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[Commissioned by [@wannabedemonlord](#). Another Australian bogey, this one actually has a pop culture presence! It's the name of a type of vampire in the Witcher franchise. Now, the Witcher design is pretty cool—it reminds me of the future predator from Primeval—but it misses the primary design element from the original version. It has no leathery wings. And there are winged vampires in the Witcher. So what the hell.

This is the third D&D garkain I know of. The first is from *Penumbra Fantasy Bestiary*, a 3rd party book for 3.0. That version is still on the Atlas Games site as a [free preview](#). The second one is a conversion of the Witcher's garkain, in the 5e PDF *Book of Beautiful Horrors* [@regerem](#). My version has some mechanical similarities to the Penumbra one, but links it to a similar Pathfinder monster and increases the CR so it can be used as a boss in encounters with cloakers and/or wraiths.]

Garkain

CR 9 CE Aberration

This hideous beast looks something like a furry manta ray, with clawed hands at the fringes of its mantle. Its face is large and vaguely man-like, with protruding tusks and a fearsome mien.

Cloakers are known for their weird and ancient religious practices, and devotion to foul and strange gods. An evil cloaker that practices a combination of horrible sacrifices and fervent prayer may be transformed into a garkain, a creature infused with negative energy and with a hunger for flesh and souls both. Some garkains become hermits, living on the surface world in contemplation of violence and predation. Others remain in the Darklands to live as saints and spiritual leaders to communes of like-minded evil cloakers.

A garkain only vaguely resembles a shaggy hide or skin, so they prefer typical stealth to the

masquerades of their lesser kin. Their stench is appalling, as if their bodies were rotting from the inside, and this stink saps the strength of those that would fight them. Those unfortunate victims they pounce upon would be lucky to die merely from the teeth and claws of a garkain. The garkain attacks the spirit as well as the flesh, and some of those slain by a garkain rise as wraiths. A garkain can command a handful of these restless undead, but with their hunger often create enough spawn to run rampant. Lands with a garkain presence tend to be death-haunted places.

Garkain CR 9

XP 6,400

CE Large aberration

Init +9; **Senses** darkvision 60 ft., Perception +18

Aura hideous stench (20 ft., DC 21)

Defense

AC 22, touch 15, flat-footed 16 (-1 size, +5 Dex, +1 dodge, +7 natural)

hp 114 (12d8+60)

Fort +11, **Ref** +9, **Will** +11

Defensive Abilities shadow blend; **Immune** ability damage, ability drain, negative energy

Offense

Speed 10 ft., fly 40 ft. (average)

Melee bite +15 (1d8+7 plus 1d6 Con drain), 2 claws +15 (1d6+7)

Space 10 ft.; **Reach** 5 ft.

Special Attacks create spawn, envelop

Statistics

Str 25, **Dex** 20, **Con** 21, **Int** 16, **Wis** 17, **Cha** 18

Base Atk +9; **CMB** +17; **CMD** 33 (cannot be tripped)

Feats Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Skill Focus (Stealth), Step Up

Skills Climb +22, Fly +18, Knowledge (dungeoneering, nature) +12, Knowledge (religion) +15, Perception +18, Sense Motive +12, Stealth +26; **Racial Modifiers** +4 Stealth

Languages Aklo, Common, Sylvan

Ecology

Environment warm forests and underground

Organization solitary, pair or mob (1-2 plus 1-8 wraiths and 3-6 cloaklers)

Treasure standard

Special Abilities

Constitution Drain (Su) A creature bitten by a garkain must succeed a DC 19 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma based.

Create Spawn (Su) A creature reduced to 0 Constitution by a garkain dies and rises as a wraith at the next sunset. The garkain can control another of wraiths equal to its Constitution modifier. Any wraiths created past this limit are free-willed, but are indifferent to the garkain.

Envelop (Ex) A garkain can try to wrap a Medium or smaller creature in its body as a standard action. The garkain attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and bites the enveloped victim with a +4 bonus on its attack roll. It can still use its claws to strike at other targets. Attacks that hit an enveloping garkain deal half their damage to the monster and half to the trapped victim.

Hideous Stench (Ex) All creatures within 20 feet of a garkain must succeed a DC 20 Fortitude save or be sickened for 1 minute and take 1d6 points of Strength damage. A creature that succeeds the save is sickened for 1 round and takes no Strength damage. Regardless of whether a creature succeeds or fails its save, it is immune to the horrid stench of that garkain for the next 24 hours.

Shadow Shift (Su) When in dim illumination, a garkain can manipulate shadows as a free action to create one of three effects: *blur* (lasts 2d4 rounds, self only), *mirror image* (CL 12th), or *silent*

image (DC 19, CL 12th, save DC is Charisma-based).