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.

CAT EVANS writes horror and nasty fairy tales on the DMs Guild and elsewhere (as Catherine Evans). When she grows up, she wants to be a Night Hag.

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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.

TABLE OF CONTENTS

1. OCCULT DETECTIVE by Alicia Furness
2. WITCH by Sven Truckenbrodt
3. NECROMANCER by Darren Kenny
4. SHAPECHANGER by Alicia Furness
5. MAD SCIENTIST by Steve Orr
6. CORPSE SPOUSE by Catherine Evans
7. HUNCHED ASSISTANT by Alicia Furness
8. CREEPY CHILD by Sven Truckenbrodt
9. JUDGMENTAL RELATIVE by Oliver Clegg
10. SHADOW by Catherine Evans
11. SCHOLAR by Dan Layman-Kennedy
12. HOPELESS VICTIM by Catherine Evans
13. ANCIENT FAMILY DOG by Jessica Marcrum
14. SPIRIT by Matthew Whitby
15. DEMON by Matthew Whitby
16. SCARECROW by Sven Truckenbrodt
17. ABOMINATION by Dan Layman-Kennedy
18. TOYBOUND AVENGER by Joe Raso
19. VAMPIRE STUCK AS BAT by Jessica Marcrum
20. IREENA KOLYANA by Oliver Clegg

APPENDIX: SIDEKICKS
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

<table>
<thead>
<tr>
<th>Lv.</th>
<th>HP</th>
<th>Feature</th>
</tr>
</thead>
<tbody>
<tr>
<td>2nd</td>
<td>19 (3d8+6)</td>
<td>Keen Eye. The occult detective gains advantage on Intelligence (Investigation) checks when inspecting a crime scene.</td>
</tr>
<tr>
<td>3rd</td>
<td>26 (4d8+8)</td>
<td>Supernatural Knowledge (1/long rest). The occult detective is drawn to supernatural and arcane artifacts. You may cast <em>identify</em> as a ritual once per long rest.</td>
</tr>
<tr>
<td>4th</td>
<td>32 (5d8+10)</td>
<td>Ability Score Improvement. The detective's Wisdom score increases by 5, raising the modifier by 1; the detective's Wisdom saving throw bonus, their perception skill modifier, and their passive perception score.</td>
</tr>
<tr>
<td>5th</td>
<td>39 (6d8+12)</td>
<td>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.</td>
</tr>
<tr>
<td>6th</td>
<td>45 (7d8+14)</td>
<td>Convincing (3/long rest). The occult detective may cast <em>zone of truth</em> a number of times equal to their Charisma modifier per long rest. Charisma is their spellcasting ability for this spell (DC13).</td>
</tr>
</tbody>
</table>

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**

Medium Humanoid, any alignment

- **Armour Class**: 12 (studded leather)
- **Hit Points**: 13 (2d8+4)
- **Speed**: 30ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>12 (+1)</td>
<td>10 (0)</td>
<td>14 (+2)</td>
<td>14 (+2)</td>
<td>16 (+3)</td>
<td>16 (+3)</td>
</tr>
</tbody>
</table>

**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 the 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.

**The Witch Beyond 1st Level**

<table>
<thead>
<tr>
<th>Level</th>
<th>Hit Points</th>
<th>Feature</th>
</tr>
</thead>
<tbody>
<tr>
<td>2nd</td>
<td>19 (3d8+6)</td>
<td><strong>Improved Spellcasting</strong></td>
</tr>
<tr>
<td>3rd</td>
<td>26 (4d8+8)</td>
<td><strong>Most Potent Brew (1/day)</strong></td>
</tr>
</tbody>
</table>

**Improved Spellcasting**: The witch gains an additional 1st-level spell slot. The witch also learns another 1st-level spell: identify, mage armor, or sleep.

**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**: antitoxin, potion of climbing, potion of healing
- **2nd-level spell slot**: oil of slipperiness, potion of animal friendship, potion of strength (hulk giant), potion of growth, potion of poison, potion of resistance, potion of water breathing

**Potions from 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.

<table>
<thead>
<tr>
<th>4th</th>
<th>32 (5d8+10)</th>
<th><strong>ASI: INT +2</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>5th</td>
<td>39 (6d8+12)</td>
<td><strong>Improved Spellcasting</strong></td>
</tr>
</tbody>
</table>

**ASI: INT +2**: The witch learns the following 1st-level spells, but they can only cast them as rituals: find familiar, detect poison and disease, and detect magic. The witch also learns one new cantrip: dancing lights, message, or ray of frost.

**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: detect thoughts, invisibility, and phantasmal force.

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**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 wise in such things took an interest and put Ana through a cruel tutelage. 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**

Medium Humanoid, any alignment

<table>
<thead>
<tr>
<th>Armour Class</th>
<th>Hit Points</th>
<th>Speed</th>
</tr>
</thead>
<tbody>
<tr>
<td>11 (simple and unfortunately odorous robes)</td>
<td>5 (1d6+2)</td>
<td>30ft.</td>
</tr>
</tbody>
</table>

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

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**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 its 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**

<table>
<thead>
<tr>
<th>LEVEL</th>
<th>HIT POINTS</th>
<th>FEATURE</th>
</tr>
</thead>
</table>
| 2nd   | 11 (2d6+4) | NECROMANTIC STUDY  
                     IMPROVED SPELLCASTING |
| 3rd   | 16 (3d6+6) | GRAVE MARKERS  
                     IMPROVED SPELLCASTING |
| 4th   | 22 (4d6+8) | RETURN TO THE GRAVE |
| 5th   | 27 (5d6+10)| PROFICIENCY BONUS +1  
                     IMPROVED SPELLCASTING |
| 6th   | 33 (6d6+12)| LEGION OF THE DEAD (1/DAY) |

The Necromancer can cast animate dead without expending a spell slot once a day.
SHAPECHANGER

"I have the perfect form for this task...."
[proof]
"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

<table>
<thead>
<tr>
<th>Armour Class</th>
<th>Hit Points</th>
<th>Speed 30ft.</th>
</tr>
</thead>
<tbody>
<tr>
<td>13 (leather armor)</td>
<td>13 (2d8+4)</td>
<td>30ft.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 (0)</td>
<td>14 (+2)</td>
<td>14 (+2)</td>
<td>12 (+1)</td>
<td>12 (+1)</td>
<td>16 (+3)</td>
</tr>
</tbody>
</table>

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.

<table>
<thead>
<tr>
<th>1D6</th>
<th>RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>RAT</td>
</tr>
<tr>
<td>2</td>
<td>BAT</td>
</tr>
<tr>
<td>3</td>
<td>RAVEN</td>
</tr>
<tr>
<td>4</td>
<td>TWIG BLIGHT</td>
</tr>
<tr>
<td>5</td>
<td>GHOST</td>
</tr>
<tr>
<td>6</td>
<td>VAMPIRE</td>
</tr>
</tbody>
</table>

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 the 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

<table>
<thead>
<tr>
<th>LEVEL</th>
<th>HIT POINTS</th>
<th>FEATURE</th>
</tr>
</thead>
<tbody>
<tr>
<td>2nd</td>
<td>19 (3d8+6)</td>
<td>ONE OF US</td>
</tr>
<tr>
<td>3rd</td>
<td>26 (4d8+8)</td>
<td>DECEPTIVE APPEARANCE</td>
</tr>
<tr>
<td>4th</td>
<td>32 (5d8+10)</td>
<td>ASI: CHA +2</td>
</tr>
<tr>
<td>5th</td>
<td>39 (6d8+12)</td>
<td>PROFICIENCY BONUS +1</td>
</tr>
<tr>
<td>6th</td>
<td>45 (7d8+14)</td>
<td>TRANSFORMATION MASTERY</td>
</tr>
</tbody>
</table>

The shapechanger gains advantage on skill checks to identify other shape changing creatures such as were-creatures or vampires.

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.

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

<table>
<thead>
<tr>
<th>Armour Class</th>
<th>Hit Points</th>
<th>Speed</th>
</tr>
</thead>
<tbody>
<tr>
<td>12 (leather armor)</td>
<td>11 (2d8+1)</td>
<td>30ft.</td>
</tr>
</tbody>
</table>

**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 the 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**

<table>
<thead>
<tr>
<th>LEVEL</th>
<th>HIT POINTS</th>
<th>FEATURE</th>
</tr>
</thead>
<tbody>
<tr>
<td>2nd</td>
<td>16 (3d8+3)</td>
<td>SPELLCASTING. The mad scientist learns another 1st-level spell: burning hands or chromatic orb. If the scientist chooses chromatic orb, they do not need a material component to cast the spell.</td>
</tr>
</tbody>
</table>
| 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: knock or web. |
| 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 x):

Once the scientist uses this feature, they can’t use it again until they finish a long rest. |
### EXPERIMENTAL CONCOCTION TABLE

<table>
<thead>
<tr>
<th>1D6</th>
<th>NAME</th>
<th>COLOR</th>
<th>QUIRK</th>
<th>POTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>THE PLENIPOTENTIARY POULTICE</td>
<td>BLUE</td>
<td>BUBBLING</td>
<td>Potion of Poison</td>
</tr>
<tr>
<td>2</td>
<td>THE DELUBRIUS DECOCTION</td>
<td>GREEN</td>
<td>SMELLS AWFUL</td>
<td>Potion of Gaseous Form</td>
</tr>
<tr>
<td>3</td>
<td>THE INCENDIFOROUS ELIXIR</td>
<td>RED</td>
<td>SIZZLES</td>
<td>Potion of Fire Breath</td>
</tr>
<tr>
<td>4</td>
<td>THE SQUAMFORTH DELECTATION</td>
<td>PURPLE</td>
<td>CHEWABLE</td>
<td>Potion of Flying</td>
</tr>
<tr>
<td>5</td>
<td>THE PHOTONTASMAL PHILTRE</td>
<td>BROWN</td>
<td>ATTRACTS INSECTS</td>
<td>Potion of Invisibility</td>
</tr>
<tr>
<td>6</td>
<td>THE DEAD MAN’S DRAUGHT</td>
<td>YELLOW</td>
<td>FLOATING OFFAL INSIDE</td>
<td>Potion of Healing</td>
</tr>
</tbody>
</table>
Corpus 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.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>12 (+1)</td>
<td>10 (+0)</td>
<td>12 (+1)</td>
<td>14 (+2)</td>
<td>14 (+2)</td>
<td>10 (+0)</td>
</tr>
</tbody>
</table>

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

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**The Corpse Spouse Beyond 1st Level**

<table>
<thead>
<tr>
<th>LEVEL</th>
<th>HIT POINTS</th>
<th>FEATURE</th>
</tr>
</thead>
<tbody>
<tr>
<td>2nd</td>
<td>16 (3d8+3)</td>
<td>Frightening Visage</td>
</tr>
</tbody>
</table>

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.

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**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

<table>
<thead>
<tr>
<th>Armour Class</th>
<th>12 (leather armor)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>15 (2d8+6)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft.</td>
</tr>
</tbody>
</table>

**STATS**

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>12 (+1)</td>
<td>10 (+0)</td>
<td>16 (+3)</td>
<td>16 (+3)</td>
<td>10 (+0)</td>
<td>8 (-0)</td>
</tr>
</tbody>
</table>

**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.

---

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

Small Humanoid, chaotic evil

Armour Class 10
Hit Points 3 (1d8-1)
Speed 25 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>8 (-1)</td>
<td>11 (+0)</td>
<td>8 (-1)</td>
<td>13 (+1)</td>
<td>12 (+1)</td>
<td>14 (+2)</td>
</tr>
</tbody>
</table>

Saving Throws Wis +3, Cha +4
Skills Deception +4
Condition Immunities Charmed, Frightened
Senses passive perception 11
Languages common

Ethereality. 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.

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.

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.

The Creepy Child Beyond 1st Level

<table>
<thead>
<tr>
<th>LEVEL</th>
<th>HIT POINTS</th>
<th>FEATURE</th>
</tr>
</thead>
<tbody>
<tr>
<td>2nd</td>
<td>7 (2d6-2)</td>
<td>Cute But Creepy</td>
</tr>
<tr>
<td>3rd</td>
<td>10 (3d8-3)</td>
<td>Come Play With Me</td>
</tr>
<tr>
<td>4th</td>
<td>14 (4d8-4)</td>
<td>Asi: Cha +1</td>
</tr>
<tr>
<td>5th</td>
<td>17 (5d8-5)</td>
<td>Friends on the Other Side</td>
</tr>
<tr>
<td>6th</td>
<td>21 (6d8-6)</td>
<td>The Corner of Your Eye</td>
</tr>
</tbody>
</table>

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.

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 targetted 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.
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 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 makes 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

<table>
<thead>
<tr>
<th>LEVEL</th>
<th>HIT POINTS</th>
<th>FEATURE</th>
</tr>
</thead>
<tbody>
<tr>
<td>2nd</td>
<td>13 (3d8)</td>
<td>NO BOUNDARIES</td>
</tr>
<tr>
<td>3rd</td>
<td>18 (4d8)</td>
<td>UNWANTED GIFT (1/DAY)</td>
</tr>
<tr>
<td>4th</td>
<td>22 (5d8)</td>
<td>UNCANNY ANALYSIS</td>
</tr>
<tr>
<td>5th</td>
<td>27 (6d8)</td>
<td>I WANT TO SEE THE MANAGER</td>
</tr>
<tr>
<td>6th</td>
<td>31 (7d8)</td>
<td>DISDAIN</td>
</tr>
</tbody>
</table>

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.

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.

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.

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.

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

size varies, chaotic evil

Armour Class 15
Hit Points 11 (2d8+2)
Speed 30ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4 (-3)</td>
<td>18 (+4)</td>
<td>13 (+1)</td>
<td>8 (+1)</td>
<td>17 (+3)</td>
<td>3 (-4)</td>
</tr>
</tbody>
</table>

SavingThrows 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

<table>
<thead>
<tr>
<th>LEVEL</th>
<th>HIT POINTS</th>
<th>FEATURE</th>
</tr>
</thead>
<tbody>
<tr>
<td>2nd</td>
<td>16 (3d8+3)</td>
<td>DETACH (3/LONG REST)</td>
</tr>
</tbody>
</table>

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.

<table>
<thead>
<tr>
<th>3rd</th>
<th>22 (4d8+4)</th>
<th>BESTIAL FORM</th>
</tr>
</thead>
</table>

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.

<table>
<thead>
<tr>
<th>4th</th>
<th>27 (5d8+5)</th>
<th>ASI: WIS+2</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>CORPOREAL (1/LONG REST)</td>
</tr>
</tbody>
</table>

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.

<table>
<thead>
<tr>
<th>5th</th>
<th>33 (6d8+6)</th>
<th>PROFICIENCY BONUS: +1</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>REPLENISHMENT (3/LONG REST)</td>
</tr>
</tbody>
</table>

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.

<table>
<thead>
<tr>
<th>6th</th>
<th>38 (7d8+7)</th>
<th>AFRAID OF THE DARK (1/LONG REST)</th>
</tr>
</thead>
</table>

The shadow can cast the fear 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

Medium Humanoid, any alignment

Armour Class 9
Hit Points 9 (2d8)
Speed 30ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>8 (-1)</td>
<td>14 (+2)</td>
<td>10 (0)</td>
<td>14 (+2)</td>
<td>12 (+1)</td>
<td>10 (0)</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>LEVEL</th>
<th>HIT POINTS</th>
<th>FEATURE</th>
</tr>
</thead>
<tbody>
<tr>
<td>2nd</td>
<td>13 (3d8)</td>
<td>CANTRIPS</td>
</tr>
<tr>
<td>3rd</td>
<td>18 (4d8)</td>
<td>ADDITIONAL RITUAL CONTINUING STUDY</td>
</tr>
<tr>
<td>4th</td>
<td>22 (5d8)</td>
<td>ASI: INT +2</td>
</tr>
<tr>
<td>5th</td>
<td>27 (6d8)</td>
<td>PROFICIENCY BONUS: +1 IMPROVED RITUALS</td>
</tr>
<tr>
<td>6th</td>
<td>31 (7d8)</td>
<td>LEARNED RECALL ADDITIONAL CANTRIP ADDITIONAL EXPERTISE</td>
</tr>
</tbody>
</table>

THE SCHOLAR BEYOND 1ST LEVEL

Nora von Scholz

A native of Krezk, Nora is a graduate of the College of Arcane Sciences at the University of Dementiel 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.

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<table>
<thead>
<tr>
<th>HOPELESS VICTIM</th>
</tr>
</thead>
<tbody>
<tr>
<td>Medium Humanoid, any alignment</td>
</tr>
<tr>
<td>Armour Class 11</td>
</tr>
<tr>
<td>Hit Points 17 (2d8+8)</td>
</tr>
<tr>
<td>Speed 30ft.</td>
</tr>
<tr>
<td>STR</td>
</tr>
<tr>
<td>10 (0)</td>
</tr>
</tbody>
</table>

**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.

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<table>
<thead>
<tr>
<th>THE HELPLESS VICTIM BEYOND 1ST LEVEL</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>LEVEL</strong></td>
</tr>
<tr>
<td>2nd</td>
</tr>
<tr>
<td>The hopeless victim gains an additional +1 to one of their skills (DM’s choice).</td>
</tr>
<tr>
<td>3rd</td>
</tr>
<tr>
<td>The hopeless victim can now use their SECRET KNOWLEDGE ability a number of times equal to their Charisma modifier, per long rest.</td>
</tr>
<tr>
<td>4th</td>
</tr>
<tr>
<td>5th</td>
</tr>
<tr>
<td><strong>DARKER SECRETS</strong></td>
</tr>
<tr>
<td>The additional die conferred by this ability increases to 1d8.</td>
</tr>
<tr>
<td>6th</td>
</tr>
<tr>
<td>The hopeless victim gains the following action:</td>
</tr>
<tr>
<td><strong>SHORTSWORD.</strong> Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6) piercing damage.</td>
</tr>
</tbody>
</table>

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**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
Small beast, any lawful alignment

Armour Class 12
Hit Points 5 (1d8+1)
Speed 40ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>13 (+1)</td>
<td>12 (+1)</td>
<td>12 (+1)</td>
<td>3 (+4)</td>
<td>12 (+1)</td>
<td>9 (+0)</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>LEVEL</th>
<th>HIT POINTS</th>
<th>FEATURE</th>
</tr>
</thead>
<tbody>
<tr>
<td>2nd</td>
<td>11 (2d8+2)</td>
<td>PLAY DEAD</td>
</tr>
<tr>
<td>3rd</td>
<td>16 (3d8+3)</td>
<td>RUN HOME</td>
</tr>
<tr>
<td>4th</td>
<td>22 (4d8+4)</td>
<td>ASI: WIS+2</td>
</tr>
<tr>
<td>5th</td>
<td>27 (5d8+5)</td>
<td>PROFICIENCY BONUS: +1</td>
</tr>
<tr>
<td>6th</td>
<td>33 (6d8+6)</td>
<td>HOWL OF DOOM (1/DAY)</td>
</tr>
</tbody>
</table>

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.

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.

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.

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

Medium Undead, any chaotic alignment

Armour Class 12
Hit Points 11 (2d8+2)
Speed 0ft., fly 40ft. (hover)

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

<table>
<thead>
<tr>
<th>LEVEL</th>
<th>HIT POINTS</th>
<th>FEATURE</th>
</tr>
</thead>
<tbody>
<tr>
<td>2nd</td>
<td>16 (3d8+3)</td>
<td>POSSESSION (1/DAY).</td>
</tr>
<tr>
<td>3rd</td>
<td>22 (4d8+4)</td>
<td>POLTERGEIST ABILITIES.</td>
</tr>
<tr>
<td>4th</td>
<td>27 (5d8+5)</td>
<td>ASI: WIS+1 CHA+1 IMPROVED POSSESSION</td>
</tr>
<tr>
<td>5th</td>
<td>33 (6d8+6)</td>
<td>PROFICIENCY BONUS +1 AGING TOUCH.</td>
</tr>
<tr>
<td>6th</td>
<td>38 (7d8+7)</td>
<td>SPECTRAL SHRIEK (1/DAY)</td>
</tr>
</tbody>
</table>

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.

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

ASI: WIS+1 CHA+1

5th

PROFICIENCY BONUS +1

6th

The spirit's Possession is now indefinite (unless ended by the spirit or expelled by the body), and leaves the humanoid unconscious when the spirit leaves its body.

AGING TOUCH. 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.

Each non-undead creature within 10 ft. of the spirit must succeed on a DC 13 Wisdom saving throw of 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 turns, 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
Medium Fiend, chaotic evil

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

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>14 (+2)</td>
<td>14 (+2)</td>
<td>12 (+1)</td>
<td>7 (-2)</td>
<td>14 (+2)</td>
<td>3 (-4)</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>LEVEL</th>
<th>HIT POINTS</th>
<th>FEATURE</th>
</tr>
</thead>
<tbody>
<tr>
<td>2nd</td>
<td>27 (5d8+5)</td>
<td>INNATE SPELLCASTING</td>
</tr>
<tr>
<td>3rd</td>
<td>33 (6d8+6)</td>
<td>MULTIATTACK</td>
</tr>
<tr>
<td>4th</td>
<td>38 (7d8+7)</td>
<td>ASI: STR +1 WIS +1</td>
</tr>
<tr>
<td>5th</td>
<td>44 (8d8+8)</td>
<td>PROFICIENCY BONUS +1</td>
</tr>
<tr>
<td>6th</td>
<td>49 (9d8+9)</td>
<td>MAGIC RESISTANCE</td>
</tr>
</tbody>
</table>

The demon's spellcasting ability is Wisdom (spell save DC 11). The demon knows the following spells, requiring no material components:

- At will: darkness
- 1/day: fear

The demon gains the following action:

MULTIATTACK. The demon attacks twice: one with its bite and one with its claws.

At once per day: spider climb, hellish rebuke, invisibility (self-only)

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

Medium Construct, any non-good alignment

Armour Class 11
Hit Points 11 (2d8+2)
Speed 30ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>13 (+1)</td>
<td>12 (+1)</td>
<td>13 (+1)</td>
<td>8 (-1)</td>
<td>8 (-1)</td>
<td>13 (+2)</td>
</tr>
</tbody>
</table>

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 spellcasting ability for this.

THE SCARECROW BEYOND 1ST LEVEL

<table>
<thead>
<tr>
<th>LEVEL</th>
<th>HIT POINTS</th>
<th>FEATURE</th>
</tr>
</thead>
<tbody>
<tr>
<td>2nd</td>
<td>16 (3d8+3)</td>
<td>IMPROVED FALSE APPEARANCE</td>
</tr>
<tr>
<td>3rd</td>
<td>22 (4d8+4)</td>
<td>MIASMA OF FEAR (1/DAY)</td>
</tr>
<tr>
<td>4th</td>
<td>32 (5d8+10)</td>
<td>ASI: STR +1 CON +1 SPEAK WITH CROWS STRONG AS AN OX</td>
</tr>
<tr>
<td>5th</td>
<td>39 (6d8+12)</td>
<td>PROFICIENCY BONUS +1</td>
</tr>
<tr>
<td>6th</td>
<td>45 (7d8+14)</td>
<td>ASI CHA +2 OR STR +2 EXTRA ATTACK MAGIC WEAPONS</td>
</tr>
</tbody>
</table>

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.

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.
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.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>13 (+1)</td>
<td>12 (+1)</td>
<td>15 (+2)</td>
<td>10 (0)</td>
<td>12 (0)</td>
<td>8 (-1)</td>
</tr>
</tbody>
</table>

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.

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**The Abomination Beyond 1st Level**

<table>
<thead>
<tr>
<th>LEVEL</th>
<th>HIT POINTS</th>
<th>FEATURE</th>
</tr>
</thead>
<tbody>
<tr>
<td>2nd</td>
<td>19 (3d8+6)</td>
<td>Unnatural Resilience</td>
</tr>
<tr>
<td>3rd</td>
<td>26 (4d8+8)</td>
<td>Aberrant Aspect</td>
</tr>
<tr>
<td>4th</td>
<td>37 (5d8+15)</td>
<td>ASI: Con +2</td>
</tr>
<tr>
<td>5th</td>
<td>45 (6d8+18)</td>
<td>Proficiency Bonus +1 Aberrant Aspect</td>
</tr>
<tr>
<td>6th</td>
<td>52 (7d8+21)</td>
<td>Extra Attack, Improved Resilience</td>
</tr>
</tbody>
</table>

The abomination gains resistance to one of the following damage types: acid, cold, fire, poison, or necrotic.

The abomination gains an additional Aberrant Aspect.

The abomination gains an additional Aberrant Aspect.

The abomination gains resistance to a second damage type from the types listed under the **Unnatural Resilience** trait at 2nd level.
<table>
<thead>
<tr>
<th>Feature</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Benediction of Father Llymic</td>
<td>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.</td>
</tr>
<tr>
<td>Benison of Dendar</td>
<td>The abomination has advantage on saving throws against effects that deal poison damage or to resist the poisoned condition.</td>
</tr>
<tr>
<td>Dreadful Vigor of Zhudun</td>
<td>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.</td>
</tr>
<tr>
<td>Embrace of Shothragot</td>
<td>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.</td>
</tr>
<tr>
<td>Fluctuations of Ghaunadar</td>
<td>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.</td>
</tr>
<tr>
<td>Ghastly Vestment of Zargon</td>
<td>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.</td>
</tr>
<tr>
<td>Gift of Eldritch Potency</td>
<td>The abomination can innately cast a cantrip, requiring no components. Choose one cantrip from the following list: acid splash, eldritch blast, poison spray, ray of frost, or shocking grasp. 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.</td>
</tr>
<tr>
<td>Grip of Hadar</td>
<td>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.</td>
</tr>
<tr>
<td>Husk of Hideous Puissance</td>
<td>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.</td>
</tr>
<tr>
<td>Lightless Gaze of Moander</td>
<td>The abomination gains blindsight to a range of 30 feet.</td>
</tr>
<tr>
<td>Litany of Tharizdun</td>
<td>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.</td>
</tr>
<tr>
<td>Pelagic Demeanor of Dagon</td>
<td>The abomination is amphibious. It can breathe air and water, and has a swim speed of 30 feet.</td>
</tr>
</tbody>
</table>
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: armor of Agathys, arms of Hadar, bane, dissonant whispers, fog cloud, grease, inflict wounds, ray of sickness, silent image, Tasha’s hideous laughter, and witch bolt. 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 Gribbeth | 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 Bolothanogg | 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, Brautelava 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

Tiny construct, any good alignment

Armour Class 15 (natural armor, shield)
Hit Points 13 (2d8+4)
Speed 30 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 (+0)</td>
<td>14 (+2)</td>
<td>14 (+2)</td>
<td>10 (0)</td>
<td>12 (+1)</td>
<td>14 (+2)</td>
</tr>
</tbody>
</table>

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 ft, 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 your 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.

THE TOYBOUND AVENGER BEYOND 1ST LEVEL

<table>
<thead>
<tr>
<th>LEVEL</th>
<th>HIT POINTS</th>
<th>FEATURE</th>
</tr>
</thead>
<tbody>
<tr>
<td>2nd</td>
<td>19 (3d8+6)</td>
<td>FANATICAL RAGE</td>
</tr>
</tbody>
</table>

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 avatar's next turn, the target has the blinded condition. Creatures that cannot see are immune to this ability. The toybound avatar 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

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.

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.

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.
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 120 ft., 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 saving throw 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

<table>
<thead>
<tr>
<th>LEVEL</th>
<th>HIT POINTS</th>
<th>FEATURE</th>
</tr>
</thead>
<tbody>
<tr>
<td>2nd</td>
<td>84 (13d8+26)</td>
<td>BAT FRIENDS</td>
</tr>
<tr>
<td>3rd</td>
<td>91 (14d8+28)</td>
<td>CHARM</td>
</tr>
<tr>
<td>4th</td>
<td>97 (15d8+30)</td>
<td>REGENERATION</td>
</tr>
<tr>
<td>5th</td>
<td>104 (16d8+32)</td>
<td>POWER OF SPEECH</td>
</tr>
<tr>
<td>6th</td>
<td>110 (17d8+34)</td>
<td>LEGENDARY FLAPPING</td>
</tr>
</tbody>
</table>

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.

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.

MOVE. The bat-stuck vampire moves up to its speed without provoking opportunity attacks.
DISTRACTING FLAPPING. The bat-stuck vampire uses its Distraction 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.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>11 (+0)</td>
<td>12 (+1)</td>
<td>11 (+0)</td>
<td>12 (+1)</td>
<td>14 (+2)</td>
<td>16 (+3)</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>LEVEL</th>
<th>HIT POINTS</th>
<th>FEATURE</th>
</tr>
</thead>
<tbody>
<tr>
<td>2nd</td>
<td>19 (3d12)</td>
<td>ENDURANCE (1/DAY)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>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.</td>
</tr>
<tr>
<td>3rd</td>
<td>26 (4d12)</td>
<td>BLAZING SOUL</td>
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<tr>
<td></td>
<td></td>
<td>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.</td>
</tr>
<tr>
<td>4th</td>
<td>32 (5d12)</td>
<td>ASI: CHA +2</td>
</tr>
<tr>
<td></td>
<td></td>
<td>HARDENED RESOLVE</td>
</tr>
<tr>
<td>5th</td>
<td>39 (6d12)</td>
<td>PROFICIENCY BONUS +1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>THE DEVIL YOU KNOW</td>
</tr>
<tr>
<td>6th</td>
<td>45 (7d12)</td>
<td>FURT AND FIRE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>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.</td>
</tr>
</tbody>
</table>
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.