

GRIMZOD GARGENHALE (VAMPIRATE CAPTAIN)

Medium Undead, Chaotic Good

Armor Class 15 (natural armour)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	18 (+4)	12 (+1)	13 (+1)	16 (+3)

Saving Throws Con +7, Wis +4, Cha +6

Damage Vulnerabilities radiant

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 120ft., passive Perception 11

Languages the languages it knew in life

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Explode. When the captain is reduced to 0 hit points, it explodes in a cloud of ash. Any creature within 5 feet of it must succeed on a DC 15 Constitution saving throw or take 16 (3d10) necrotic damage.

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

Unusual Nature. The captain doesn't require air or drink.

ACTIONS

Energy Drain. *Melee or Ranged Spell Attack:* +6 to hit, reach 5ft. or range 30ft., one creature. *Hit* 22 (4d10) necrotic damage. A Humanoid reduced to 0 hit points by this attack dies and instantly transforms into a free-willed **shadow** or **vampire** (captain's choice) under the DMs control.

Heavy Crossbow *Ranged Weapon Attack:* +6 to hit, range 100/400ft., one target. *Hit:* 19 (3d10+3) piercing damage.

Ship Invisibility (Recharges after a Short or Long Rest). A ship upon which the captain stands, along with all creatures and objects aboard it, becomes invisible to creatures not aboard the ship. The captain must concentrate on this magical effect to maintain it (as if concentrating on a spell), and it lasts for up to 1 hour. The effect ends if the captain leaves the ship.

REACTIONS

Uncanny Dodge. The captain halves the damage that it takes from an attack that hits it. The captain must be able to see the attacker.



LEFTY (CRAWLING CLAW)

Tiny Undead

Armor Class 12

Hit Points 2 (1d4)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	5 (-3)	10 (+0)	4 (-3)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses blindsight 30 ft (blind beyond this radius), passive Perception 10

Languages understands Common but can't speak

Challenge 0 (10 XP)

Proficiency Bonus +2

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

ACTIONS

Claw. *Melee Weapon Attack:* +3 to hit, reach 5ft, one target. *Hit* 3 (1d4 + 1) bludgeoning or slashing damage (claw's choice).



VAMPIRATE

Medium Undead, typically Lawful Evil

Armor Class 14 (natural armour)

Hit Points 42 (5d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	18 (+4)	10 (+0)	11 (+0)	12 (+1)

Damage Vulnerabilities radiant

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 120ft., passive Perception 10

Languages the languages it knew in life

Challenge 2 (450 XP)

Explode. When the vampirate is reduced to 0 hit points, it explodes in a cloud of ash. Any creature within 5 feet of it must succeed on a DC 14 Constitution saving throw or take 5 (1d10) necrotic damage.

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

Unusual Nature. The vampirate doesn't require air or drink.

ACTIONS

Energy Drain. *Melee or Range Spell Attack* +4 to hit, reach 5ft. or range 30ft., one creature. *Hit:* 11 (2d10) necrotic damage. A Humanoid reduced to 0 hit points by this attack dies and instantly transforms into a free-willed *shadow* under the DM's control.

Light Crossbow. *Range Weapon Attack* +4 to hit, range 80/320 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.



VAMPIRATE MAGE

Medium Undead, typically Lawful Evil

Armor Class 14 (natural armour)

Hit Points 68 (8d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	18 (+4)	13 (+1)	14 (+2)	15 (+2)

Saving Throws Wis +5, Cha +5

Damage Vulnerabilities radiant

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 120ft., passive Perception 12

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Explode. When the mage is reduced to 0 hit points, it explodes in a cloud of ash. Any creature within 5 feet of it must succeed on a DC 14 Constitution saving throw or take 11 (2d10) necrotic damage.

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

Unusual Nature. The scavver doesn't require air or drink.

ACTIONS

Multiattack. The mage make two Ray of Cold attacks.

Energy Drain. *Melee or Ranged Spell Attack:* +5 to hit, reach 5ft or range 30ft., one creature. *Hit* 22 (4d10) necrotic damage. A Humanoid reduced to 0 hit poitns by this attack dies and instantly transforms into a free-willed **shadow** under the DMs control.

Ray of Cold. *Range Spell Attack:* +5 to hit, range 120ft., one target. *Hit:* 11 (2d8 + 2) cold damage.

Spellcasting. The mage casts one of the following spells, using charisma as the spellcasting ability (spell save DC 13):

At will: *mage hand*, *message* 1/day: *darkness*, *dimension door*, *hypnotic pattern*



OGRE ZOMBIE

Large Undead, Neutral Evil

Armor Class 8

Hit Points 85 (9d10 + 36)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 8

Languages understands Common and Giant but can't speak

Challenge 2 (450 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

Morningstar. *Melee Weapon Attack* +6 to hit, reach 5ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.



GHOST

Medium Undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

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

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

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 60ft., passive Perception 11

Languages any languages it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal plane when it is on the Material plane, and vice versa.

Incorporeal Movement The ghost 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

Withering Touch. *Melee Weapon Attack* +5 to hit, reach 5ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost 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 in the other plane.

Horrifying Visage Each non-undead creature within 60 feet of the ghost that it can see must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4x10 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 the target's saving throw is successful or the effect ends for it, the target is immune to this ghost'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.

Possession. One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, intelligence, wisdom, charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

