



Artwork by DM Tuz

BLOODBRIAR

Bloodbriar vampirism takes on a strange, plantlike aspect, but to mistake it for true life would be foolhardy. Though still traditional, life-stealing undead, bloodbriar vampires must spread their curse through novel means, with a lesser version of their plantlike spawn fusing with a host and transforming them into a vampiric wretch. The resulting metamorphosis is perhaps the most dramatic of all vampiric sub-breeds, as the Bloodbriar do not feed through fangs, but through blood-sucking thorns, hence their name. Despite this, one aspect they share with more traditional vampires is their deadly, overwhelming charm.

Circle of Unlife. The curse of the Bloodbriar is not transmitted through blood, but requires a deeper connection- a fusion between 'plant' and host. In their meekest form, Bloodbriar are small masses of tendrils with their vampiric 'fruit' at their core, who seek out a suitable host from their conception. Once one is located, the 'seed' uses these tendrils to infuse the victim with a supernatural, charming venom, ensuring docility as it drains life from the unsuspecting host. Over time, the sapling will eventually fuse with the host, creating a true Bloodbriar vampire; adorned by a crimson rose that is both the source of its power and an endlessly hungering parasite, the flower grows with each sanguine feast, eventually overtaking

the wretch and rooting them in place. For those that have gathered enough blood, a terrible metamorphosis takes place, transforming the once-beautiful Bloodbriar into a sprawling, plantlike monstrosity that bears yet more fruit, continuing the cycle of entrapment, transformation, and ultimately... death.

Inherited Charm. Unlike a traditional vampire, the unnatural charms of the Bloodbriar are purely chemical. Through pheromones and venom, they convince their victims that they are a thing of beauty, something to be adored and cherished, even as they drain the lifegiving blood from their bodies. Though it is true that the temporary form of a Bloodbriar wretch is, indeed, more traditionally beautiful than most would assume of a creature with such a title, and their enchantments work to convince the victim they are anything but a monster, one needs only see the aftermath to know the truth.

In Due Time. Though most vampires abhor the title, Bloodbriars are not above being seen as parasites. Knowing full well even from their sapling form that the preservation of their 'host' is essential, both for food and for eventual transformation, these creatures are careful in their feeding, but it is far from an act of mercy or sympathy. For the Bloodbriar, this is just a necessary means of preserving a meal as long as it can last.

BLOODBRIAR WRETCH SAPPLING

Small undead, neutral evil

Armor Class 13

Hit Points 27 (5d4 + 10)

Speed 30 ft., climb 30 ft.

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

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

Languages Understands all languages its host knows

Challenge 1 (200 XP)

Barbed Embrace. When a creature escapes a bloodbriar wretch's grapple with a successful check ability check, it suffers 5 (2d4) piercing damage.

Bloodbriar Wretch Traits. The bloodbriar wretch sappling possesses the bloodbriar wretch traits (see sidebar).

Lasting Hold. The wretch does not release its grapple if it is incapacitated.

Regeneration. The bloodbriar wretch sappling 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 bloodbriar wretch takes radiant damage or damage from holy water, this trait doesn't function at the start of the bloodbriar wretch's next turn.

ACTIONS

Vines. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 3) piercing damage, if the target is a medium size or smaller creature the wretch can grapple the creature (escape DC 11). For the duration of the grapple the wretch moves with the target whenever the target moves, requiring none of the wretch's movement.

Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., a creature that is grappled by the wretch. *Hit:* 5 (2d4) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the wretch 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. The wretch can choose to not reduce the target's hit points below 1.

Enthrall. A humanoid creature grappled by the bloodbriar wretch must succeed a DC 11 Wisdom saving throw, or be charmed by the wretch until the grapple ends. The charmed creature is under the control of the wretch as if it is an extension of itself, action on the initiative of the wretch, but only can take the attack, dash, disengage, help and hide action. It cannot make the host talk, cast spells or use bonus actions or reactions. If the takes the attack action, it can only make a single attack, regardless of extra attack feature or multiattack action. [Charisma Based]

BLOODBRIAR WRETCH

Medium undead, neutral evil

Armor Class 16 (natural armor)

Hit Points 98 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	16 (+3)	14 (+2)	15 (+2)	20 (+5)

Proficiency +3

Saving Throws Wis +4, Cha +8

Skills Deception +8, Perception +5, Persuasion +8, Stealth +7

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

Senses darkvision 60 ft., passive Perception 15

Languages Languages it knew in life

Challenge 8 (3,900 XP)

Barbed Embrace. When a creature escapes a bloodbriar wretch's grapple with a successful check ability check, it suffers 10 (4d4) piercing damage.

Bloodbriar Wretch Traits. The bloodbriar wretch possesses the bloodbriar wretch traits (see sidebar).

Green Tongue. The bloodbriar wretch can talk with plants.

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

ACTIONS

Multiattack. The bloodbriar wretch makes 3 attacks: two with its tendrils and one drain attack.

Tendrils. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 14 (4d4 + 4) piercing damage and the wretch can grapple the target (escape DC 14). The tendril grappling the target can be attacked (AC 16; 10 hit points; immunity to psychic damage). Destroying the tendril ends the grapple.

Drain. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one creature that is grappled by the wretch. *Hit:* 8 (2d4 + 4) piercing damage plus 10 (4d4) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the wretch 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. The wretch can choose to not reduce the target's hit points below 1.

Charm. The wretch targets one humanoid it can see within 30 ft. of it. If the target can see the wretch, the target must succeed on a DC 14 Wisdom saving throw or be charmed by the wretch until the end of its next turn. The charmed creature is incapacitated and repeats the saving throw if it can see the wretch. On a failed save the creature becomes charmed for 24 hours, regarding the wretch as an object of their affection to be heeded and protected. The target charmed this way is not under the wretch's control, it takes the wretch's requests or actions in the most favorable way it can, and will willingly let the wretch grapple it and drain it. Each time the wretch or the wretch's allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise the effect lasts for its full duration or until the wretch is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

A creature that succeeds its saving throw is immune to the wretch's charm for 24 hours.

BLOODBRIAR WRETCH LORD

Gargantuan undead, neutral evil

Armor Class 18 (natural armor)

Hit Points 263 (15d20 + 105)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	1 (-5)	24 (+7)	18 (+4)	19 (+4)	20 (+5)

Proficiency +6

Saving Throws Con +13, Wis +9, Cha +10

Skills Deception +10, Perception +9, Persuasion +10

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

Senses tremorsense 120 ft., darkvision 120 passive Perception 19

Languages Languages it knew in life, can only speak in telepathy 120 ft.

Challenge 19 (22,000 XP)

Legendary Resistance (3/Day). If the bloodbriar wretch lord fails a saving throw, it can choose to succeed instead.

Barbed Embrace. When a creature escapes a bloodbriar wretch's grapple with a successful check ability check, it suffers 10 (4d4) piercing damage.

Bloodbriar Wretch Traits. The bloodbriar wretch possesses the bloodbriar wretch traits (see sidebar).

Green Tongue. The bloodbriar wretch can talk with plants.

Obstructing Growth. The ground within 20 ft. bloodbriar wretch lord is covered in gnarled and thorny growths, making it difficult terrain.

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

Thorned Defense. A creature that hits the bloodbriar wretch with a melee attack while within 5 ft. of it takes 5 (2d4) piercing damage.

ACTIONS

Multiattack. The bloodbriar wretch lord makes 4 attacks: three with its tendrils and one drain attack.

Tendrils. *Melee Weapon Attack:* +12 to hit, reach 30 ft., one target. *Hit:* 16 (4d4 + 6) piercing damage and the wretch can grapple the target (escape DC 20). The tendrils grappling the target can be attacked (AC 20; 30 hit points; immunity to psychic damage). Destroying the tendrils ends the grapple.

Drain. *Melee Weapon Attack:* +12 to hit, reach 30 ft., one creature that is grappled by the wretch. *Hit:* 11 (2d4 + 6) piercing damage plus 10 (4d4) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the wretch 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. The wretch can choose to not reduce the target's hit points below 1.

Unbound Monsters: Vampiric Wretches

Thorn Blast. *Ranged Weapon Attack:* +12 to hit, range 120/480., one target. *Hit:* 26 (8d4 + 6) piercing damage.

Mass Drain. The bloodbriar wretch lord makes a drain attack against all creatures it has grappled.

Charming Whispers. The wretch targets one humanoid it can see within 120 ft. of it. The target must succeed on a DC 18 Wisdom saving throw or be charmed by the wretch. The charmed creature regards the wretch as an object of their affection to be heeded and protected. The charmed target is not under the wretch's control, it takes the wretch's requests or actions in the most favorable way it can, and will willingly let the wretch grapple it and drain it.

Each time the wretch or the wretch's allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise the effect lasts for 24 hours or until the wretch is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

A creature that succeeds its saving throw is immune to the wretch's charm for 24 hours.

LEGENDARY ACTIONS

The bloodbriar 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 bloodbriar wretch lord regains spent legendary actions at the start of its turn.

Tendrils Swipe. The bloodbriar wretch lord makes a Tendril attack without grappling the target. If the attack hits, the wretch lord can push the target up to 10 ft. away from the wretch lord.

Drain (Costs 2 Actions). The wretch lord makes a drain attack.

Thorn Blast (Costs 3 Actions). The wretch lord makes a thorn blast attack.

BLOODBRIAR WRETCH TRAITS

A bloodbriar wretch has the following traits:

- **Spider Climb:** The wretch can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- **Verdant Stride:** Difficult terrain caused by non-magical vegetation doesn't cost the wretch extra movement.
- **Plant Camouflage:** The wretch has advantage on Dexterity (Stealth) checks made to hide in plants and foliage.
- **Vampire Weaknesses:**
The bloodbriar 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: If a piercing weapon made of wood is driven into the wretch's heart while the wretch is incapacitated in its resting place, the wretch is paralyzed until the stake is removed.
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.



Artwork by DM Tuz

STYGIAN

The superstition that a vampire will not cross a flowing river is not unfounded; after all, water burns the flesh of a vampire like acid. One would think, then, that there would be no environment more ill-suited to a vampire than the open sea, yet this could not be farther from the truth. The Stygian wretches, having somehow cast aside the traditional weakness to water of their kin, have turned the depths into both home and hunting ground, their deadly embrace awaiting unsuspecting victims within the darkest ocean mirk.

A Costly Trade. Though they are free of vulnerability to water, this strength did not come without cost. Though they can hide freely from the oppressive sun in the depths of darkest waters, in turn the sun's rays have become all the more deadly to them. Though a traditional vampire can bear the light of day for a short time, albeit in terrible pain, the merest lick of sunlight across a Stygian's skin is agony itself, and full exposure is all but certain death, if not something that renders them utterly helpless.

Deadly Embrace. As another adaptation to their new form, Stygian vampires have taken to the means of deep sea creatures to drain the life from their victims. Though still capable of biting with terrible fangs, they've taken cues from deepsea parasites, and bear blood-draining suckers on each palm. Bringing a victim into a deadly embrace, they hold tightly, feeding until their prey is drained of life. Thus, their preferred method of hunting is to drag a victim beneath the waves, quickly killing them through either blood loss... or simple lack of air.

Uncanny Beauty. One would think the deepsea habitat and hunting methods of a Stygian wretch would result in some horrid abomination of a creature, yet this is far from the truth. The face of such a creature is strangely beautiful, yet still undoubtedly alien and unnatural, their eyes glassy and faces without motion or expression as they drag a struggling victim to a watery doom.

STYGIAN WRETCH FLEDGLING

Medium undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 20 ft., swimming 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	6 (-2)	12 (+1)	8 (-1)

Proficiency +2

Skills Athletics +5, Stealth +7

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

Senses blindsight 30 ft. (see aquatic sight), darkvision 120 ft., passive Perception 11

Languages Languages it knew in life

Challenge 2 (450 XP)

Aquatic Wretch Traits. The stygian wretch fledgling possesses the aquatic wretch traits (see sidebar).

Deadlock. When the stygian wretch grapples a creature at the beginning of its turn, it can use a bonus action to have the grappled target succeed a DC 13 Strength saving throw, or be restrained for the duration of the grapple and have disadvantage on Strength (Athletics) and Dexterity (Acrobatics) checks to escape the grapple. [Strength Based]

Regeneration. The stygian wretch regains 5 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the stygian wretch takes radiant damage or damage from holy water, this trait doesn't function at the start of the wretch's next turn.

ACTIONS

Multiattack. The stygian wretch fledgling makes 2 attacks, it can use its drain in place of one attack.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 7 (1d8 + 3) slashing damage. Instead of dealing damage, the stygian wretch can grapple the target (escape DC 13). If the target is surprised it can do both.

Drain. A creature grappled by the wretch must succeed a DC 12 Constitution saving throw or take 5 (2d4) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the wretch 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.

STYGIAN WRETCH

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 72 (11d8 + 22)

Speed 20 ft., swimming 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	15 (+2)	8 (-1)	12 (+1)	14 (+2)

Proficiency +3

Saving Throws Str +6, Dex +6

Skills Athletics +6, Perception +4, Stealth +9

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

Senses blindsight 30 ft. (see aquatic sight), darkvision 120 ft., passive Perception 14

Languages Languages it knew in life

Challenge 5 (1,800 XP)

Aquatic Wretch Traits. The stygian wretch possesses the aquatic wretch traits (see sidebar).

Deadlock. When the stygian wretch starts its turn grappling a creature, it can use a bonus action to have the grappled target succeed a DC 14 Strength saving throw, or be restrained for the duration of the grapple and have disadvantage on Strength (Athletics) and Dexterity (Acrobatics) checks to escape the grapple. [Strength Based]

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

ACTIONS

Multiattack. The stygian wretch makes 2 attacks and uses its drain.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 3) slashing damage. Instead of dealing damage, the stygian wretch can grapple the target (escape DC 14). If the target is surprised it can do both.

Water Bullet. Ranged Weapon Attack: +6 to hit, range 60/120 ft., one target. **Hit:** 8 (2d4 + 3) piercing damage.

Drain. A creature grappled by the wretch must make a DC 13 Constitution saving throw. On a failed save the creature takes 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the wretch 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. On a successful save the creature takes half as much damage and its hit point maximum is not reduced.

STYGIAN WRETCH LORD

Large undead, neutral evil

Armor Class 16 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 20 ft., swimming 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	17 (+3)	14 (+2)	16 (+3)	19 (+4)

Proficiency +4

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

Skills Athletics +9, Perception +7, Stealth +13

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

Senses blindsight 30 ft. (see aquatic sight), darkvision 120 ft., passive Perception 16

Languages Languages it knew in life

Challenge 12 (8,400 XP)

Legendary Resistance (3/Day). If the stygian wretch lord fails a saving throw, it can choose to succeed instead.

Ambusher. The stygian wretch lord has advantage on attack rolls against creatures that are surprised or unaware of it.

Aquatic Wretch Traits. The stygian wretch lord possesses the aquatic wretch traits (see sidebar).

Deadlock. When the stygian wretch lord starts its turn grappling a creature, it can use a bonus action to have the grappled target succeed a DC 17 Strength saving throw, or be restrained for the duration of the grapple and have disadvantage on Strength (Athletics) and Dexterity (Acrobatics) checks to escape the grapple. [Strength Based]

Regeneration. The stygian wretch lord regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the stygian wretch takes radiant damage or damage from holy water, this trait doesn't function at the start of the wretch's next turn.

ACTIONS

Multiattack. The stygian wretch lord makes 3 melee weapon attacks, only one of which can be a bite attack.

Unbound Monsters: Vampiric Wretches

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 wretch lord can grapple the creature, escape DC 18.

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 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 its hit point maximum is reduced to 0.

Drainage. A creature grappled by the wretch must make a DC 15 Constitution saving throw. On a failed save the creature takes 21 (6d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the wretch 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. On a successful save the creature takes half as much damage and its hit point maximum is not reduced.

LEGENDARY ACTIONS

The stygian 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 stygian wretch lord regains spent legendary actions at the start of its turn.

Move. The stygian wretch lord moves up to its speed without provoking opportunity attacks.

Claws. The stygian wretch lord attacks with its claws.

Hide. The stygian wretch lord hides, it can only use this action if it is in dim light or darkness and underwater.

Bite (Costs 2 Actions). The stygian wretch lord makes one bite attack.

STYGIAN WRETCH TRAITS

An stygian wretch has the following traits:

- **Spider Climb:** The wretch can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- **Aquatic Sight:** The wretch has blind sight of 30 ft. as long as it is submerged in water. Its sight is limited to the body of water it occupies.
- **Vampire Weaknesses:**
The stygian wretch has the following flaws:
Stake to the Heart: If a piercing weapon made of wood is driven into the wretch's heart (rose) while the wretch is incapacitated in its resting place, the wretch is paralyzed until the stake is removed.
Sunlight Hypersensitivity: When the wretch starts its turn in sunlight, it takes 20 radiant damage and must succeed a DC 15 Constitution saving throw, or must use its action to writhe in pain. While in sunlight, it has disadvantage on attack rolls and ability checks. A wretch fledgeling that ends its turn in sunlight is destroyed.



Artwork by DM Tuz

SCORCHED

It is perhaps the most obvious lesson to any vampire hunter that the thing a vampire most fears is the light of the sun, perhaps their most fitting natural enemy. Yet even among their ilk, this is not a law, for there are some vampiric mutants for whom even the sun bears no threat. Wrapped in a charred carapace and attacking victims both day and night with unspeakable brutality, the Scorcheds are vampiric wretches who have given up skulking about during the night for brutal strength in the day- albeit at terrible cost.

Sun Scorched. The truth is, the Scorcheds are not immune to the light of day, but have simply adapted their weakness into a strength. Unlike most vampires, who burn into ash in the light of day, the Scorcheds, true to their name, burn and scorch under the sun's light, their bodies roasting from the outside in. Over time, with repeated exposure, this layer of scorched flesh becomes a sort of hardened carapace, a bulwark against the sun made from their own marred skin.

Raw Vampiric Power. Vampires are known for their strength, but even among vampires, the Scorcheds are powerhouses unlike any other. Growing to more tremendous size the longer their curse persists, the combination of their raw power and the weight of their growing carapace robs the Scorcheds of the same stealthiness their cousins enjoy, but instead grants them untold berserker might. Destructive juggernauts unlike any other, they cannot be held back or barred from approach, relying on sheer force to achieve their aims.

Degenerate Feeding. With no ability to rely on subtlety or bodies capable of fine dexterity, the Scorcheds rely not on sucking the life from their prey, but on crushing them into a drinkable pulp. There is no leaving a victim alive for later, no charms, no preservation- a Scorchid simply kills their victim outright, then, using a long, specially-adapted tongue, pierces their flesh and takes their drink directly.

SCORCHED WRETCH FLEDGLING

Medium undead, neutral evil

Armor Class 15 (natural armor)
Hit Points 37 (5d8 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	6 (-2)	10 (0)	8 (-1)

Proficiency +2

Skills Athletics +5, Perception +2

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

Senses darkvision 60 ft., passive Perception 11

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

Challenge 3 (700 XP)

Regeneration. The scorched wretch regains 5 hit points at the start of its turn if it has at least 1 hit point and isn't in running water. If the scorched wretch takes radiant damage or damage from holy water, this trait doesn't function at the start of the wretch's next turn.

Scorched Wretch Traits. The scorched wretch fledgling possesses the scorched wretch traits (see sidebar).

ACTIONS

Multiattack. The scorched wretch fledgling makes 2 attacks with its claws.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) slashing damage.

Tongue. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 3) piercing damage and the target must succeed a DC 13 Constitution saving throw or take 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the wretch 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.

SCORCHED WRETCH

Large undead, neutral evil

Armor Class 16 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	18 (+4)	8 (-1)	12 (+1)	9 (-1)

Proficiency +3

Saving Throws Con +7, Wis +4

Skills Athletics +7, Perception +4

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

Senses darkvision 60 ft., passive Perception 14

Languages Languages it knew in life

Challenge 7 (2,900 XP)

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

Impact. If the scorched wretch moves up at least 20 ft. straight toward a creature and hits it with a claw attack on the same turn, the target must succeed a DC 16 Strength saving throw or be knocked prone.

Scorched Wretch Traits. The scorched wretch fledgling possesses the scorched wretch traits (see sidebar).

ACTIONS

Multiattack. The scorched wretch makes 3 attacks with its claws.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Tongue. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (2d4 + 5) piercing damage and the target must succeed a DC 15 Constitution saving throw or take 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the wretch 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.

SCORCHED WRETCH TRAITS

A creature with the Scorched 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.
- **Heavy Weight.** The wretch needs to spend 2 extra feet of movement while swimming (3 feet per 1 foot total).
- **Vampire Weaknesses:**
 The Scorched Wretch has the following flaws:
Harmed By Running Water. The wretch takes 20 acid damage when it ends its turn in running water. A wretch fledgling that ends its turn in running water is destroyed.
Stake to the Heart: If a piercing weapon made of adamantine is driven into the wretch's heart while the wretch is incapacitated in its resting place, the wretch is paralyzed until the stake is removed
Sunlight Sensitivity: The wretch has disadvantage on Wisdom (Perception) checks when in sunlight.

SCORCHED WRETCH LORD

Huge undead, neutral evil

Armor Class 18 (natural armor)

Hit Points 188 (15d12 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	22 (+6)	10 (0)	15 (+2)	12 (+1)

Proficiency +5

Saving Throws Str +12, Con +11, Wis +7

Skills Athletics +10, Perception +6

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

Senses darkvision 60 ft., passive Perception 16

Languages Languages it knew in life

Challenge 16 (15,000 XP)

Legendary Resistance (3/Day). If the scorched wretch lord fails a saving throw, it can choose to succeed instead.

Regeneration. The scorched wretch regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in running water. If the scorched wretch takes radiant damage or damage from holy water, this trait doesn't function at the start of the wretch's next turn.

Impact. If the scorched wretch lord moves up at least 20 ft. straight toward a creature and hits it with a claw attack on the same turn, the target must succeed a DC 20 Strength saving throw or be knocked prone. If the target is prone, the scorched wretch lord makes one crush attack against it as a bonus action.

Scorched Wretch Traits. The scorched wretch lord possesses the scorched wretch traits (see sidebar).

ACTIONS

Multiattack. The scorched wretch makes 3 attacks with its claws.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage.

Tongue. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 10 (3d4 + 7) piercing damage and the target must succeed a DC 19 Constitution saving throw or take 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the wretch 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.

Crush. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one prone creature. *Hit:* 26 (3d12 + 7) bludgeoning damage and the creature must succeed a DC 20 Constitution saving throw or be stunned until the end of the scorched wretch lord's next turn.

LEGENDARY ACTIONS

The scorched 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 scorched wretch lord regains spent legendary actions at the start of its turn.

Move. The scorched wretch lord moves up to half of its speed without provoking opportunity attacks.

Claws (2/round). The scorched wretch lord attacks with its claws.

Pin (Costs 2 Actions). The scorched wretch lord makes a claw attack against a prone creature in reach. If the attack hits the creature is grappled (escape DC 20).

Tongue (Costs 2 Actions). The scorched wretch lord makes one tongue attack.

Thank you for your continued support, dear patrons!



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