

Wraiths

A wraith is an incorporeal spirit of pure hatred and malice. Its very existence destroys life around it. It leaves a trail of desiccated plants in its wake, and fleeing wildlife precedes its passage.

Vile Transformation. A wraith is formed when a humanoid with an evil alignment dies. The humanoid's spirit, dedicated to cosmic evil and warped by depravity, becomes so suffused with negative energy that it is transformed at the moment of death into a font of cold, nullifying force. It turns its back on its former ambitions, dedicating itself to a new goal: the destruction of all life.

Sire of Specters. A wraith can create a specter from the spirit of a humanoid creature that has recently died by violence. This specter obeys the commands of the wraith that created it. A wraith left unchecked can create an army of undead that can devastate a

countryside, leaving behind nothing but dead land and rotting corpses.

Undead Nature. A wraith doesn't require air, food, drink, or sleep.

Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 10 Wraiths are the spirits of mortals so evil their malevolence endures into undeath.

DC 15 A wraith's touch drains the life essence from mortal creatures. A humanoid killed by a wraith may rise again as a specter under the wraith's control.

DC 20 Wraiths are resistant to mundane weapons, unless they are silvered. They dislike bright light, as well.

Wraith Encounters

Wraiths can dwell in any environment but favor subterranean lairs and cold climes.

CR 5–10 1 or 2 wraiths; wraith with 3 or 4 ghouls, shadows, or specters

Treasure 9 jet gemstones (100 gp each), *spell scrolls of false life* and *gentle repose*

CR 11–16 wraith lord; wraith with 3 or 4 wights; wraith with 1d6 + 4 ghouls or specters

Treasure 2,300 gp, *potion of mind reading*, *wand of magic missiles*

CR 17–22 wraith lord with 1 or 2 wraiths; wraith lord with 1d4 + 5 specters; wraith lord with wight and 10 or 20 skeletons or zombies

Treasure twisted platinum crown (7,500 gp), *potion of poison*, *oil of etherealness*, +1 *greatsword* (named *Zova Dul*; an attuned wielder gains resistance to radiant damage)



Signs

- 1 Nonmagical flames wink out
- 2 A patrolling specter
- 3 Travelers' skin prickles with goosebumps
- 4 Shadows cast by natural light are inky black
- 5 A path of blackened and withered plants
- 6 The air is cold; frost covers every surface

Behavior

- 1-3 Hunting for life to extinguish
- 4 On a mission to kill a particular individual
- 5 Raising an undead army or leading a raid
- 6 Studying a map or an evil tome

Names

Avanar, Chilblain, The Mist King, Lord Nihil, Queen Sundrelas, Winterthane

WRAITH

MEDIUM UNDEAD

CHALLENGE 5

1,800 XP

AC 13

HP 67 (9d8 + 27; bloodied 33)

Speed 0 ft., fly 60 ft. (hover)

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

Proficiency +3; Maneuver DC 14

Damage Immunities necrotic, poison

Damage Resistances acid, cold, lightning, thunder; damage from nonmagical, non-silvered weapons

Condition Immunities charmed, fatigue, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 12

Languages the languages it knew in life

Aura of Fear. A creature that starts its turn within 10 feet of a wraith makes a DC 13 Wisdom saving throw. On a failure, it is frightened until the start of its next turn. If a creature's saving throw is successful or the effect ends for it, it is immune to any wraith's Aura of Fear for 24 hours.

Evil. The wraith radiates an Evil aura.

Incorporeal. The wraith can move through creatures and objects. It takes 5 (1d10) force damage if it ends its turn inside an object. If it takes radiant damage, it loses this trait until the end of its next turn.

Light Sensitivity. While in sunlight or bright light cast by a fire, the wraith has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

ACTIONS

Life Drain. The wraith targets a creature within 5 feet, forcing it to make a DC 14 Constitution saving throw. On a failure, the target takes a level of strife. It also takes 14 (4d6) necrotic damage, or 21 (6d6) necrotic damage if it is frightened or surprised, and its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. It dies if its hit point maximum is reduced to 0.

Create Specter. The wraith touches a humanoid corpse it killed less than 1 day ago. The creature's spirit rises as a specter under the wraith's control.

Combat

The wraith strikes the weakest-looking or most isolated target, phasing through a solid object to attack if possible. It stays close to its target in order to inflict fear on it, thus gaining the most from its Life Drain. Once a creature is no longer frightened by it, it flies away (taking opportunity attacks if necessary) and tries to frighten and drain another target. It flees if it takes force, radiant, or psychic damage while bloodied.

Wraith Lord

Mortal champions of evil, such as high priests and sorcerer kings, can rise from death as wraith lords. Wraith lords are mighty agents of evil, whether they pursue their own ambitions or serve dread knights or greater powers.

While wraith lords are spectral in form, they often adopt physical bodies in order to do battle.

LEVEL UP

WRAITH LORD

MEDIUM UNDEAD

CHALLENGE 13

10,000 XP

AC 15

HP 171 (18d8 + 90; bloodied 85)

Speed 40 ft., fly 60 ft. (hover)

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

Proficiency +5; Maneuver DC 18

Damage Immunities cold, necrotic, poison

Damage Resistances acid, lightning, psychic, thunder; damage from nonmagical weapons

Condition Immunities charmed, fatigue, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses truesight 120 ft., passive Perception 14

Languages the languages it knew in life

Aura of Fear. A creature that starts its turn within 30 feet of a wraith lord makes a DC 17 Wisdom saving throw. On a failure, it is frightened until the start of its next turn. If a creature's saving throw is successful or the effect ends for it, it is immune to any wraith or wraith lord's Aura of Fear for 24 hours.

Evil. The wraith lord radiates an Evil aura.

Incorporeal. The wraith lord can move through creatures and objects. It takes 5 (1d10) force damage if it ends its turn inside an object. If it takes radiant damage, it loses this trait until the end of its next turn.

Light Sensitivity. While in sunlight or bright light cast by a fire, the wraith lord has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

ACTIONS

Multiattack. The wraith lord can use Paralyzing Terror. It then uses Life Drain twice. If in corporeal form, it then makes a greatsword attack.

Life Drain. The wraith targets a creature within 5 feet, forcing it to make a DC 18 Constitution saving throw. On a failure, the target takes a level of strife. It also takes 17 (5d6) necrotic damage, or 24 (7d6) necrotic damage if it is frightened or surprised, and its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. It dies if its hit point maximum is reduced to 0.

Greatsword (Corporeal Form Only). *Melee Weapon*
Attack: +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 17 (5d6) poison damage, and the target makes a DC 18 Constitution saving throw. On a failure, the target is poisoned for 24 hours. While poisoned in this way, the target can't regain hit points.

If a creature dies while poisoned in this way, its spirit rises as a wraith under the wraith lord's control 1 minute after its death.

Paralyzing Terror. The wraith lord targets a frightened creature within 60 feet, forcing it to make a DC 18 Wisdom saving throw. On a failure, the target is paralyzed for 1 minute. It repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Create Wraith. The wraith lord touches a humanoid corpse it killed up to 1 day ago. The creature's spirit rises as a wraith under the wraith lord's control.

Corporeal Form (1/Day). The wraith lord takes on a material form. In material form, it loses its incorporeal trait, its fly speed, and its immunity to the grappled, prone, and restrained conditions. The wraith instantly reverts to its incorporeal form if it is bloodied, and it can do so voluntarily at any time as an action.

Combat

The wraith lord ambushes in corporeal form. It uses Paralyzing Terror on a frightened creature, then Life Drain and its greatsword on the same target (preferably a paralyzed one). It avoids creatures in sunlight or firelight if it can. When bloodied, it becomes incorporeal and continues using Paralyzing Terror and Life Drain. It flees if reduced to 40 hit points or fewer.

