

Ravenloft

MISTKICKERS

SINISTER SIDEKICKS - HORRIBLE HENCHMEN - FAIR WEATHER FRIENDS



GREETINGS, STRANGER

It's a cold night to be out alone.

Did you bring anyone with you?

Oh, you did?

I'm glad to hear it. It can be dangerous
to travel by oneself.

MISTKICKERS is a compilation of sidekicks for use in your Dungeons and Dragons 5th edition game. The sidekicks here are modelled on those found in the *D&D Essentials* kit, and (like the examples given there) are designed to accompany your character through peril and danger when you are low on players. The sidekicks in this volume are presented up until level 6, as this is the upper limit for which we have an official framework at the time of writing.

MISTKICKERS is themed around the Ravenloft setting, which is influenced by Gothic Horror tropes. The power level of these sidekicks varies, so read them carefully before introducing any to your game.

ABOUT THE AUTHORS

OLIVER CLEGG is responsible in a backwards sort of way for this travesty. He regrets everything. You can find him on Twitter (@deathbybadger) if for some reason you don't throw this away in a mix of horror and disgust.

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DAN LAYMAN-KENNEDY didn't send Oliver a bio in time, so I'm going to say he's a juggler. Who knows. Maybe he is.

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LICENSING, CREATIVE MARKET, UNITY ASSET STORE AND
OTHERS, LICENSES AVAILABLE UPON REQUEST

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APPENDIX: SIDEKICKS

OCCULT DETECTIVE

*"If you're willing to pay,
I'm willing to get answers."*

The occult detective is available for hire by anyone (or anything) with the cash to pay.

They take cases that investigate the underworld, or simply cases from the underworld itself. Hey, ghosts have needs too.

Occult Detective

Medium Humanoid, any alignment

Armour Class 12 (studded leather)

Hit Points 13 (2d8+4)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (0)	14 (+2)	14 (+2)	16 (+3)	16 (+3)

Saving Throws Wis +5

Skills deception +5, investigation +4, perception +5, persuasion +5

Senses passive perception 15

Languages Common, plus one of your choice

Medium. The occult detective can cast *speak with dead* as a ritual.

Unsavoury Contacts. The detective has spent years cultivating contacts. If they fail an intelligence check related to lore about a supernatural creature or occurrence, they often know a person who can give them the information, unless the DM rules the information is unknowable. This information might come at a cost.

ACTIONS

Crossbow. *Ranged Weapon Attack:* +2 to hit, range 30/120 ft., one target. Hit: 3 (1d6) piercing damage.

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

The Occult Detective Beyond 1st Level

Lv.	HP	Feature
2nd	19 (3d8+6)	Keen Eye. The occult detective gains advantage on Intelligence (Investigation) checks when inspecting a crime scene.
3rd	26 (4d8+8)	Supernatural Knowledge (1/long rest). The occult detective is drawn to supernatural and arcane artifacts. You may cast identify as a ritual once per long rest.
4th	32 (5d8+10)	Ability Score Improvement. The detective's Wisdom score increases by 2, raising the modifier by 1, so increase the following numbers by 1: the detective's wisdom saving throw bonus, their perception skill modifier, and their passive perception score.
5th	39 (6d8+12)	Proficiency Bonus. The occult detective's proficiency bonus increases by 1, so make the following changes in the stat block: increase the bonuses in the Saving Throws and Skills entries by 1, and increase the bonuses to hit of its spell and weapon attacks by 1. Hyperaware. The detective doubles their proficiency bonus for Wisdom (Perception) checks (increase perception skill by 3), and cannot be surprised.
6th	45 (7d8+14)	Convincing (3/long rest). The occult detective may cast <i>zone of truth</i> a number of times equal to their Charisma modifier per long rest. Charisma is their spellcasting ability for this spell (DC13).

Hanna Marlowe

Hanna is a hard-drinking, middle-aged halfling woman, dressed in black leather and sporting a don't-mess-with-me scowl. She has more enemies than friends, but everyone will tell you that she's the one to talk to if you're looking to find someone or something.

Personality Trait. There's nothing I love more than the feel of cold hard cash in my hands.

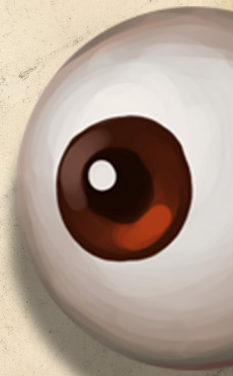
Ideal. Money is a great equalizer.

Flaw. I am suspicious of everyone.



WITCH

"A witch ought never to be frightened in the darkest forest ... because she should be sure in her soul that the most terrifying thing in the forest was her" - Terry Pratchett



The witch is a purveyor of potions and meddler in malisons who usually gets what they want...one way or another.

WITCH

Medium Humanoid, any alignment

Armour Class 12 (studded leather)

Hit Points 13 (2d8+4)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (0)	14 (+2)	14 (+2)	16 (+3)	16 (+3)

Saving Throws Int +4, Wis +4

Skills Arcana +4, Medicine +4, Nature +4, Religion +4

Senses passive Perception 12

Languages Common, Sylvan

CURSE (1/DAY). Witches are feared for nothing if not their powerful curses. The witch can cast the hex spell once as a 1st-level spell with this trait, requiring no material components, and it regains the ability to cast it this way when it finishes a long rest. Intelligence is the witch's spellcasting ability for this spell.

SPELLCASTING. The witch's spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The witch has following wizard spells prepared:

Cantrips (at will): *poison spray*, *mage hand*, *minor illusion*

1st level (2 slots): *disguise self*, *color spray*, *witch bolt*

ACTIONS

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

6th	45 (7d8+14)	CHARM OF FLIGHT (1/DAY)
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As a bonus action, the witch imbues any object no heavier than 10 pounds with a flying speed of 30 feet for 1 hour. If the object has a shape that would conceivably allow the witch to mount it, the witch can use it as an air vehicle. While flying the air vehicle in this way, the witch is proficient with it.

THE WITCH BEYOND 1ST LEVEL

LEVEL	HIT POINTS	FEATURE
2nd	19 (3d8+6)	IMPROVED SPELLCASTING The witch gains an additional 1st-level spell slot. The witch also learns another 1st-level spell: <i>identify</i> , <i>mage armor</i> , or <i>sleep</i> .
3rd	26 (4d8+8)	MOST POTENT BREW (1/DAY). Witches are masterful potion brewers. Using a herbalism kit or an alchemist's kit and their magical resources, the witch can brew the following potions. A potion takes 10 minutes to create: 1st-level spell slot: <i>antitoxin</i> , <i>potion of climbing</i> , <i>potion of healing</i> 2nd-level spell slot: <i>oil of slipperiness</i> , <i>potion of animal friendship</i> , <i>potion of strength (hill giant)</i> , <i>potion of growth</i> , <i>potion of poison</i> , <i>potion of resistance</i> , <i>potion of water breathing</i> The potions created in this way draw upon the witch's magic, which is a limited commodity. Any potion created this way loses its magic after 24 hours. A witch can have a number of potions active in this way equal to their level and cannot create more until the potions are used or expire.
4th	32 (5d8+10)	ASI: INT +2 IMPROVED SPELLCASTING The witch learns the following 1st-level spells, but they can only cast them as rituals: <i>find familiar</i> , <i>detect poison and disease</i> , and <i>detect magic</i> . The witch also learns one new cantrip: <i>dancing lights</i> , <i>message</i> , or <i>ray of frost</i> .
5th	39 (6d8+12)	PROFICIENCY BONUS +1 IMPROVED SPELLCASTING The witch gains one 1st-level spell slots and two 2nd-level spell slots. The witch also learns two 2nd-level spell from among these options: <i>detect thoughts</i> , <i>invisibility</i> , and <i>phantasmal force</i> .

Ana Markova

Ana was an unruly child, and strange things kept happening around her, with chickens dropping dead or cutlery flying into her hands. An old herb wife wise in such things took an interest in her. Ana learned eagerly, until she finally left her village behind. The hag did not take this well, as she still expects something in return. Ana prefers functional clothes, but always with a splash of color, like a purple scarf or fingerless gloves striped in many colors.

Personality Trait. People have called me willful and brazen (and worse), but I prefer independent and confident. **Ideal.** I will not bend to anyone, and I will not let my past among those small-minded village folks weigh me down. **Flaw.** Nobody knows what's best for me, but me. You can keep your good advice to yourself.



NECROMANCER



"Once the soul has left the body, all that remains is a tool. It's a waste to bury corpses in the ground, or -gods forbid- burn them. All that good material, simply wasted! I simply shudder to think of it."

A necromancer is dedicated to the study of undeath and the acquisition of increasingly powerful thralls.

NECROMANCER

Medium Humanoid, any alignment

Armour Class 11 (simple and unfortunately odorous robes)

Hit Points 5 (1d6+2)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	16 (+3)	12 (+1)	8 (-1)

Saving Throws Int +5

Skills Arcana +5, History +5, Religion +5

Senses passive Perception 11

Languages Common, two others

SPELLCASTING. The necromancer's spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The necromancer has following spells prepared:

Cantrips. *Chill Touch, Frostbite, Ray of Frost, Toll the Dead*

1st level (2 slots): *Cause Fear, False Life, Magic Missile.*

DEPRAVED. The necromancer has advantage on saving throws against fear.

ACTIONS

PUNCH. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit 1 bludgeoning damage.

Oswald Odera

Oswald was born into a noble family, but his obsession with dissection and the dead lead to much worry from his parents. After his sister died from a fall while out playing Oswald took it upon himself to dissect his deceased sibling to improve his knowledge of human anatomy with some hands-on experience. After this event, his immediate removal from both the family's home and it's will was inevitable, a fact Oswald grumbles about on a daily basis. Now Oswald wanders the land, seeking to improve his knowledge of undead to gain greater and more numerous bodyguards.

Personality Trait. I am a coward, and use my spells to hide me or protect myself from trouble.

Ideal. If I raise enough undead servants, I will finally feel safe.

Flaw. I cannot help but inspect every corpse I find to ascertain the cause of death.

THE NECROMANCER BEYOND 1ST LEVEL

LEVEL	HIT POINTS	FEATURE
2nd	11 (2d6+4)	NECROMANTIC STUDY IMPROVED SPELLCASTING The Necromancer can learn either a Vulnerability, Resistance and Immunity of any Undead creature it has spent at least 1 hour studying, provided they either have a library to study in or the corpse of an undead creature to study.
3rd	16 (3d6+6)	GRAVE MARKERS IMPROVED SPELLCASTING The Necromancer gains one 1st Level spell slot. The Necromancer also learns the 1st level spells: <i>ray of sickness</i> and <i>expeditious retreat</i> .
4th	22 (4d6+8)	RETURN TO THE GRAVE The Necromancer has advantage on Investigation and Perception skill checks made to detect the presence of Undead. The Necromancer gains two 2nd level spell slots and one 1st level spell slot. The Necromancer also learns the 2nd level spells: <i>blindness/deafness, hold person, invisibility</i> and <i>elf's acid arrow</i> .
5th	27 (5d6+10)	PROFICIENCY BONUS +1 IMPROVED SPELLCASTING The Necromancer gains one 3rd level spell slot. The Necromancer also learns the 3rd level spells <i>animate dead</i> and <i>feign death</i>
6th	33 (6d6+12)	LEGION OF THE DEAD [1/DAY] The Necromancer can cast <i>animate dead</i> without expending a spell slot once a day.





SHAPECHANGER

"I have the perfect form for this task...."

[poof]

"Oops."



Once upon a time, the unlucky gothic shapechanger wished for great power. As the saying goes - be careful what you wish for. The shapechanger has the power to change their form, just not always when, where or how they would like.

SHAPECHANGER

Medium Humanoid, any alignment

Armour Class 13 (leather armor)

Hit Points 13 (2d8+4)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	14 (+2)	12 (+1)	12 (+1)	16 (+3)

Saving Throws Cha +4, Dex +4

Skills Animal Handling +3, Persuasion +5, Deception +5

Senses Passive Perception 11

Languages Common, plus one language of your choice

ADAPTABLE FORM (3/LONG REST). The shapechanger has the ability to change their form. As an action, the shapechanger may attempt to transform into a creature on the list below. There is a 50% chance they transform into their chosen creature, and a 50% chance they transform into a random creature from the list. The shapechanger remains in this form until they take a short rest.

When the shapechanger transforms, their statistics are replaced by the statistics of the selected creature, though they retain their Intelligence, Wisdom, and Charisma scores. The shapechanger cannot use any legendary actions or lair actions of their new form.

1D6	RESULT
1	RAT
2	BAT
3	RAVEN
4	TWIG BLIGHT
5	GHOST
6	VAMPIRE

PANIC. When the shapechanger takes damage, they must succeed on a DC 13 Constitution saving throw or be forced to change form provided they are still conscious. On a fail, roll on the transformation table. The shapechanger must take on that form. When a shapechanger changes as a result of this ability, their hit points reset to match the statistics of their new form. If the shapechanger is killed, it reverts to its true form but remains dead.

ACTIONS

CROSSBOW. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6+2) piercing damage.

THE SHAPECHANGER BEYOND 1ST LEVEL

LEVEL	HIT POINTS	FEATURE
2nd	19 (3d8+6)	ONE OF US
The shapechanger gains advantage on skill checks to identify other shape changing creatures such as were-creatures or vampires.		
3rd	26 (4d8+8)	DECEPTIVE APPEARANCE
When the shapechanger uses their ADAPTABLE FORM feature, they can elect to change their features as per the effects of an alter self spell instead, with a 50% chance of success. On a failure, the shapechanger transforms into a random creature from the table instead. If the shapechanger uses this ability, their stat block remains the same except as noted in the spell. Only their physical appearance changes.		
4th	32 (5d8+10)	ASI: CHA +2
5th	39 (6d8+12)	PROFICIENCY BONUS +1 TRANSFORMATION MASTERY
The shapechanger gains the ability to spend an action to end a transformation and revert to their true form instead of requiring a short rest.		
6th	45 (7d8+14)	WILLFUL TRANSFORMATION
The shapechanger may use their ADAPTABLE FORM ability at will.		

splint

Splint is a down-on-his-luck goblin, whose attempt to become a were-bear has gone horribly awry. He is determined to make the best of it, and is always looking for unique ways to use his new ability.

Personality Trait. I try to make friends with everyone.

Ideal. Many hands make light work

Flaw. Sometimes I am too eager to help



Mad Scientist

*"Just hold your nose and drink it,
let's see what this one does."*

The mad scientist eagerly pushes the boundaries of nature and science to come up with helpful - and sometimes unpredictable - concoctions and contraptions.

MAD SCIENTIST

Medium Humanoid, any chaotic alignment

Armour Class 12 (leather armor)

Hit Points 11 (2d8+1)

Speed 30ft.

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

Saving Throws Int +4, Wis +4

Damage Resistances acid, poison

Skills Arcana +4, Medicine +4, Nature +4

Senses passive perception 12

Languages Common, plus one of your choice

MANIACAL MAGIC The mad scientist's spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The mad scientist has following wizard spells prepared:

1st level (2 slots): *color spray*, *grease*

EXPLORATORY NATURE. The mad scientist's thirst for knowledge provides advantage on Investigation and Medicine skill checks.

EXPERIMENTAL RESISTANCE. The mad scientist's experiments have caused them to develop resistance to acid and poison.

ACTIONS

ACID GLOB GRENADES. *Ranged Weapon Attack:* +2 to hit, range 30/90 ft., one target. Hit: 5 (1d8+1) acid damage.

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

THE MAD SCIENTIST BEYOND 1ST LEVEL

LEVEL	HIT POINTS	FEATURE
2nd	16 (3d8+3)	SPELLCASTING. The mad scientist learns another 1st-level spell: <i>burning hands</i> or <i>chromatic orb</i> . If the scientist chooses <i>chromatic orb</i> , they do not need a material component to cast the spell.
3rd	22 (4d8+4)	EXPERIMENTAL CONCOCTION. The mad scientist can create experimental potions that (generally) grant beneficial effects. At the end of a long rest, the scientist can prepare a random potion of indistinguishable type. The scientist does not know the type of potion created during this process. The DM rolls a 1d6 and consults the EXPERIMENTAL CONCOCTION table (see page x) below to determine the type of potion created: Once the scientist uses this feature, they can't use it again until their next long rest.
4th	27 (5d8+5)	ABILITY SCORE IMPROVEMENT. The mad scientist's Intelligence score increases by 2, raising the modifier by 1, so increase the following numbers by 1 - the scientist's spell save DC, their Intelligence saving throw bonus, and their Arcana and Nature skill bonuses.
5th	33 (6d8+6)	SPELLCASTING. The mad scientist gains one 1st-level spell slot and two 2nd-level spell slots. The scientist also learns one 2nd-level spell: <i>knock</i> or <i>web</i> .
6th	38 (7d8+7)	INNOVATIVE INVENTION. The mad scientist can perform an experimental process on a weapon to give it a temporary enhancement. This enhancement lasts for 10 minutes. As an action, the scientist can enhance a weapon they can touch. The effect is randomly determined by rolling a 1d8 on the Innovative Invention table (see page): Once the scientist uses this feature, they can't use it again until they finish a long rest.

EXPERIMENTAL CONCOCTION TABLE

1D6	NAME	COLOR	QUIRK	POTION
1	THE PLENIPOTENTIARY POULTICE	BLUE	BUBBLING	Potion of Poison
2	THE DELUBRIOUS DECOCTION	GREEN	SMELLS AWFUL	Potion of Gaseous Form
3	THE INCENDIFOROUS ELIXIR	RED	SIZZLES	Potion of Fire Breath
4	THE SQUAMFORTH DELECTATION	PURPLE	CHEWABLE	Potion of Flying
5	THE PHOTONTASMAL PHILTRE	BROWN	ATTRACTS INSECTS	Potion of Invisibility
6	THE DEAD MAN'S DRAUGHT	YELLOW	FLOATING OFFAL INSIDE	Potion of Healing



INNOVATIVE INVENTION TABLE

INNOVATIVE INVENTION TABLE					
1D8	ENHANCEMENT			ENHANCEMENT	
1	PSYCHOTIC TENDENCIES	The weapon is cursed, as if it were a <i>berserker axe</i> . (DMG p.)	4	MINOR INTENSITY IMPROVEMENT	You have a +1 bonus to attack and damage rolls made with this weapon.
2	UNSTABLE STATIC	This weapon gains the special abilities of a <i>mace of disruption</i> . (DMG. p)	5	TERRIBLE TOXIN	This weapon gains the venomous active abilities of a <i>dagger of poison</i> .
3	BLINDED BY SCIENCE	This weapon sheds bright light in a 30-foot radius and dim light for an additional 30 feet. As a reaction immediately after being hit by a melee attack, the wielder can cause the attacker to be blinded until the end of the attacker's next turn, unless the attacker succeeds on a DC 13 Constitution saving throw. (1/long rest)	6	PERILOUS BLAZE	Green flames erupt from the weapon. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. While the sword is ablaze, it deals an extra 2d6 fire damage to any target it hits. The flames last until the duration of the effect ends or until you drop or sheathe the sword.
4	KINETIC WOUND	When you roll a 20 on your attack roll with this magic weapon, the target takes an extra 7 damage of the weapon's type.		MAJOR INTENSITY IMPROVEMENT	You have a +2 bonus to attack and damage rolls made with this weapon.

Doctor Dorhaim

Dorhaim is a middle-aged half-gnome with tufts of wild white hair and piercing grey eyes. It's unclear how he obtained the title "doctor" since he is fond of telling stories about how he has been kicked out of several schools and guilds for his controversial experiments. He is never seen without his stained leather apron. An assortment of test tubes, vials, and flasks hang from loops on his belt, clanking together as he moves.

Personality Trait. I have a dark sense of humor. I often laugh at things that others do not find funny, which can result in awkward situations.

Ideal. There is still much to be learned about the world, and I use my experiments to reveal these mysteries.

Flaw. I don't always consider the consequences of my experiments. If someone drinks one of my exploratory potions and suffers, that's the price we pay for research





CORPSE SPOUSE

"Beloved... I never dared dream I would see your face once more. Where have you been? How have you returned?

WHY DID YOU LEAVE ME TO DIE, BELOVED?"

Betrayed by their fiance/e or their newly minted spouse, and doomed to wander, mourning, for the rest of eternity, the Corpse Spouse is under the impression that you are their dear departed lover.



CORPSE SPOUSE

Medium Undead, any chaotic alignment

Armour Class 13 (natural armor)

Hit Points 11 (2d8+2)

Speed 30ft.

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

Saving Throws Con +4

Skills history +2, insight +2

Senses passive perception 10

Languages those it knew in life (usually Common)

DEVOTED (2/DAY). The corpse spouse is utterly devoted to the person it believes to be its former fiance/e. They will not be parted again. If the object of their misplaced affection drops to 0 hit points within sight of the corpse spouse, the corpse spouse can use a Reaction to scream loudly enough to wake the dead. The object of their affection regains 2d4 hit points.

DEAD. The corpse spouse does not need to rest, and is immune to Poison damage and the Poisoned condition. If the corpse spouse is reduced to 0 hit points by any means other than radiant damage or a Cleric's Destroy Undead feature, they reanimate 24 hours later with their maximum hit points. The corpse spouse is affected by a Cleric's Destroy Undead feature and similar abilities as if it were an undead creature with a CR of 1.

ACTIONS

ICE-COLD HANDS. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit 2 (1d4) cold damage

THE CORPSE SPOUSE BEYOND 1ST LEVEL

LEVEL	HIT POINTS	FEATURE
2nd	16 (3d8+3)	FRIGHTENING VISAGE The corpse spouse contorts their face and reveals the full extent of their decay. All living creatures within 30 feet who can see them must succeed on a DC 11 Charisma saving throw or be Frightened of the spouse for 1 minute. A Frightened creature repeats the saving throw at the end of each of their turns, ending the effect on itself on a success. Creatures who make their save are immune to the corpse spouse's Frightening Visage for the next 24 hours.
3rd	22 (4d8+4)	ADVANCED DECAY. The corpse spouse's claws now deal an additional 1d4 points of poison damage on a successful attack.
4th	27 (5d8+5)	ABILITY SCORE IMPROVEMENT. STR +2
5th	33 (6d8+6)	PROFICIENCY BONUS: +1 SUPREMELY DEVOTED. The corpse spouse's Devoted ability now restores 3d4 hit points.
6th	38 (7d8+7)	WAIL (1/DAY) The corpse spouse releases a mournful wail. This wail has no effect on constructs and undead. All other creatures within 30 feet of her that can hear her must make a DC 12 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.

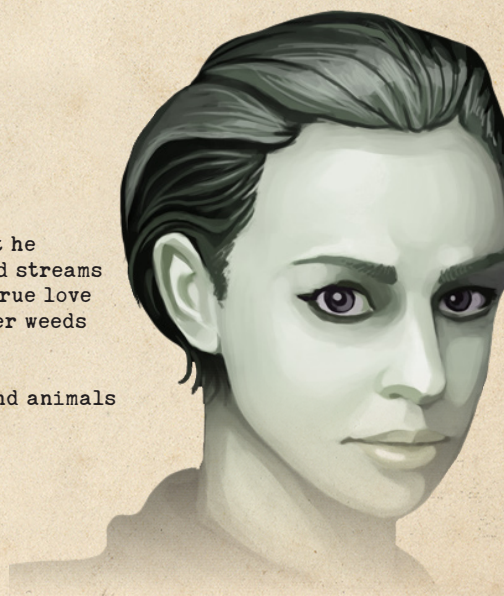
Mariah of the Weeds

Mariah's husband drowned her on her wedding day, the moment he could safely lay claim to her fortune. She follows rivers and streams forever, stopping only when she believes she has found her true love once more. Everywhere Mariah walks, stagnant water and river weeds fill her footprints.

Personality Trait. I retain a fondness for small children and animals

Ideal. I truly believe that love conquers all.

Flaw. Despite my lover's betrayal, I am still a trusting soul



HUNCHED ASSISTANT

"The master is so kind to us, so we help the master. Let us show you what we are working on, just be careful...it's truly electrifying."

Hunched assistants are excellent tinkerers and creators.

Highly intelligent, but socially awkward, the hunched assistant lives to serve their 'master'....even if that's not what you want.

HUNCHED ASSISTANT

Medium Humanoid, any chaotic alignment

Armour Class 12 (leather armor)

Hit Points 15 (2d8+6)

Speed 30ft.

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

Saving Throws Int +5

Skills animal handling +2, arcana +5, investigation +5

Senses passive perception 10

Languages Common, plus one of your choice

I CAN DO THAT! (1/LONG REST). The hunched assistant can assemble the correct tool to use in the moment. When a check requires use of a particular set of tools (thieves tools, smith's tools etc.), the hunched assistant can create the tools from what they have on hand. The hunched assistant may add their proficiency bonus to the check as if they have and are proficient with the tools. The created tool falls apart the next time the hunched assistant uses this ability.

OUTCAST. The hunched assistant has disadvantage on Charisma ability checks.

ACTIONS

HELP. The hunched assistant is an excellent tinkerer with significant knowledge about the properties of electricity. As an action, the hunched assistant may tinker with a target's weapon, temporarily infusing it with electricity. The next time the target successfully hits a creature or object with that weapon, they add 1d4 lightning damage.

HINDER. The hunched assistant has a tendency to get in the way, sometimes at the most (in)convenient times. As an action the hunched assistant may pepper a creature within 5ft of it with annoying questions and advice. If the creature understands the assistant it has disadvantage on its next attack roll or skill check.

THE HUNCHED ASSISTANT BEYOND 1ST LEVEL

LEVEL	HIT POINTS	FEATURE
2nd	23 (3d8+9)	ELECTRIC MASTERY The hunched assistant has mastered knowledge of electricity. They can cast <i>shocking grasp</i> a number of times equal to their INT modifier per long rest. Intelligence is their spellcasting ability. To hit: +5.
3rd	29 (4d8+12)	ANIMAL INTUITION The hunched assistant has an innate ability to understand beasts, intuit their moods, and communicate simple information to them. Additionally, the assistant gains advantage on Wisdom (animal handling) checks.
4th	36 (5d8+15)	ABILITY SCORE IMPROVEMENT. INT +2
5th	42 (6d8+18)	PROFICIENCY BONUS: +1 I CAN DO THAT (AGAIN) The hunched assistant's I CAN DO THAT! ability may now be used a number of times equal to their INT modifier per long rest
6th	49 (7d8+21)	SURGE (1/LONG REST) The hunched assistant may use an action to cast <i>lightning bolt</i> at its lowest level, requiring no material components.

Yorrick van Yostrel

Yorrick is a middle-aged human man with a pronounced limp in his right leg. Since his previous master passed away, Yorrick has been searching for someone new to serve. He has a particular affinity for anyone who has studied magic. Yorrick has a tendency to ask too many questions, and he keeps a pet mouse who he talks to constantly.

Personality Trait. I prefer animals to people.

Ideal. Knowledge will set me free.

Flaw. I see the best in every person, no matter how badly they treat me.



CREEPY CHILD

"I want to play with you. Especially your head."

Innocent, cute, and playful - but something is just not quite right. A creepy child sidekick makes you want to protect it and run the hell away from it, often at the same time.



CREEPY CHILD

Small Humanoid, chaotic evil

Armour Class 10

Hit Points 3 (1d8-1)

Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	11 (+0)	8 (-1)	13 (+1)	12 (+1)	14 (+2)

Saving Throws Wis +3. Cha +4

Skills Deception +4

Condition Immunities Charmed Frightened

Senses passive perception 11

Languages common

ETHEREALNESS. The creepy child can step over between the ethereal plane and the material plane at will when an attack would reduce it to zero hit points, no action required. The attack triggering this feature misses. When the creepy child uses this feature, it must remain on the other plane for 1 minute before it can return.

PSYCHOKINESIS. The creepy child can manipulate objects as if using an invisible mage hand. It can manipulate up to three objects at the same time in this way.

ACTIONS

PSYCHOKINETIC PROJECTION. The creepy child telekinetically picks up an object within 30 ft. of it that is no heavier than 10 pounds and not being worn or carried by another creature. It can then make a ranged weapon attack by psychokinetically hurling that object.

Ranged Weapon Attack: +4 to hit, range 20/60 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

THE CREEPY CHILD BEYOND 1ST LEVEL

LEVEL	HIT POINTS	FEATURE
2nd	7 (2d8-2)	CUTE BUT CREEPY
When a creature that can see the creepy child's face starts its turn within 10 ft. of the creepy child, the creepy child can force it to make a DC 12 Charisma saving throw. If the saving throw fails, the creature becomes charmed or frightened (the creepy child's choice). The affected creature can repeat the saving throw at the end of its turns, ending the effect on a success. A creature that succeeds on the saving throw is immune to this feature for 24 hours.		
3rd	10 (3d8-3)	COME PLAY WITH ME
As an action, the creepy child takes out a creepy toy,, and beckons to a creature that it can see within 30 ft. of it. A humanoid or undead creature targeted in this way must succeed on a DC 12 Charisma saving throw or become Charmed by the creepy child and immediately use its reaction (if possible) to move its full speed directly towards the creepy child. If the targeted creature ends its movement within 5 feet of the creepy child, it becomes locked into the play for up to 10 minutes, or until the creepy child moves away from the targeted creature by more than 5 feet or ends this effect as a bonus action. While locked into play with the creepy child in this way, the targeted creature is incapacitated and unaware. On subsequent turns, the creepy child can maintain this effect as an action, extending its duration until the end of the child's next turn. The effect ends if the child moves more than 5 feet away from the target, if the target cannot see or hear the child, or if the child takes damage. A creature that succeeds on the saving throw against this feature is immune to it for 24 hours.		
4th	14 (4d8-4)	ASI: CHA +1 FRIENDS ON THE OTHER SIDE
All undead can understand the creepy child's speech, and it gains the ability to decipher their moans and motions if they are incapable of speech themselves. The creepy child ignores any undead's immunity to the charmed condition.		
5th	17 (5d8-5)	PROFICIENCY BONUS +1 PSYCHOKINETIC BARRAGE
Whenever the creepy child uses PSYCHOKINETIC PROJECTION, it can use a bonus action to use it again on the same turn.		
6th	21 (6d8-6)	THE CORNER OF YOUR EYE
As an action, the creepy child can enter the Border Ethereal and target one creature it can see within 60 ft. of it to haunt. That creature perceives the creepy child only as a shadow hovering just at the periphery of its vision, or as bright giggles just around a corner. When the creature tries to look for the creepy child, it is not there. This is extremely distracting. At the start of each of its turns, the targeted creature must succeed on a DC 14 Wisdom saving throw or have disadvantage on all ability checks and attack rolls it makes until the end of its turn. The creepy child can take no actions while in this phantom-like state except to begin to return to its corporeal existence. This process takes 1 minute, at the end of which the creepy child seems to appear as if out of nowhere.		

Lisa

Lisa was stolen as an infant by a hag, to eat her and turn her into a hag-child. The hag, however, soon grew to regret this. An unnatural giggle from inside her slowly drove the witch mad, and she felt nauseated throughout. When she finally came down in labor, she did not survive the event. Lisa has been wandering the world ever since, looking for a family. Lisa appears as an eight- to twelve-year-old child in a black dress with white flowers and shiny black hair braided into two pigtails. She does not age. Lisa's true nature is unknown even to herself.

Personality Trait. I have a dead-pan and sarcastic attitude that is incongruous with my age.

Ideal. Grown-ups are always so attached to their made-up "proper" etiquette and constantly chase after some imaginary task. They need some play-time, and I'm here to provide it whether they want to or not!

Flaw. I don't think I'm evil - that's just one more thing adults made up to stop fun.



Judgmental Relative

"Why aren't you wearing the brooch I got you? You don't like it. Fine.

No, it's too late now, don't bother."

You are being accompanied by a family member, or close friend, in your travels. They do not approve of you, your choices, or your clothes. They waste no time in reminding you of this whenever the opportunity presents itself.

JUDGMENTAL RELATIVE

Medium humanoid, any evil alignment

Armour Class 10

Hit Points 9 (2d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	10 (0)	10 (0)	10 (0)	10 (0)	10 (0)

Condition Immunities Charmed, Frightened

Senses passive perception 10

Languages common

JUDGMENTAL ADVICE. The Judgmental Relative adores giving insults disguised as advice. An allied creature can listen to the Relative's uncomfortable and pointed advice for 1 minute to gain an extra 1d4 on the next ability check you make within the next 24 hours. A creature can only benefit from the ability once in every 24 hours.

OBLIVIOUS. The judgmental relative has disadvantage on all Wisdom based ability checks. They are also immune to the Charmed or Frightened conditions.

ACTIONS

VIPER'S TONGUE. The judgmental relative make a snide comment about a creature they can see within 30 feet. If that creature can hear and understand them, the creature minuses 1d4 from the result of the next attack roll, saving throw or ability check they make.

THE JUDGMENT RELATIVE BEYOND 1ST LEVEL

LEVEL	HIT POINTS	FEATURE
2nd	13 (3d8)	NO BOUNDARIES The judgmental relative is an expert at inserting themselves into situations where they have no business. The relative has advantage on Charisma ability checks when interacting with strangers.
3rd	18 (4d8)	UNWANTED GIFT (1/DAY) The Judgmental Relative can look in their belongings and discover a non-magical gift for you that you probably don't want, worth no more than 25gp. Your response to this gift is never sufficient in the eyes of the relative.
4th	22 (5d8)	UNCANNY ANALYSIS The relative has long years of practice in identifying weak spots to leverage. After spending 1 minute in study of or conversation with a creature, the relative learns if that creature has any damage vulnerabilities, and if so, what they are.
5th	27 (6d8)	I WANT TO SEE THE MANAGER The relative makes a gigantic fuss, loudly asserting their need to see some higher form of authority. Creatures within 10 feet of the relative that can see them must make a Wisdom saving throw. On a failed save, the creature has disadvantage on any Wisdom (Perception) check made to detect any creature other than the relative for 10 minutes, or until the relative stops talking.
6th	31 (7d8)	DISDAIN The relative is a fountain of disapproval, and their wearied gaze is enough to make the strongest heart falter. Creatures that can see the relative have disadvantage on Concentration checks and Wisdom saving throws.

Aunt Eglantine

A distant relative who goes by the moniker "aunt" to disguise how little reason she has to be interfering in your affairs, Eglantine has some strong ideas about the nature of your chosen career, and the manner by which you might settle down in a nice neighbourhood without all this adventure business.

Personality Trait. I know what is best for you and have a duty to save you from yourself.

Ideal. One day, everyone will realize I was right all along, and I want to be there when they do.

Flaw. I frequently get in over my head, but my pride won't let me back down.





SHADOW

*"whispering that almost (but not quite) forms
words that you recognise"*

You remember a time when your shadow was merely a faithful companion, not a monster that distorts into forms of its own choosing and sometimes abandons you entirely. That was so long ago. Now, your shadow watches you and your companions, drinking in every nuance of humanity it observes.

One day it will be better at being you than...well, than you are.

SHADOW

size varies, chaotic evil

Armour Class 15

Hit Points 11 (2d8+2)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	13 (+1)	8 (-1)	17 (+3)	3 (-4)

Saving Throws Wis +4

Skills Insight +5, Perception +5, Stealth +6

Condition Immunities Charmed Frightened

Senses darkvision 120ft. passive perception 15

Languages telepathy (only with its 'owner') 5ft

SEE THE UNSEEN. The shadow is always watching. When it first comes to consciousness, it can do nothing else. The Shadow perceives any Invisible creature within 60 feet of it.

INTANGIBLE. The shadow cannot interact with physical objects, and has resistance to Bludgeoning, Piercing, and Slashing damage from non-magical weapons. The shadow can occupy the same space as its owner.

ACTIONS

TWIST FORM. The shadow stretches and changes shape, distracting would-be attackers. The next attack against one of the shadow's allies (who is within five feet of the shadow) is made with disadvantage.

SHADOW BOXING. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) necrotic damage as the shadow entangles itself with the shadow of another creature within five feet.

THE SHADOW BEYOND 1ST LEVEL

LEVEL	HIT POINTS	FEATURE
2nd	16 (3d8+3)	DETACH (3/LONG REST) The shadow gains the ability to DETACH from its owner and travel up to 120 feet away. If it attempts to move beyond this range, it returns immediately to an empty space within five feet of its owner. It can remain detached for up to an hour, after which it returns to its owner as above. The shadow cannot use its SHADOW BOXING unless it is detached. The shadow makes no sound. Attempts to perceive it are made with disadvantage. The shadow can use this ability up to three times before each long rest.
3rd	22 (4d8+4)	BESTIAL FORM The shadow learns to stretch and warp into the shapes of nightmare beasts with teeth and claws. The Shadow Boxing action now inflicts 9 (2d8) points of damage on a hit.
4th	27 (5d8+5)	ASI: WIS+2 CORPOREAL (1/LONG REST) The shadow can solidify its form for a number of minutes equal to its Constitution modifier (minimum 1). While it is solid, the shadow can interact with other physical objects.
5th	33 (6d8+6)	PROFICIENCY BONUS: +1 REPLENISHMENT (3/LONG REST) When the shadow uses its SHADOW BOXING , it regains hit points equal to half the damage dealt by the attack, up to its normal hit point maximum. It can choose to keep the hit points gained in this fashion or bestow them on its owner.
6th	38 (7d8+7)	AFRAID OF THE DARK (1/LONG REST) The shadow can cast the <i>fear</i> spell without the need for any components. Its spellcasting ability is Wisdom (saving throw DC 15).

It's just your shadow

The shadow looks almost like your own. It doesn't move like you, though. It fidgets and fusses, peering over your shoulder or reaching towards your companions. Sometimes you sense a smile.

Personality Trait. I am powerless to interact with the material world, but I have very strong opinions on how YOU should do so. I have no qualms about telepathically sharing them with you.

Ideal. One day, I will be free of you.

Flaw. I frequently mime strangling or stabbing myself, or otherwise doing myself - which is to say, you - harm.

SCHOLAR

"Ah, yes, I'm certain I've seen this glyph sequence before, in the pages of Thomas of Norstadt's *Libro Scriptor Torvus*. I believe it's a conjuration circle of some variety. Here, let me get a closer look."

An occult scholar is a student of mysteries, whether or not those mysteries are safe to learn about. Occult scholars dabble in a variety of disciplines, and are sponges for both arcane and mundane knowledge. They tend to be characterized by a vast curiosity that outweighs their sense of self-preservation.

Scholar

Medium Humanoid, any alignment

Armour Class 9

Hit Points 9 (2d8)

Speed 30ft.

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

Saving Throws Int +4

Skills Arcana +4, History +4, Nature +4, Religion +4

Senses passive perception 11

Languages Common plus any two languages

RITUAL INITIATE. The occult scholar chooses a spell list: Bard, Cleric, Warlock, or Wizard. The occult scholar chooses two 1st-level spells with the Ritual tag from that spell list and can cast them as rituals. The occult scholar's spellcasting ability is Intelligence (spell save DC 12).

EXPERTISE. The occult scholar chooses one skill they are proficient in, and adds double their proficiency bonus (+2) on ability checks that use this skill.

I READ THAT SOMEWHERE! (1/LONG REST) The occult scholar has advantage on one Intelligence or Wisdom ability check. Once they use this feature, the occult scholar must complete a long rest before using it again.

ACTIONS

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

THE SCHOLAR BEYOND 1ST LEVEL

LEVEL	HIT POINTS	FEATURE
2nd	13 (3d8)	CANTRIPS Choose two cantrips from the following list: <i>blade ward</i> , <i>eldritch blast</i> , <i>guidance</i> , <i>light</i> , <i>mage hand</i> , <i>minor illusion</i> , <i>prestidigitation</i> , <i>produce flame</i> , <i>sacred flame</i> , and <i>thaumaturgy</i> . The occult scholar can cast these cantrips using Intelligence as their spellcasting ability (spell save DC 12, +4 to hit with spell attacks).
3rd	18 (4d8)	ADDITIONAL RITUAL CONTINUING STUDY The occult scholar selects another 1st-level spell with the Ritual tag from the spell list selected at 1st level and adds it to the spells they can cast as rituals. The occult scholar learns one additional language and gains proficiency in any combination of two skills or tools.
4th	22 (5d8)	ASI: INT +2
5th	27 (6d8)	PROFICIENCY BONUS: +1 IMPROVED RITUALS The occult scholar selects another 1st or 2nd-level spell with the Ritual tag from any spell list and adds it to the spells they can cast as rituals.
6th	31 (7d8)	LEARNED RECALL ADDITIONAL CANTRIP ADDITIONAL EXPERTISE The occult scholar regains the use of their I READ THAT SOMEWHERE! feature after a short or long rest. The occult scholar learns another cantrip from the list available at 2nd level. The occult scholar chooses one additional skill they are proficient in, and adds double their proficiency bonus on ability checks that use this skill.

Nora von Scholz

A native of Krezk, Nora is a graduate of the College of Arcane Sciences at the University of Dementlieu in Darkon. She returned to Barovia to apply her learning to the matter of freeing the land from the clutches of Strahd. Nora is pale and slight, her dark hair streaked with viridian, and wears scholarly robes.

Personality Trait. I have a book in my hand at all times, even when walking or riding.

Ideal. Knowledge is the best weapon we have against fear.

Flaw. If I understand the nature of something, I don't really think it can harm me

Hopeless Victim

"Help me! Don't let them take me! I'm the only one who knows how to stop Him!"

The hopeless victim just can't seem to catch a break. Wherever they hide, however you try to help them, they are always in harm's way - and they are your responsibility. Their last caretaker left them to die but you...well, you need them. For some reason.



HOPELESS VICTIM

Medium Humanoid, any alignment

Armour Class 11

Hit Points 17 (2d8+8)

Speed 30ft.

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

Saving Throws Wis +4

Skills Arcana +2, History +2, Religion +2

Senses Passive Perception 10

Languages Common, plus one other

SECRET KNOWLEDGE (1/LONG REST). The hopeless victim uses a bonus action to reveal some secret about the danger they face to one creature within 30 feet, who can hear them. Once within the next 10 minutes that creature can roll 1d6 and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the additional die, but must decide before the DM says whether the roll succeeds or fails. Once the die is rolled, it is lost. A creature can have only one such die at a time.

OBVIOUS TARGET. Hostile creatures within 10 feet of the hopeless victim and who can see them must succeed on a DC 11 Wisdom save to attack anyone except the hopeless victim for the rest of their turn. A creature that saves against this effect is immune to the Obvious Target ability of that Hopeless Victim for the next 24 hours.

ACTIONS

HELP. The hopeless victim cowers behind the nearest cover and gives helpful advice ranging from "Look out! Behind you!", to "Only sunlight will truly kill it!". The hopeless victim chooses one creature they can see, and that can hear them, within 30 feet, and grants it advantage on its next attack roll or ability check.

DODGE. The hopeless victim finally develops some concern for their own wellbeing and devotes all their energy to avoiding would-be attackers. Other creatures have disadvantage on attack rolls against the hopeless victim until the beginning of the hopeless victim's next turn.

THE HELPLESS VICTIM BEYOND 1ST LEVEL

LEVEL	HIT POINTS	FEATURE
2nd	25 (3d8+12)	DEEPER SECRETS
The hopeless victim gains an additional +1 to one of their skills (DM's choice).		
3rd	34 (4d8+16)	THE ONLY ONE WHO KNOWS...
The hopeless victim can now use their SECRET KNOWLEDGE ability a number of times equal to their Charisma modifier, per long rest.		
4th	42 (5d8+20)	ASI: WIS+2
5th	51 (6d8+24)	PROFICIENCY BONUS: +1 DARKER SECRETS
The additional die conferred by this ability increases to 1d8.		
6th	59 (7d8+28)	SELF-DEFENCE
The hopeless victim gains the following action:		
SHORTSWORD. <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. Hit: 4 (1d6) piercing damage.		

Aloysius Lovage

A slender, green-eyed young man with ink-stained fingers and a slight, shy stammer, Aloysius is a scholar - and a sweet, grateful recipient of your protection. He is clumsy, conspicuous, and overly curious, but he knows a startling amount about the Dark Powers and their minions. Enough that there are dozens of them constantly trying to kill him.

Personality Trait. I am incredibly polite.

Ideal. I value truth above all things.

Flaw. I am aware that curiosity killed the cat, but that's never tempered my inquisitive nature.



ancient family dog

"Grrrr...arf arf...awoooo!!!"

Your family's noble hound who has followed you through thick and thin, now wobbly with arthritis and a fierce determination to protect you from all danger.

ANCIENT FAMILY DOG

Small beast, any lawful alignment

Armour Class 12

Hit Points 5 (1d8+1)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	3 (-4)	12 (+1)	9 (-1)

Saving Throws Str +3 Wis +3

Skills Perception +3, Survival +3

Senses passive perception 13

Languages Understands very basic Common and a handful of commands in up to 2 other languages, but cannot speak

KEEN HEARING AND SMELL. The ancient hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

THE NOSE KNOWS. The ancient hound is an excellent tracker. It can never become lost as long as it can smell - it always knows the way back to where it came from. This ability can be confounded by magic, or by extraplanar boundaries.

AFFECTIONATE. The ancient hound constantly wants to sit on adventurer's laps when seated, eat off of their plates, and be touching them in some way. If it cannot be near an adventurer, it whines in displeasure eventually giving way to a howl audible out to 300 ft. If the ancient hound is separated from adventurers for 24 hours, it will seek help from the nearest available humanoid.

ACTIONS

BITE. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

DEFEND THE WEAK. When a friendly creature within 5 feet of the ancient hound takes damage, the hound can use a reaction to magically substitute its own health for that of the target creature, causing that creature not to take the damage. Instead, the hound takes the damage. This damage to the hound can't be reduced or prevented in any way.

THE DOG BEYOND 1ST LEVEL

LEVEL	HIT POINTS	FEATURE
2nd	11 (2d8+2)	PLAY DEAD

When reduced to half its Hit Points or fewer, the ancient hound may drop to the floor and *feign death* (as per the spell). In addition, whilst under the effects of this ability, it may not be targeted by hostile creatures.

3rd	16 (3d8+3)	RUN HOME
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As a bonus action, the ancient hound may pick up a Small or Tiny creature within 5 feet of it in its jaws, then run up to twice its speed to transport them to safety. This does not provoke attacks of opportunity.

4th	22 (4d8+4)	ASI: WIS+2
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5th	27 (5d8+5)	PROFICIENCY BONUS: +1 SIC 'EM
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The ancient hound may automatically Grapple any medium or smaller prone creature by standing on them. Whilst it does so, the hound occupies the same space as the grappled creature. The ancient hound can make a Bite attack as a bonus action against a creature it is grappling.

6th	33 (6d8+6)	HOWL OF DOOM (1/DAY)
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The ancient hound makes a terrifying howl that chills the listener to the bone. All creatures of the hound's choice within a 60 ft. radius must succeed on a DC 14 Wisdom save or be Frightened until the end of their next turn. In addition, the ancient hound's howl summons 2d4 allied **MASTIFFS** to fight alongside it, which appear from nowhere on initiative count 20 of the next round before disappearing on initiative count 1. These mastiffs have the Pack Tactics feature in addition to their normal statblock.

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

Cinnabun

aka. Princess Letitia von Cinnamon Arabella Bunsington IV

The frail bloodhound has rheumy eyes and shakes a bit when she walks. She wags her tail eagerly when she catches your eye and gingerly hefts her arthritic frame into your lap.

Personality Trait. Affectionate and loyal, she never believes her loved ones would do anything wrong

Ideal. Protect the family and any in need

Flaw. Brave and trusting to the bitter end



SPIRIT

"Spirits don't sleep, breath, eat or drink. Hatred, that's the only thing keeping them going now."

- Rudolph Van Richten

A spirit is a soul condemned to walk the world; angry, unbound, and beyond redemption.

SPIRIT

Medium Undead, any chaotic alignment

Armour Class 12

Hit Points 11 (2d8+2)

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

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	10 (+0)

Saving Throws Wis +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

Skills arcana +2, history +2, deception +4

Senses darkvision 60ft., passive perception 11

Languages any languages it knew in life

ETHEREAL SIGHT. The spirit can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

INCORPOREAL MOVEMENT. The 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.

SUNLIGHT SENSITIVITY. While in sunlight, the spirit has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

WITHERING TOUCH. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit 5 (1d8) necrotic damage.

ETHEREALNESS. The 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.

THE SPIRIT BEYOND 1ST LEVEL

LEVEL	HIT POINTS	FEATURE
2nd	16 (3d8+3)	POSSESSION (1/DAY).

One humanoid that the spirit can see within 5 feet of it must succeed on a DC 12 Charisma saving throw or be possessed by the spirit. The spirit doesn't deprive the target of awareness or gain its knowledge. The spirit can't be targeted, except by spells that turn undead, and it retains its alignment, Intelligence, Wisdom, and Charisma. It otherwise uses the possessed target's statistics.

The possession lasts for one hour, unless ended by the spirit, or its forced out via spell. The target is immune to this spirit's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

3rd	22 (4d8+4)	POLTERGEIST ABILITIES.
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The spirit gains innate spellcasting, allowing it to manipulate items/objects. The spirit's spellcasting ability is Wisdom (spell save DC 11). The spirit knows the following spells, requiring no material components:

At will: *mage hand*
2/day: *catapult*
1/day: *invisibility*

4th	27 (5d8+5)	ASI: WIS+1 CHA +1 IMPROVED POSSESSION
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The spirit's possession is now indefinite (unless ended by the spirit or expelled from the body), and leaves the humanoid unconscious when the spirit leaves its body.

5th	33 (6d8+6)	PROFICIENCY BONUS +1 AGING TOUCH.
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The spirit's **WITHERING TOUCH** now forces the target to succeed a DC 13 Wisdom saving throw or age a number of years equal to the damage dealt.

6th	38 (7d8+7)	SPECTRAL SHRIEK (1/DAY)
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Each non-undead creature within 10 ft. of the spirit must succeed on a DC 13 Wisdom saving throw or be paralyzed for 1 minute. While paralyzed, the spirit's possession ability automatically succeeds against the creature. A paralyzed target can repeat the saving throw at the end of each of its turn, ending the paralyzed 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 spirit's Spectral Shriek for the next 24 hours

Agatha Morten

Agatha Morten in her prime was a professional widow, a long line of marriages that came to 'unfortunate' and early ends. Her last partner got the better of her, condemning Agatha before throwing her clean off a balcony to her death below. Now she is an unfettered soul, trapped to roam the world in misery.

Personality Trait. I wear many masks, picking the right one to allure the refined in close.

Ideal. I had everything, the -world- took it all from me. I'll pry what I'm owed from the cold clutches of anyone in my way.

Flaw. I cannot stand to see couples or displays of love, I'd sooner gouge -their- eyes out than risk seeing it go a second longer

DEMON

"A deal with the devil is one thing, but a demon?
You must be desperate."
- Rudolph Van Richten

A demon seeks nothing more than to wreak
havoc, a force of pure chaotic evil.

DEMON

Medium Fiend, chaotic evil

Armour Class 13 (natural armor)
Hit Points 22 (4d8+4)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	7 (-2)	14 (+2)	3 (-4)

Saving Throws STR +4

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

Damage Immunities poison

Condition Immunities poisoned

Skills Athletics +4, Perception +4, Stealth +4

Senses darkvision 60 ft., passive perception 14

Languages Abyssal, understands Common but can't speak, telepathy 30 ft.

RAMPAGE. When the demon reduces a creature to 0 hit points with a melee attack on its turn, the demon can take a bonus action to move up to half its speed and make a bite attack.

CONSUME. As an action, the demon can consume a nearby humanoid corpse, regaining 4 (1d4 + 2) hit points.

ACTIONS

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

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

THE DEMON BEYOND 1ST LEVEL

LEVEL	HIT POINTS	FEATURE
2nd	27 (5d8+5)	INNATE SPELLCASTING The demon's spellcasting ability is Wisdom (spell save DC 11). The demon knows the following spells, requiring no material components: At will: <i>darkness</i> 1/day: <i>fear</i>
3rd	33 (6d8+6)	MULTIATTACK The demon gains the following action: MULTIATTACK. The demon attacks twice: one with its bite and one with its claws.
4th	38 (7d8+7)	ASI: STR +1 WIS +1 FAST LUNCH The demon's consume ability can now be used as a bonus action, and regains 8 (2d4 + 4) hit points.
5th	44 (8d8+8)	PROFICIENCY BONUS +1 INNATE SPELLCASTING The demon learns the following spells that it can cast once per day: <i>spider climb</i> , <i>hellish rebuke</i> , <i>invisibility (self-only)</i>
6th	49 (9d8+9)	MAGIC RESISTANCE The demon has advantage on saving throws against spells and other magical effects.

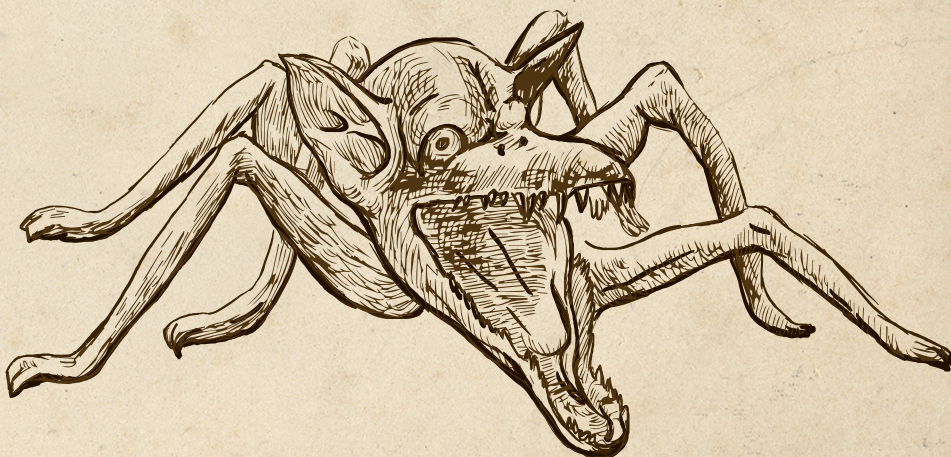
Bal'gag

Bal'gag is a lowly maw demon, cursed with being small in stature but blessed with wisdom higher than its common siblings. All mouth, all hunger, all chaos, with just a smidge of self-awareness.

Personality Trait. I crush all those that I defeat, all shall be crushed and consumed.

Ideal. All must be destroyed, chaos brings the food.

Flaw. My hunger often gets the better of me. I am easily distracted by the sight of a fresh corpse



SCARECROW

"Some people without brains do an awful lot of talking, don't you think? Not me - I can't speak!"

All scarecrows start as little more than a few fistfuls of straw and old rags, but one can become a scary ally when imbued with the right magic...

SCARECROW

Medium Construct, any non-good alignment

Armour Class 11

Hit Points 11 (2d8+2)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	8 (-1)	8 (-1)	13 (+2)

Damage Immunities poison

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Vulnerabilities fire

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

Senses darkvision 60 ft.

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

FALSE APPEARANCE. While the scarecrow remains motionless, it is indistinguishable from an ordinary, inanimate scarecrow.

ACTIONS

CLAW. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage. If the target is a creature, it must succeed on a DC 11 Wisdom saving throw or be frightened until the end of the scarecrow's next turn.

TERRIFYING GLARE. The scarecrow targets one creature it can see within 30 feet of it. If the target can see the scarecrow, the target must succeed on a DC 12 Wisdom saving throw or be magically frightened until the end of the scarecrow's next turn. The frightened target is paralyzed. Charisma is the scarecrow's feature ability for this.

THE SCARECROW BEYOND 1ST LEVEL

LEVEL	HIT POINTS	FEATURE
2nd	16 (3d8+3)	IMPROVED FALSE APPEARANCE

The scarecrow can manipulate its appearance to momentarily appear more human. As an action, it can cast the *disguise self* spell on itself. Charisma is the scarecrow's spellcasting ability for this. It must finish a long rest before using this ability again.

3rd	22 (4d8+4)	MIASMA OF FEAR (1/DAY)
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As an action, the scarecrow can emit a miasma that induces fear and hallucinations. Each creature of the scarecrow's choice within 30 feet of it must make a DC 12 Wisdom saving throw. On a failed save, the target is frightened of the scarecrow for 1 minute. If a creature frightened by this effect ends its turn more than 30 feet away from the scarecrow, it can attempt another Wisdom saving throw to end the effect on it.

4th	32 (5d8+10)	ASI: STR +1 CON +1 SPEAK WITH CROWS STRONG AS AN OX
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CHOOSE ONE:

SPEAK WITH CROWS. The scarecrow is weirdly not shunned by the crows of Barovia and other places, but rather seems to have formed a strange connection with them. The scarecrow can cast *speak with animals* at will, but it can only target crows with it. The scarecrow gains the ability to communicate with crows through gestures and sign language as if speaking for this ability only. Charisma is the scarecrow's spellcasting ability for this.

5th	39 (6d8+12)	PROFICIENCY BONUS +1 GUARDIAN OF THE FIELDS UNSEEN AMBUSER
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CHOOSE ONE:

GUARDIAN OF THE FIELDS (1/DAY). When a creature within 5 feet of the scarecrow attacks another creature friendly to the scarecrow, the scarecrow can use its reaction to interpose itself between the attack and the target, presuming the target is within 5 feet of the scarecrow when it uses this ability.

The attacking creature and the scarecrow make contested Athletics (Strength) checks, and if the scarecrow wins the contest the attack misses and the attacking creature is knocked prone.

6th	45 (7d8+14)	ASI CHA +2 OR STR +2 EXTRA ATTACK MAGIC WEAPONS
-----	-------------	--

EXTRA ATTACK. The scarecrow can attack twice, instead of once, whenever they take the attack action on their turn.

MAGIC WEAPONS. The scarecrow's claw attacks are now magical

Tattie Boggle

Tattie Boggle was built by an unwitting farmer known for the wonderful apple cider they produced, which was particularly enjoyed by a witch living nearby. The witch wanted to preserve the orchard and animated Tattie to protect it. Tattie followed its instructions somewhat *too* well - it killed the farmer when they next visited.

Personality Trait. I get bored easily and start to wander if there is nothing better to do. I have a strange craving for apples.

Ideal. I'm new to this world, and this farm cannot be everything. I would like to go out and see all there is to see!

Flaw. I follow any instructions given to me by my master - to the letter.



Abomination

"incoherent burbling"

An abomination is something weird and alien - the result of a failed experiment, a Thing that was summoned from another plane, or some other creature from outside of what passes for the natural order in the Domains of Dread.

Abominations vary greatly in appearance, but are invariably appalling and horrible. Hybrid combinations of amphibian, insectoid, octopoid, piscine, reptilian, vermicular, and less recognizable features are common.

ABOMINATION

Any size, chaotic evil

Armour Class 11

Hit Points 13 (2d8+4)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	15 (+2)	10 (0)	12 (0)	8 (-1)

Saving Throws Con +4

Senses darkvision 60 ft. passive perception 13

Languages Choose any two from Common, Deep Speech, Primordial, Undercommon, and telepathy 30 ft.

ABERRANT ASPECTS. The abomination chooses two features from the **ABERRANT ASPECTS** list below. It gains additional Aberrant Aspects at higher levels.

ALIEN MIND. The abomination is resistant to psychic damage, and has advantage on saving throws to avoid being frightened.

ACTIONS

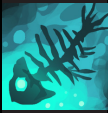
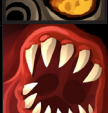
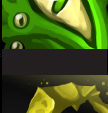
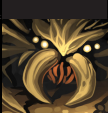
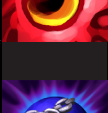
SLAM. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit 4 (1d6+1) bludgeoning damage.

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

THE ABOMINATION BEYOND 1ST LEVEL

LEVEL	HIT POINTS	FEATURE
2nd	19 (3d8+6)	UNNATURAL RESILIENCE The abomination gains resistance to one of the following damage types: acid, cold, fire, poison, or necrotic.
3rd	26 (4d8+8)	ABERRANT ASPECT The abomination gains an additional Aberrant Aspect.
4th	37 (5d8+15)	ASI: CON +2
5th	45 (6d8+18)	PROFICIENCY BONUS +1 ABERRANT ASPECT The abomination gains an additional Aberrant Aspect.
6th	52 (7d8+21)	EXTRA ATTACK IMPROVED RESILIENCE The abomination can attack twice when it takes the Attack action. The abomination gains resistance to a second damage type from the types listed under the UNNATURAL RESILIENCE trait at 2nd level

ABERRANT ASPECTS

FEATURE		EFFECT
BENEDICTION OF FATHER LLYMIC		The abomination gains a breath weapon, and can use an action to expel toxic fumes in a 15-foot cone. Each creature in that area must succeed on a DC 12 Constitution saving throw or take 7 (2d6) poison damage, or half that amount on a successful save. The damage increases to 10 (3d6) when the abomination reaches 5th level. When the abomination's Constitution modifier increases, the save DC for this effect increases by the same amount. Once the abomination uses this feature, it can't do so again until it finishes a short or long rest.
BENISON OF DENDAR		The abomination has advantage on saving throws against effects that deal poison damage or to resist the poisoned condition.
DREADFUL VIGOR OF ZHUDUN		When the abomination takes damage that would drop it to 0 hit points, it drops to 1 hit point instead. Once the abomination uses this feature, it can't do so again until it completes a long rest.
EMBRACE OF SHOTHRAGOT		When the abomination hits with a bite attack, it gains temporary hit points equal to the amount of piercing damage dealt. Once it uses this feature, it can't do so again until it finishes a short or long rest.
FLUCTUATIONS OF GHAUNADAR		The abomination is partially amorphous, and can move through a space small enough for a Small creature without squeezing. It can also occupy another creature's space and move through it without taking a penalty to its Speed, and it has advantage on ability checks and saving throws to avoid falling prone.
GHASTLY VESTMENT OF ZARGON		The abomination is covered in thick, acidic slime. It has advantage on ability checks to escape a grapple, and a creature that touches it or hits it with a melee weapon attack while within 5 feet of it must succeed on a DC 12 saving throw or take acid damage equal to the abomination's Constitution modifier. When the abomination's Constitution modifier increases, the save DC increases by the same amount.
GIFT OF ELDRITCH POTENCY		The abomination can innately cast a cantrip, requiring no components. Choose one cantrip from the following list: <i>acid splash</i> , <i>eldritch blast</i> , <i>poison spray</i> , <i>ray of frost</i> , or <i>shocking grasp</i> . The abomination's innate spellcasting ability is Wisdom (save DC 11, +3 to hit with spell attacks). This Aspect can be taken multiple times, with the abomination selecting a different cantrip each time.
GRIP OF HADAR		When the abomination hits a Large or smaller creature with a SLAM attack, it can use a bonus action to automatically grapple the target (escape DC 12). Until this grapple ends, the abomination can't use its slam on another target. When the abomination's Constitution modifier increases, the escape DC of its grapple increases by the same amount. The abomination can use this feature a number of times equal to its Constitution modifier. It regains expended uses when it finishes a short or long rest.
HUSK OF HIDEOUS PUISSANCE		The abomination has natural armor - scales, chitin, thick hide, or another protective covering. When it isn't wearing armor, its armor class is 13 plus its Dexterity modifier.
LIGHTLESS GAZE OF MOANDER		The abomination gains blindsight to a range of 30 feet.
LITANY OF THARIZDUN		The abomination can use an action to unleash a barrage of mad babbling that unhinges the minds of other creatures around it. Each creature within 15 feet of the abomination that can hear it must succeed on a DC 12 Charisma saving throw or take 9 (2d8) psychic damage, or half that amount on a successful save. Creatures with an Intelligence score of 2 or lower are immune to this effect. The psychic damage increases to 13 (3d8) when the abomination reaches 5th level. When the abomination's Constitution modifier increases, the save DC for this effect increases by the same amount. Once the abomination uses this feature, it can't do so again until it completes a short or long rest.
PELAGIC DEMEANOR OF DAGON		The abomination is amphibious. It can breathe air and water, and has a swim speed of 30 feet.

ABERRANT ASPECTS

FEATURE		EFFECT
PEREGRINATION OF MISKA		The abomination has a climb speed of 30 feet and can move along vertical surfaces without needing to make an ability check.
SORCERY OF THE STAR SPAWN		The abomination can innately cast spells, requiring no components. Its ability score for its innate spellcasting is Wisdom (save DC 11, +3 to hit with spell attacks). It chooses two spells from the following list: <i>armor of Agathys</i>, <i>arms of Hadar</i>, <i>bane</i>, <i>dissonant whispers</i>, <i>fog cloud</i>, <i>grease</i>, <i>inflict wounds</i>, <i>ray of sickness</i>, <i>silent image</i>, <i>Tasha's hideous laughter</i>, and <i>witch bolt</i>. It can cast each of these spells once. Once it casts each spell, it can't do so again until it completes a long rest. This Aspect can be taken multiple times, with the abomination selecting two additional spells each time.
STARRY WISDOM OF CAIPHON		The abomination gains proficiency in the Arcana and Nature skills, and has advantage on ability checks when using these skills to recall information about aberrations..
VISAGE OF GIBBETH		The abomination gains proficiency in the Intimidation skill, and can use its Constitution modifier instead of Charisma when making ability checks using this skill. In addition, the abomination can use an action to attempt to terrify onlookers; each creature within 20 feet of the abomination that can see it must succeed on a DC 12 Charisma saving throw or take 1d4 psychic damage and be Frightened for a number of rounds equal to the abomination's Constitution modifier. When the abomination's Constitution modifier increases, the save DC of this effect increases by the same amount. Once the abomination uses this feature, it can't do so again until it finishes a short or long rest.
WATCHFUL EYES OF BOLOTHAMOGG		The abomination has advantage on initiative rolls, and on Wisdom (Perception) checks that rely on sight.

Qual'mox the Execrable

Qual'mox started its life as a research project at the Department of Abnormal Physiology, Brautslava Institute, Darkon, and began its adventuring career immediately upon partially devouring its creator during his dissertation review. Its form consists of a vaguely humanoid torso perched on a tripod of crablike legs, with a tentacle in place of each arm and a head resembling that of a toad with a single cyclopean eye.

Personality Trait. It's so nice to have good friends and travel to new places and find exciting new things to eat.

Ideal. There was no reason for me to be made, so I see no reason to serve anyone's wishes but mine.

Flaw. Food tastes so much better when it's screaming.



TOYBOUND AVENGER

"Stop playing around! A vile evil stalks the land and demands our attention!"

An avenging spirit can sometimes become trapped within a children's toy, bent on completing a divine quest it could not finish in life.

TOYBOUND AVENGER

Tiny construct, any good alignment

Armour Class 15 (natural armor, shield)

Hit Points 13 (2d8+4)

Speed 30ft.

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

Saving Throws Wis +3, Cha +4

Skills Insight +3, Intimidation +4

Senses Passive Perception 11

Languages Common, plus one of your choice

CAN'T LOOK AWAY (1/REST). As a bonus action you compel a creature within 30 feet, who can see or hear you, to pay attention to you for up to 1 minute. Until this effect ends, you deal an extra 1d4 damage to the target whenever you hit it with a melee attack. In addition, the target must make a DC 12 Wisdom saving throw. On a failed save the target has disadvantage on attack rolls against creatures other than you. If the target drops to 0 hit points before these effects end, you can use a bonus action on a subsequent turn of yours to target a new creature. These effects end if you are knocked unconscious. Creatures who cannot see or hear you are immune to this ability.

FALSE APPEARANCE. While the Toybound Avenger remains motionless, it is indistinguishable from a normal toy.

ACTIONS

CROSSBOW. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6+2) piercing damage.

SHORTSWORD. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) piercing damage.

Zoltan Kragstaad

Zoltan Kragstaad was once an impassioned knight with the Order of the Silver Dragon. He zealously fought against the forces of evil. The revenant Zoltan (instead of rising up 24 hours later in a new body) awakened trapped within a Blinsky Toy.

Zoltan's form is that of a 3-foot tall fully articulated wooden clown armed with a sharp blade and hand crossbow. His large red painted nose honks loudly whenever he takes damage.

Zoltan frequently curses in a raspy voice, bemoaning his predicament. Despite his dour nature, Zoltan still zealously pursues vengeance against any he perceives to be evil.

THE TOYBOUND AVENGER BEYOND 1ST LEVEL

LEVEL	HIT POINTS	FEATURE
2nd	19 (3d8+6)	FANATICAL RAGE As a bonus action, the toybound avenger can enter a fanatical rage, immediately gaining 1d10 + its level temporary hit points. While raging, the toybound avenger has advantage on all Constitution, Wisdom and Charisma saving throws. The fanatical rage lasts for up to 1 minute. It ends early if the toybound avenger 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. The toybound avenger may end its fanatical rage on its turn as a bonus action. When the fanatical rage ends, the toybound avenger loses any remaining temporary hit points received from this ability. The toybound avenger must finish a short or a long rest before it can use this ability again.
3rd	26 (4d8+8)	STUFFING! When the toybound avenger hits a creature with a melee weapon attack, it can use a bonus action to unleash a blast of stuffing at the target. Until the end of the toybound avenger's next turn, the target has the blinded condition. Creatures that cannot see are immune to this ability. The toybound avenger cannot use this ability again until it has spent at least 1 minute restuffing itself.
4th	32 (5d8+10)	ASI: DEX +2
5th	39 (6d8+12)	PROFICIENCY BONUS +1 CAN'T LOOK AWAY EVEN MORE The extra damage provided by CAN'T LOOK AWAY increases to +2d4 damage per melee attack. This ability may now be used 2 times per rest.
6th	45 (7d8+14)	EXTRA ATTACK The toybound avenger can attack twice, instead of once, whenever it takes the Attack action on its turn.

Personality Trait. Don't turn away! We can defeat these demons!

Ideal. I will have no rest until Strahd is destroyed.

Flaw. Zoltan will recklessly charge into battle, particularly if faced with a powerful evil foe.

VAMPIRE

STUCK AS A BAT

Flap...flap flap...flap flap flap

This unfortunate vampire transformed into a bat and was unable to revert to their true shape. They now wander the night in irritation, following you wherever you go.

BAT-STUCK VAMPIRE

Tiny undead, lawful evil

Armour Class 16 (natural armor)

Hit Points 78 (12d8+24)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	12 (+1)	13 (+1)	14 (+2)

Saving Throws Dex +9, Wis +7, Cha +9

Skills Perception +7, Stealth +9

Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing From Nonmagical Attacks

Senses Darkvision 120ft., Passive Perception 17

Languages Understands the languages it knew in life, but cannot speak

KEEN HEARING. The bat-stuck vampire has advantage on Wisdom (Perception) checks that rely on hearing.
INCONSEQUENTIAL FLAP FLAP. The bat-stuck vampire remembers its true form and is constantly irritated that it is stuck as a bat. It hovers annoyingly close and futilely attempts to engage in tasks that require arms, hands, and legs.

VAMPIRE WEAKNESSES. The bat-stuck vampire has the following flaws:

- Forbiddance.** The bat-stuck vampire can't enter a residence without an invitation from one of the occupants.
- Harmed by Running Water.** The bat-stuck vampire takes 20 acid damage if it ends its turn in running water.
- Stake to the Heart.** If a piercing weapon made of wood is driven into the bat-stuck vampire's heart while the bat-stuck vampire is incapacitated in its resting place, the bat-stuck vampire is paralyzed until the stake is removed.
- Sunlight Hypersensitivity.** The bat-stuck vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks

ACTIONS

BITE: *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is Grappled, Incapacitated, or Restrained. Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the bat-stuck vampire 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. A humanoid slain in this way and then buried in the ground rises the following night as a Vampire Spawn under the bat-stuck vampire's control.

DISTRACTING FLAPPING: The bat-stuck vampire distracts a target, breaking their concentration. The target must succeed on a DC 17 Wisdom save or their next attack will be made at Disadvantage. If the vampire-stuck bat uses **DISTRACTING FLAPPING**, it does not provoke opportunity attacks for the rest of the round.

THE BAT-STUCK VAMPIRE BEYOND 1ST LEVEL

LEVEL	HIT POINTS	FEATURE
2nd	84 (13d8+26)	BAT FRIENDS The bat-stuck vampire calls on 2d4 SWARMS OF BATS . The called creatures arrive in 1d4 rounds on initiative count 20, acting as allies of the bat-stuck vampire. The beasts remain for 1 hour, until the bat-stuck vampire dies, or until the bat-stuck vampire dismisses them as a bonus action. They do not understand that the bat-stuck vampire is not a true bat and are not under the bat-stuck vampire's control. This ability only functions indoors, or at night.
3rd	91 (14d8+28)	CHARM See the VAMPIRE statblock. (Basic Rules p.352)
4th	97 (15d8+30)	REGENERATION The bat-stuck vampire regains 20 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 bat-stuck vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the bat-stuck vampire's next turn.
5th	104 (16d8+32)	POWER OF SPEECH By spending time with fellow adventurers, the bat-stuck vampire has relearned the rudimentary nature of speech. It will now speak incessantly. After 1 minute of listening to the bat-stuck vampire chatter, those unaccustomed to the bat-stuck vampire's yammering must succeed on a DC 17 Wisdom saving throw or take 13 (2d8+4) psychic damage or half as much on a successful save. A creature who fails this saving throw is immune to the bat-stuck vampire's chatter for the next 24 hours. The bat-stuck vampire cannot be heard through a sack, cloak, or other covering made of fabric or leather.
6th	110 (17d8+34)	LEGENDARY FLAPPING The bat-stuck vampire 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. Bat-stuck vampires regain spent legendary actions at the start of their turn. MOVE. The bat-stuck vampire moves up to its speed without provoking opportunity attacks. DISTRACTING FLAPPING. The bat-stuck vampire uses its Distracting Flapping ability. BITE (COSTS 2 ACTIONS). The bat-stuck vampire makes one bite attack

IREENA KOLYANA

"If I had to live a thousand lives in a thousand bodies, I would never submit to that monster"

Ireena Kolyana is a Barovian citizen. She is dour, brave and (incidentally) the reincarnation of a long dead woman called Tatyana. The vampire Strahd von Zarovich hounds Ireena, hoping to claim her for his own.



If you are playing through the Curse of Strahd module, there is a high chance you will encounter the NPC "Ireena Kolyana" as a pivotal branch of the narrative. The adventure suggests that Ireena accompany the party. If she does so, you may wish to use these statistics for her instead, to reflect her ability to grow and develop in the face of the hardships ahead of her.

IREENA KOLYANA

Medium humanoid, lawful good

Armour Class 15 (breastplate)
Hit Points 13 (2d12)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Persuasion +5
Senses Passive Perception 12
Languages Common

SHADOWS FROM THE PAST. Ireena's soul has traveled the length and breadth of Barovia - it knows many secrets. Ireena occasionally has vivid visions of the past when she enters a new location.

PREY OF THE MASTER. No creature under Strahd's control will willingly or intentionally harm Ireena.

ACTIONS

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

REACTIONS

PARRY. Ireena adds 2 to her AC against one melee attack that would hit her. To do so, Ireena must see the attacker and be wielding a melee weapon.

IREENA KOLYANA BEYOND 1ST LEVEL

LEVEL	HIT POINTS	FEATURE
2nd	19 (3d12)	ENDURANCE (1/DAY) Ireena can summon the will to continue when an ordinary person might collapse from fatigue. When she would drop to 0 hit points, she may opt to drop to one instead.
3rd	26 (4d12)	BLAZING SOUL Ireena contains the anger and pain of countless lives ended too soon. She gains proficiency in the Intimidation skill, and can no longer be Frightened.
4th	32 (5d12)	ASI: CHA +2 HARDENED RESOLVE Ireena's past lives shield her from supernatural influence. She can no longer be Charmed.
5th	39 (6d12)	PROFICIENCY BONUS +1 THE DEVIL YOU KNOW Ireena's memories are returning to her. She can now remember the layout of Castle Ravenloft, enough to navigate from place to place.
6th	45 (7d12)	FURY AND FIRE Ireena's soul shines like a beacon in the darkness of Barovia. Creatures within 30 feet of her share her immunities and see the visions from SHADOWS OF THE PAST when they occur.

SIDEKICKS

A sidekick's game statistics are presented in a box called a stat block, which is essentially a mini character sheet. A stat block contains things like ability scores and hit points, as well as the actions a sidekick is most likely to take in combat. Like any character, a sidekick can use the action options in the combat rules.

The statblocks in MISTKICKERS are sometimes monsters, and sometimes humanoids. Where appropriate, and when you and the DM agree, you might choose to enhance your sidekick with the appropriate racial traits.

ABILITY SCORE INCREASES

Sometimes you will see a marking "ASI" on a sidekick's statblock. This means that the sidekick has earned an ability score increase in a particular ability. When this happens, make sure you remember to increase the sidekick's relevant skills, saves and other affected scores by 1.

PROFICIENCY BONUS INCREASES

Sometimes you will see a marking "PROFICIENCY BONUS +1" on a sidekick's statblock. This means that the sidekick has earned an increase to their proficiency modifier. When this happens, make sure you remember to increase the sidekick's affected scores by 1.



MISTKICKERS is a DMsguild community project.

Not all of them are this dire.

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