

## SHADOWFLAME

Shadowflames are a mysterious and enigmatic undead monsters, formed from the death of creatures who wielded the dangerous power of wild magic. These beings are a manifestation of the residual willpower of the deceased and the chaotic energy of the magic they once wielded, creating a powerful and unique entity. They are known for their unpredictable nature and fearsome abilities, striking fear into the hearts of those who cross their path.

**The Origin of Shadowflames.** The exact circumstances surrounding the creation of Shadowflames remain shrouded in mystery. Some believe that they are born from the deaths of powerful spellcasters who wielded wild magic, while others believe they are created by powerful beings of chaos who use the essence of wild magic to animate the dead.

**Willpower.** Shadowflames are not bound to the will of others and act on their own accord. Their motivations and goals are inscrutable, with some being driven by a thirst for vengeance against those who wronged them in life, while others simply roam and wreak havoc wherever they go. They are powerful and relentless in battle, showing no mercy and never giving up until their enemy is destroyed. Despite their fearsome reputation, Shadowflames are not mindless killing machines. Some possess a degree of intelligence, using their cunning and wit to manipulate those around them. Others are more instinctual, driven by base desires and impulses.

**Undead Nature.** Being creatures of chaos and magic, Shadowflames are immune to many of the weaknesses that afflict mortal beings. They do not require food, water, or rest, and are immune to poison and disease.

Your life is but a fleeting spark in the grand scheme of existence. Allow me to snuff it out and add your essence to my collection. For I am a being of chaos, a harbinger of death, and a master of the necrofied art. You will be but one among the many souls that I have claimed, forever bound to serve me in undeath.

– Kel'zorad, Shadowflame Necrofiend





# SHADOWFLAME SPECTER

Medium undead, chaotic evil

- **Armor Class** 13 (armor scraps armor)
- **Hit Points** 65 (10d8 + 20)
- **Speed** 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	15 (+2)	15 (+2)	10 (+0)	16 (+3)

- **Damage Resistances** necrotic
- **Damage Immunity** poison
- **Damage Vulnerability** bludgeoning
- **Condition Immunity** blinded, charmed, deafened, exhaustion, frightened, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** Common plus up to two other languages
- **Challenge** 3 (700 XP)

**Innate Spellcasting.** The specter spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The specter can innately cast the following spells, requiring no material components:

At will: *chaos bolt*

**Magic Resistance.** The specter has advantage on saving throws against spells and other magical effects.

**Wild Magic Surge.** If the specter scores a critical hit with its *chaos bolt* spell, roll a d8 on the wild magic surge table to determine the wild magic surge effect.

## WILD MAGIC SURGE TABLE

1. The spell backfires, and the specter takes 2d8 force damage after the critical hit.
2. The spell expands, affecting all creatures within a 30-ft. radius of the original target.
3. The target is stunned until the end of its next turn.
4. The spell causes a rain of bones to fall within a 20-ft. radius of the target, causing creatures in the area to make a Dexterity saving throw against the specter's spell DC or become prone.
5. The spell creates a magical, harmless fog that covers a 20-ft. radius around the target, lasting for 1 minute.
6. The specter's target must make a Wisdom saving throw against the specter's spell DC or be transformed into a toad (see *polymorph* spell) until the end of its next turn.
7. The specter's target must make a Wisdom saving throw against the specter's spell DC or be transported to a random location within 1 mile.
8. The spell deals maximum damage, and the specter regains 2d8 hit points.





# SHADOWFLAME WRAITH

Medium undead, chaotic evil

- **Armor Class** 13
- **Hit Points** 102 (12d8 + 48)
- **Speed** 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	18 (+4)	15 (+2)	12 (+1)	19 (+4)

- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
- **Damage Immunity** necrotic, poison
- **Condition Immunity** blinded, charmed, deafened, exhaustion, frightened, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** Common plus up to two other languages
- **Challenge** 6 (2,300 XP)

**Incorporeal Movement.** The wraith 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.

**Innate Spellcasting.** The wraith spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The wraith can innately cast the following spells, requiring no material components:

At will: *chaos bolt*

**Magic Resistance.** The wraith has advantage on saving throws against spells and other magical effects.

**Wild Magic Surge.** If the wraith scores a critical hit with its *chaos bolt* spell, roll a d8 on the wild magic surge table to determine the wild magic surge effect

## ACTIONS

**Create Specter.** The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a shadowflame specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than one specter under its control at one time.



### WILD MAGIC SURGE TABLE

1. The spell backfires, and the wraith takes 2d8 force damage after the critical hit.
2. The spell expands, affecting all creatures within a 30-ft. radius of the original target.
3. The target is stunned until the end of its next turn. The spell also creates a powerful gravitational pull, pulling all creatures within 20 ft. of the target 10 ft. closer and making it difficult terrain for 1 minute.
4. The spell causes a rain of bones to fall within a 20-ft. radius of the target, causing creatures in the area to make a Dexterity saving throw against the wraith's spell DC or become prone.
5. The spell creates a magical, harmless green fog that covers a 20-ft. radius around the target, lasting for 1 minute. In addition, the wraith regains hit points equal to the damage dealt by the spell.
6. The wraith's target must make a Wisdom saving throw against the wraith's spell DC or be transformed into a toad (see *polymorph* spell) until the end of its next turn.
7. The wraith's target must make a Wisdom saving throw against the wraith's spell DC or be transported to a random location within 1 mile.
8. The spell deals maximum damage, and the wraith regains 2d8 hit points. The target must also succeed on a Constitution saving throw against the wraith's spell DC or its hit point maximum is reduced by an amount equal to the damage taken.



# SHADOWFLAME NECROFIEND

*Medium undead, chaotic evil*

- **Armor Class** 15 (natural armor)
- **Hit Points** 170 (20d8 + 80)
- **Speed** 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	18 (+4)	16 (+3)	12 (+1)	20 (+5)

- **Saving Throws** Con +8, Wis +5, Cha +9
- **Skills** Arcana +7, Deception +9, History +7, Perception +5, Stealth +7
- **Damage Resistances** acid, cold, lightning, bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
- **Damage Immunity** necrotic, poison
- **Condition Immunity** blinded, charmed, deafened, exhaustion, frightened, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 15
- **Languages** Common plus up to three other languages
- **Challenge** 12 (8,400 XP)

**Chaotic Initiative.** The necrofiend have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet.

**Innate Spellcasting.** The necrofiend spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The necrofiend can innately cast the following spells, requiring no material components:

At will: *chaos bolt*, *mirror image*, *scrying*, *suggestion*

**Magic Resistance.** The necrofiend has advantage on saving throws against spells and other magical effects.

**Rejuvenation.** If the necrofiend is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or remove curse spell is cast on it.

**Turn Resistance.** The necrofiend has advantage on saving throws against any effect that turns undead.

**Wild Magic Surge.** If the necrofiend scores a critical hit with its *chaos bolt* spell, roll a d8 on the wild magic surge table to determine the wild magic surge effect

## ACTIONS

**Create Wraith.** The necrofiend targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The

target's spirit rises as a shadowflame wraith in the space of its corpse or in the nearest unoccupied space. The wraith is under the necrofiend's control. The necrofiend can have no more than one wraith under its control at one time.

### WILD MAGIC SURGE TABLE

1. The spell backfires, and the necrofiend takes 2d8 force damage after the critical hit.
2. The spell expands, affecting all creatures within a 30-ft. radius of the original target.
3. The target is stunned until the end of its next turn. The spell also creates a powerful gravitational pull, pulling all creatures within 20 ft. of the target 10 ft. closer and making it difficult terrain for 1 minute.
4. The spell causes a rain of bones to fall within a 20-ft. radius of the target, causing creatures in the area to make a Dexterity saving throw against the necrofiend's spell DC or become prone.
5. The spell creates a magical, harmless green fog that covers a 20-ft. radius around the target, lasting for 1 minute. In addition, the necrofiend regains hit points equal to the damage dealt by the spell.
6. The necrofiend's target must make a Wisdom saving throw against the necrofiend's spell DC or be transformed into a toad (see *polymorph* spell) until the end of its next turn.
7. The necrofiend's target must make a Wisdom saving throw against the necrofiend's spell DC or be transported to a random location within 1 mile.
8. The spell deals maximum damage, and the necrofiend regains 2d8 hit points. The target must also succeed on a Constitution saving throw against the necrofiend's spell DC or its hit point maximum is reduced by an amount equal to the damage taken.