (+0)	6 (-2)

**Skills** Stealth +7 (+12 in dim light or darkness)

**Damage Vulnerabilities** radiant

**Damage Resistances** acid, cold, fire, lightning, thunder

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

**Condition Immunities** exhaustion, frightened, paralyzed, petrified, poisoned, prone

**Senses** darkvision 120 ft., passive Perception 10

**Languages** —

**Challenge** 13 (10,000 XP)

**Light Hypersensitivity.** The shadow behemoth takes 20 radiant damage when it starts its turn in bright light.

While in bright light it has disadvantage on attack rolls and ability checks.

**Shadow Stealth.** While in dim light or darkness, the shadow behemoth can take the Hide action as a bonus action.

#### Actions

**Multiattack.** The shadow behemoth can make up to three attacks with its tendrils. It can replace one of its tendril attacks with its Strength Drain attack.

**Tendrils. Melee Weapon Attack:** +12 to hit, reach 30 ft., one creature. **Hit:** 21 (4d6 + 7) necrotic damage and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained. The shadow behemoth has ten tentacles, each of which can grapple one target.

**Strength Drain.** The shadow drains the Strength of one creature it is grappling; the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse in 1d4 hours.

# SPINNING HEAD

Normal zombies are a bore to Uncle Skeleton. But a floating zombie head that explodes in a fiery, gore-riddled burst? Uncle Skeleton is *all in* for that. These floating severed heads get their name from the fact they spin in place as they fly, often moaning (or screaming) as they go. The whole experience is enormously off-putting.

**Undead Nature.** The spinning head does not require air, food, drink, or sleep.

## SPINNING HEAD

*Tiny undead, neutral evil*

**Armor Class** 11

**Hit Points** 22 (4d4 + 12)

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

STR	DEX	CON	INT	WIS	CHA
13 (+3)	12 (+1)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

**Saving Throws** Wis +0

**Damage Immunities** poison

**Condition Immunities** paralyzed, poisoned, prone

**Senses** darkvision 60 ft., passive Perception 8

**Languages** it understands the languages it knew in life but cannot speak

**Challenge** 1 (200 XP)

**Undead Fortitude.** If damage reduces the head to 0 hit point, 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 head drops to 1 hit point instead.

### Actions

**Slam.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 1) bludgeoning damage.

**Explode (1/day).** The head starts to glow, casting bright light in a 20-foot radius and dim light for an additional 20-feet. While glowing, the head is incapacitated, its movement speed drops to 0, and at the start of its next turn, the head explodes and is immediately destroyed. The head also explodes if it takes damage while it is glowing. Each creature within 10-feet of the head when it explodes must make a DC 13 Dexterity saving throw. A creature takes 10 (3d6) fire damage on a failed saving throw or half as much damage on a successful one.







## VAMPIRE, XENEMESE SENTINEL

The ashen wastes of the Xenem Dynasty are home to an ancient race of vampires. Their existence is prolonged by the absence of sunlight granted by the volcano at the center of the island. Shi Xenem, the eponymous 700-year old undead emperor, lives within his Gray Citadel at the base of Mount Shang. Xenem rarely leaves his terrace and is always accompanied by his elite sentinels.

Sentinels are Xenemese who've voluntarily rejected Ascension, thus allowing the brothers and sisters of their >brood to freely Ascend without having to suffer the Trials of Shaie.

In addition to protecting Shi Xenem, the sentinels oversee the Xenem Navy's legendary slave ships. Often, a sentinel enters a conquered territory and seeks the local ruler and slays the individual in order to demonstrate Xenemese dominance.

**Undead Nature.** The sentinel does not require air, food, water, or drink.

## VAMPIRE, XENEMESE SENTINEL

*Medium undead, lawful evil*

**Armor Class** 18 (plate armor)

**Hit Points** 105 (14d8 + 42)

**Speed** 30 ft

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

**Saving Throws** Dex +6, Wis +4

**Skills** Perception +4

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Xenemese

**Challenge** 7 (2,900 XP)

**Regeneration.** The sentinel regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the sentinel takes radiant damage or damage from holy water, this trait doesn't function at the start of the sentinel's next turn.

**Innate Spellcasting.** The sentinel's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast *hold person* at will.

**Spider Climb.** The sentinel can climb difficult surfaces,

including upside down on ceilings, without needing to make an ability check.

**Vampire Weaknesses.** The sentinel has the following flaws:

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

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

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

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

### Actions

**Multitattack.** The sentinel makes two longsword attacks.

**Longsword.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage.

**Absorb.** The sentinel targets one incapacitated creature that it can see within 30 feet of it. The target must succeed on a DC 14 Constitution saving throw. On a failed saving throw, the target takes 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the sentinel 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.

# ZOMBIES

The following zombie variants below are designed to add variety to your Fifth Edition games.

**Undead Nature.** Zombies do not require air, food, drink, or sleep.

## GNOLL ZOMBIE

Those gnolls who die from hunger don't stay down long. Dead gnolls return as withered, undead husks, propped up by the desert's fury itself. Their hollow carcasses writhe with insects that spill forth when the gnoll takes considerable damage.

## LANTERN ZOMBIE

Creating a lantern zombie is a gruesome process. First, the necromancer must hollow out the zombie's skull, removing all non-essential elements such as its jawbone, sinuses, and brain. Next, the nose, mouth, and ears are sewn together and

painted over with a resin that hardens when dry. The eyes are also removed, but the eye sockets themselves are left in place, and often, widened. Then, the necromancer inserts a magical lantern. Not only does the lantern stop those who would dare enter Xenem uninvited dead in their tracks, but it also acts as a *zone of truth* which allows the Blood Lords to interrogate trespassers.

## GNOLL ZOMBIE

*Medium undead, chaotic evil*

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**Armor Class** 11 (armor scraps)  
**Hit Points** 22 (3d8 + 9)  
**Speed** 20 ft.

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STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (+3)

---

**Saving Throws** Wis +0  
**Damage Immunities** poison  
**Condition Immunities** poisoned  
**Senses** darkvision 60 ft., passive Perception 8  
**Languages** understands Gnoll but can't speak  
**Challenge** 1/4 (50 XP)

---

**Hive (1/Day).** If the zombie's hit points are reduced below half its maximum hit points, a **swarm of flies** (as insects, but with a flying speed of 30 ft.) emerges from its rib cage. The swarm of flies appears in the same space as the zombie and remains until destroyed. Swarms of flies that appear this way roll initiative and act in the next available turn.

**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.

### Actions

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**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

## LANTERN ZOMBIE

*Medium undead, lawful evil*

---

**Armor Class** 8  
**Hit Points** 30 (4d8 + 12)  
**Speed** 20 ft.

---

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	10 (+0)	5 (-3)

---

**Saving Throws** Wis +2  
**Skills** Perception +4  
**Damage Immunities** poison, psychic  
**Condition Immunities** blinded, poisoned  
**Senses** truesight 120 ft., passive Perception 14  
**Languages** understands all languages of its creator but cannot speak  
**Challenge** 1 (200 XP)

---

**Lantern.** The zombie's lantern creates a magical light in a 90-foot cone. The zombie decides which way the cone is facing and whether or not it is active. If a creature starts its turn within the cone, the zombie isn't incapacitated and the creature can see the light created by the lantern, the creature must make a DC 10 Charisma saving throw. On a failed save, the creature is paralyzed but can still speak. In addition, it is under the effects of a *zone of truth*, as the spell. A creature can repeat its saving throw at the end of its turn, ending the effect on itself with a success. Otherwise, the effect continues until the creature leaves the area, the zombie deactivates the cone, or the zombie is destroyed.

A creature that isn't surprised or paralyzed can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the zombie until the start of its next turn, when it can avert its eyes again. If it looks at the zombie's light in the meantime, it must immediately make the save.

**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.

### Actions

---

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

## WYVERN ZOMBIE

Wyvern zombies are monstrous, draconic servants who are nearly as effective guardians in death as they are in life—if not moreso. An unplanned side effect of the wyvern's transformation into a zombie was the loss of its stinger poison. However, it gained an its infectious disease which it can use to turn other creatures into zombies. Once this feature was discovered, the wyvern zombies' value doubled for necromancers.

### WYVERN ZOMBIE

*Large undead, neutral evil*

**Armor Class** 13 (natural armor)

**Hit Points** 110 (13d10 + 39)

**Speed** 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	16 (+3)	3 (-4)	8 (-1)	5 (-3)

**Saving Throws** Wis +2

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** —

**Challenge** 6 (2,300 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.

### Actions

**Multiattack.** The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

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

**Stinger.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. The target must succeed on a DC 15 Constitution saving throw, or it contracts the zombie disease. The diseased target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the disease reduces the target's hit point maximum to 0, the target dies. If a humanoid dies from this attack, a zombie rises from the corpse 1d4 hours later.



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