

## VAMPIRIC WRETCHES

With each passing generation, sired vampires can largely continue to resemble the ones that created them; passing generations may retain the abilities and powers of the ones that preceded them, but there are others who change with each new victim, whose characteristics and abilities may begin to deviate with dilution or age. Whether it be the result of an imperfect transformation, a curse, or even a stubborn refusal to change from a 'diet' that doesn't mix well with their physiology, these wretches are hard to define as 'traditional' vampires- but there is no doubt that they remain just as much of a menace. Their very notion an insult to their 'pure' kin, and their abilities wildly varied from the traditional, accepted lore of their kind, these malformed menaces are a fright to behold.

### DECAYED WRETCHES

As undead, one would expect a vampire's body to decay over time. For most, however, this is far from the truth; a traditional vampire could remain the same for millenia, never losing a day of youth. An exception, however, exists in so-called 'decayed' wretches. Having lost whatever trait that gives other vampires their agelessness, these creatures trade an unchanging form for frightful resilience and a greatly lessened desire for blood. In some ways, these horrid beings resemble ghouls or zombies, and their ability to consume flesh and even turn corpses into their kind do little to dissuade this association.

**Tragic Delusion.** Despite their horrifying, rotted visage, decayed wretches retain the same air of nobility as their kin. The ravages of age and decay have not removed a decayed wretch's delusions of grandeur and haughty self-importance, and it is not uncommon for these mad-dened creatures to gather a feast of rotten carrion as if it is little more than a noble banquet, to the horror of any poor observer. With time, reality strips many of these creatures of such delusions, revealing them for the carrion feeders they are.

**Necrotic Absorption.** The habit of eating decayed flesh is not simply done for sustenance: it serves a useful, if horrid purpose. As the ravages of age and decay break down their bodies, the act of consuming carrion repairs them... if only to a degree. No matter how much a decaying wretch gorges, they cannot halt the ravages of time, and even as new parts are acquired, they may not quite... fit. A truly aged wretch is an amalgamation of parts and shades of decay, a symbol of their neverending battle against the inevitable.

**Undead Resilience.** The traditional means of killing a vampire won't help in the case of a decayed wretch. Stakes through a heart that no longer beats do little, and even a beheading is unlikely to take. Parts sourced from a lifetime of 'meals' lend these creatures surprising resilience, except in the case of fire. Especially susceptible to flame, it is with torch and fire that a decayed wretch can be put down for good.



Artwork by DM Tuz

#### VAMPIRIC WRETCHES ORIGINS:

Here are a some ideas for the origin of Vampiric Wretches in your game:

- An alchemist in the pursuit of eternal life created a potion made out of vampiric essence. Unfortunately the concoction was imperfect.
- A cult of vampiries began worshipping a strange deity that shaped them in its own blasphemous image.
- A nation lead by a vampiric lord conquers and destroys a nother realm, surrounded by the ruins of his once great nation the enemy lord curses the vampires with his dying breath.
- Vampires conquered the world and after millenia of undisputed rule and evolution, they became mockeries of their once noble race.

## DECAYED WRETCH FLEDGLING

Medium undead, neutral evil

**Armor Class** 13 (natural armor)

**Hit Points** 37 (5d8 + 15)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	6 (-2)	8 (-1)	10 (0)

**Proficiency** +2

**Skills** Perception +1, Stealth +4

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

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

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

**Languages** Understands all languages it knew in life, possesses only limited speech

**Challenge** 2 (450 XP)

**Necrotic Feast.** If the Decayed Wretch Fledgling successfully bites a creature, or spends an action to feed on a corpse, the Decayed Wretch Fledgling regains 10 hit points at the start of its turn, if it isn't in sunlight or running water, for one minute. If the Wretch takes fire or radiant damage, or damage from holy water, this trait doesn't function at the start of the Wretch's next turn.

**Decayed Wretch Traits.** The Decayed Wretch Fledgling possesses the Decayed Wretch traits (see sidebar).

### ACTIONS

**Multiattack.** The Decayed Wretch Fledgling makes 2 attacks with its claws. If both attacks hit the same creature, the Wretch grapples the creature, escape DC 13. [Strength Based]

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the wretch, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

## DECAYED WRETCH

Medium undead, neutral evil

**Armor Class** 14 (natural armor)

**Hit Points** 85 (10d8 + 40)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	12 (+1)	12 (+1)	10 (0)

**Proficiency** +3

**Saving Throws** Con +7, Wis +4

**Skills** Perception +4, Stealth +5

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

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

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

**Languages** Languages it knew in life

**Challenge** 6 (2,300 XP)

**Necrotic Feast.** If the Decayed Wretch successfully bites a creature, or spends an action to feed on a corpse, the Decayed Wretch regains 20 hit points at the start of its turn, if it isn't in sunlight or running water, for one minute. If the Wretch takes fire or radiant damage, or damage from holy water, this trait doesn't function at the start of the Wretch's next turn.

**Decayed Wretch Traits.** The Decayed Wretch possesses the Decayed Wretch traits (see sidebar).

### ACTIONS

**Multiattack.** The Decayed Wretch makes 3 attacks: two with its claws and one with its bite. If two claw attacks hit the same creature, the Wretch grapples the creature, escape DC 15. [Strength Based]

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

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the wretch, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

### REACTIONS

**Feral Bite.** When a creature fails a Strength (Athletics) or Dexterity (Acrobatics) check to escape the Decayed Wretch's grapple, it makes a Bite attack against the creature

#### DECAYED WRETCH TRAITS

A creature with the Decayed Wretch Traits has the following abilities:

- **Spider Climb:** The wretch can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- **Delusional Wretch.** The wretch has advantage on saving throws against being charmed, frightened and effects that turn undead.
- **Vampire Weaknesses:** The Decayed Wretch has the following flaws: *Harmed By Running Water.* The wretch takes 20 acid damage when it ends its turn in running water. *Sunlight Hypersensitivity:* The wretch takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it was disadvantage on attack rolls and ability checks. A wretch fledgeling that ends its turn in sunlight is destroyed.

# DECAYED WRETCH LORD

Large undead, neutral evil

**Armor Class** 11 (natural armor)

**Hit Points** 157 (15d10 + 75)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	20 (+5)	3 (-4)	12 (+1)	17 (+3)

**Proficiency** +5

**Saving Throws** Str +10, Con +10, Wis +6

**Skills** Perception +6

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

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Languages it knew in life

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

**Legendary Resistance (3/Day).** If the Decayed Wretch Lord fails a saving throw, it can choose to succeed instead.

**Necrotic Feast.** If the Decayed Wretch Lord successfully bites a creature, a creature fails its saving throw against its Consume, or the Lord uses an action to feed on a corpse, the Decayed Wretch Lord regains 30 hit points at the start of its turn, if it isn't in sunlight or running water, for one minute. If the Lord takes fire or radiant damage, or damage from holy water, this trait doesn't function at the start of the Lord's next turn.

**Putrid Stench.** Any creature that starts its turn within 10 ft. of the Decayed Wretch Lord must succeed on a DC 18 Constitution saving throw or be poisoned for one minute. A creature repeats the saving throw at the end of its turn, on a successful save, the creature is no longer poisoned. On a successful saving throw, the creature is immune to the Lord's Stench for 24 hours. [Constitution Based]

**Decayed Wretch Traits.** The Decayed Wretch Lord possesses the Decayed Wretch traits (see sidebar).

## Unbound Monsters: Vampiric Wretches

### ACTIONS

**Multiattack.** The Decayed Wretch Lord makes 3 melee weapon attacks, only one of which can be a bite attack.

**Claws.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage. If the target is a creature, instead of dealing damage, the Lord can grapple the creature, escape DC 18. As long as the creature is grappled, the Lord can't use the same claw on another target. [Strength Based]

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the wretch, incapacitated, or restrained. *Hit:* 9 (1d8+5) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

**Consume (Recharge 5-6).** The Decayed Wretch Lord attempts to devour a creature, it has grappled. The grappled creature must make a DC 18 Constitution saving throw. On a failed save, it takes 11 (2d8) piercing and 45 (10d8) necrotic damage and half as much on a successful one. The Decayed Wretch Lord regains hit points equal to the necrotic damage dealt. If this damage reduces the creature to 0 hit points, it dies and is fully consumed by the Decayed Wretch Lord. The remains of the creature's body can be then be recovered, once the Lord is slain. [Strength Based]

### LEGENDARY ACTIONS

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

**Move.** The Decayed Wretch Lord moves up to half of its speed without provoking opportunity attacks.

**Claws.** The Decayed Wretch Lord attacks with its claws.

**Bite (Costs 2 Actions).** The Decayed Wretch Lord makes one Bite attack.



Artwork by DM Tuz

## SWARM WRETCHES

Lacking the sinister intelligence of their more pure-blooded kin, swarm wretches are vampires who have devolved into simple-minded monstrosities. Taking on more and more bestial, arachnid forms with each generation, these vampires are shorter-lived, but make up for it with terrifying adaptations. Looking to turn as many victims as it can into its brood, an elder swarm wretch's blood controls and commands those generations below it, and as a result, these 'simple' creatures often act with one, murderous intellect.

**Crawling Horrors.** Bearing an odd resemblance to spiders, swarm wretches possess a thin exoskeleton and long, gangly limbs. Their fangs resemble mandibles, and they construct large underground dwellings, akin to ants or termites. From here, they organize large-scale, frightfully-coordinated raids against the surface world, snatching up victims in their sleep. These unlucky souls are bound up like livestock, ready to be fed upon... or added to the ranks.

**Hierarchy of Blood.** Originating with a single leader like the queen of a hive of bees or ants, swarm wretches gain their coordination through a strict hierarchy. The lord, bloated and grotesque but powerful both in magic and mind, controls its brood through the first generations of 'workers' below it, each acting as a conduit for their leader's will. Even if the swarm lord's body were to be destroyed, the hive below retains its will through his or her tainted blood, though this control comes with a price: if the swarm lord were to be fully destroyed, the hive would devolve into infighting and chaos almost immediately.

**Grotesque Rebirth.** Though they seem as far from vampires as vampires could be, swarm wretches do retain some similarities with their kin. Though they live underground and thus avoid the sort of daylight rest most other vampires need, they are not free of it. Resting in cocoons spun from their own silk, a swarm wretch is able to recover from even grievous wounds thanks to the unnaturally accelerated recovery process within. Though they cannot reform after death like other vampires, being returned to the cocoon can restore even a dead swarm wretch to life.

## Unbound Monsters: Vampiric Wretches

### SWARM WRETCH FLEDGLING

Medium undead, neutral evil

**Armor Class** 14 (natural armor)

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

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	3 (-4)	12 (+1)	10 (0)

**Proficiency** +2

**Skills** Perception +3, Stealth +5

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

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

**Challenge** 1 (200 XP)

**Blood Bond.** The Swarm Wretch Fledgling immune to being charmed or frightened if it is within 120 ft. of a Swarm Wretch or a Swarm Wretch Lord.

**Regeneration.** The Swarm Wretch Fledgling regains 5 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 Swarm Wretch Fledgling takes radiant damage or damage from holy water, this trait doesn't function at the start of the Swarm Wretch Fledgling's next turn.

**Swarm Wretch Traits.** The Swarm Wretch Fledgling possesses Swarm Wretch Traits (see sidebar).

#### ACTIONS

**Multiattack.** The Vampiric Wretch Fledgling makes 2 attacks with its claws.

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

**Bite. Melee Weapon Attack:** +4 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the wretch, incapacitated, or restrained. *Hit:* 5 (1d6 + 2) piercing damage plus 3 (1d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the 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.

**Web (1/Short Rest). Ranged Weapon Attack:** +5 to hit, range 30/60 ft., one large or smaller creature. *Hit:* The target is restrained by crimson webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed - AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage. [Constitution Based]

### SWARM WRETCH

Medium undead, neutral evil

**Armor Class** 16 (natural armor)

**Hit Points** 65 (10d8 + 20)

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

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

**Proficiency** +3

**Saving Throws** Dex +7, Wis +5

**Skills** Perception +3, Stealth +5

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

**Senses** darkvision 60 ft., tremorsense 10 ft., passive Perception 15

**Languages** Languages it knew in life

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

**Blood Bond.** The Swarm Wretch can telepathically communicate with Swarm Wretch Fledgelings within 120 ft. of itself. Additionally, the Swarm Wretch is immune to being charmed or frightened if it is within 120 ft. of a Swarm Wretch Lord.

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

**Swarm Wretch Traits.** The Swarm Wretch possesses Swarm Wretch Traits (see sidebar).

#### ACTIONS

**Multiattack.** The Swarm Wretch makes 4 claw attacks, the Swarm Wretch can make one bite attack in place of 2 claw attacks.

**Claws. Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

**Bite. Melee Weapon Attack:** +7 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the wretch, incapacitated, or restrained. *Hit:* 8 (1d8 + 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 Swarm Wretch regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

**Web. Ranged Weapon Attack:** +7 to hit, range 30/60 ft., one large or smaller creature. *Hit:* The target is restrained by crimson webbing. As an action, the restrained target can make a DC 13 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed - AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage. [Constitution Based]

## Unbound Monsters: Vampiric Wretches

### SWARM WRETCH LORD

Huge undead, neutral evil

**Armor Class** 17 (natural armor)

**Hit Points** 132 (13d12 + 53)

**Speed** 10 ft. climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	13 (0)	12 (+1)	17 (+3)

**Proficiency** +5

**Saving Throws** Str +10, Con +9, Wis +8, Cha +9

**Skills** Perception +8

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

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., blindsight 30 ft., passive Perception 18

**Languages** Languages it knew in life

**Challenge** 14 (11,500 XP)

**Blood Bond.** The Swarm Wretch Lord can telepathically communicate with Swarm Wretches and Swarm Wretch Fledgelings within 120 ft. of itself. Additionally it can cast spells through any Swarm Wretch or Swarm Wretch Fledgeling that is within 120 ft. of the Swarm Lord as if they had cast the spell.

**Legendary Resistance (3/Day).** If the Swarm Wretch Lord fails a saving throw, it can choose to succeed instead.

**Regeneration.** The Swarm Wretch Lord regains 20 hit points at the start of its turn if it isn't in sunlight or running water. If the Vampiric Wretch Lord takes radiant damage or damage from holy water, this trait doesn't function at the start of the Swarm Wretch Lord's next turn. The Swarm Wretch Lord dies only if it starts its turn with 0 hit points and doesn't regenerate.

**Swarm Wretch Traits.** The Swarm Wretch Lord possesses the Swarm Wretch traits (see sidebar).

**Innate Spellcasting.** The Swarm Wretch Lord's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The Swarm Wretch Lord can innately cast the following spells, requiring no material or somatic components:

At will: *Chill Touch*, *Mage Hand*, *Message*, *Suggestion*, *Web*  
3/day each: *Darkness*, *Ray of Enfeeblement*  
1/day each: *Dominate Person*, *Synaptic Static*

#### SWARM WRETCH TRAITS

A creature with the Swarm Wretch Traits has the following abilities:

- **Spider Climb:** The Swarm Wretch can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- **Web Walker:** The Swarm Wretch ignores movement restriction caused by webbing.
- **Vampire Weaknesses:** The Swarm Wretch has the following flaws:  
*Harmed By Running Water.* The wretch takes 20 acid damage when it ends its turn in running water.  
*Stake to the Heart.* The wretch is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.  
*Sunlight Hypersensitivity:* The wretch takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it was disadvantage on attack rolls and ability checks. A wretch fledgeling that ends its turn in sunlight is destroyed.

#### ACTIONS

**Multiattack.** The Swarm Wretch Lord makes 3 attacks, two claw and one bite attack.

**Claws.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (3d6+5) slashing damage.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the wretch, incapacitated, or restrained. *Hit:* 9 (1d8+5) 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 Vampiric Wretch regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

#### LEGENDARY ACTIONS

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

**Claws.** The Vampiric Wretch Lord attacks with its claws.

**Command Swarm.** A Swarm Wretch or two Swarm Wretch Fledgelings move up to their speed without provoking opportunity attacks and make a claw attack.

**Bite (Costs 2 Actions).** The Vampiric Wretch Lord makes one bite attack.



Artwork by DM Tuz

### ***RAVEN MARKED WRETCHES***

Not all vampires are pleased with their eternal unlife—especially those who have been turned against their will. An unwilling vampire may turn to all manner of deities and powers to try to free themselves from their curse, and there is one among them who takes pity on such creatures. The Raven Queen offers those that come to her a gift—a chance to serve as her heralds in exchange for a chance to be free of their cursed existence. Bestowed with her mark and unique powers through a bizarre transformation, these beings hunt down undead, even other vampires, to pay their debts to their dark mistress.

**Mark of the Raven Queen.** A raven wretch shares many features with the chosen creature that bears their Queen's name. They possess feathers and other birdlike features, and can still transform, albeit into the form of a corvid. No longer desiring merely blood, there is a thirst for a creature's very life essence, allowing them to prey even on undead to return their souls to the Raven Queen. Tethered as they are to their mistress, their deaths simply mean a return to the Shadowfell, where they are reformed anew, rendering them all but immortal.

**Unwilling Recruits.** Given the somewhat-voluntary way a raven wretch is formed, there are few who would accept this 'gift' unwillingly, but the means to create new 'converts' do exist. A vampire drained of its essence and turned to stone must be infused with the blood of two of the raven-marked, and, should the ritual succeed, becomes another of their kind. Though it is risky and prone to failure, this tends to work better on vampires made that way unwillingly—whether they know it or not.

**Absolution at a Price.** Though theirs is a quest for forgiveness, this does not come easy to a raven wretch. The mark of the Raven Queen is a burden beyond simply the task she gives; the innate connection to the Shadowfell that comes with it can drain a being of emotions and leave them melancholy and dour. With no way out of their contract but its completion, and the mark a greater burden by the day, the light at the end of the tunnel can feel very far away indeed.

# RAVEN MARKED WRETCH

Medium undead (shapechanger), lawful neutral

**Armor Class** 17 (natural armor)

**Hit Points** 144 (17d8 + 68)

**Speed** 30 ft. fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	18 (+4)	16 (+3)	18 (+4)	12 (+1)

**Proficiency** +5

**Saving Throws** Dex +9, Con +9, Wis +9, Cha +6

**Skills** Insight +9, Perception +9, Stealth +9

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

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft. passive Perception 19

**Languages** Languages it knew in life

**Challenge** 14 (11,500 XP)

**Shapechanger.** The Raven Marked Wretch can use its action to polymorph into a tiny raven, or back into its true form. While in raven form, the Wretch can't speak, its walking speed is 5 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

**Legendary Resistance (3/Day).** If the Raven Marked Wretch fails a saving throw, it can choose to succeed instead.

**Magic Weapons.** A Raven Marked Wretch's weapons are magical.

**Regeneration.** The Raven Marked Wretch 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 Raven Marked Wretch takes radiant damage or damage from holy water, this trait doesn't function at the start of the Raven Marked Wretch's next turn.

**Shadowfell Escape.** When it drops to 0 hit points outside of the Shadowfell, the Raven Marked Wretch transforms into a cloud of mist, releases all souls it holds, and planeshifts to the Shadowfell. While it has 0 hit points in mist form, it can't revert to its Wretch form. Once in the Shadowfell it reverts to its basic form after 1 day at its maximum hit points.

**Soul Reaver.** A creature that is reduced to 0 hit points by the Raven Marked Wretch's soul drain has its soul stolen by the Raven Marked Wretch. This effect negates a vampire's Misty Escape. Additionally a creature cannot resurrected as long as the Raven Marked Wretch is alive and has not released the soul.

**Sunlight Sensitivity.** The Raven Marked Wretch has disadvantage on attack rolls and ability checks while in sunlight.

## Unbound Monsters: Vampiric Wretches

**Undead's Bane.** Necrotic Damage dealt by the Raven Marked Wretch ignores the damage resistance of an undead creature and treats its damage immunity as if it is damage resistance.

**Innate Spellcasting.** The Raven Marked Wretch's spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The Raven Marked Wretch can innately cast the following spells, requiring no material or somatic components:

At will: *Chill Touch*, *Detect Evil and Good*  
1/day each: *Planeshift* (self only)

### ACTIONS

**Multiattack.** The Raven Marked Wretch makes 3 attacks: 2 with its Claws and one with its Beak. If two claw attacks hit the same target it becomes restrained, escape DC 17. [Strength Based]

**Claws.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (3d6+4) slashing damage.

**Beak (Raven Or Wretch Form Only).** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the wretch, incapacitated, or restrained. *Hit:* 7 (1d6+4) piercing damage plus 14 (4d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the Raven Marked Wretch regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target is petrified and dies if this effect reduces its hit point maximum to 0.

**Chill Touch.** *Ranged Spell Attack:* +9 to hit, ranged 120 ft., one creature. *Hit:* 18 (4d8) necrotic damage. The target can't regain hit points until the start of the wretch's next turn. If the creature is undead it also has disadvantage on attack rolls against the wretch until the end of its next turn

### LEGENDARY ACTIONS

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

**Move.** The Raven Marked Wretch moves up to its speed without provoking opportunity attacks.

**Claws.** The Raven Marked Wretch attacks with its claws.

**Beak (Costs 2 Actions).** The Raven Marked Wretch makes one beak attack.

**Chill Touch (Costs 2 Actions).** The Raven Marked Wretch casts *Chill Touch*.