

BAROVIAN COMMONER

CoS p29

Medium Humanoid (Any Race), Any Alignment

AC	Init.	HP	Speed	CR
10	+0 (10)	4 (1d8)	30 ft.	0 (XP 10; PB +2)
	MOD	SAVE	MOD	SAVE
STR	10	+0 +0	DEX	10 +0 +0
INT	10	+0 +0	WIS	10 +0 +0

Gear Club

Senses Passive Perception 10

Languages Any one language (usually Common)

ACTIONS

Pitchfork. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) piercing damage.

DONAVICH

CoS p46

Medium Humanoid (Human), Lawful Good

AC	Init.	HP	Speed	CR
10	+0 (10)	9 (2d8)	30 ft.	1/4 (XP 50; PB +2)
	MOD	SAVE	MOD	SAVE
STR	10	+0 +0	DEX	10 +0 +0
INT	10	+0 +0	WIS	14 +2 +2

Skills Medicine +4, Religion +2

Gear Club

Senses Passive Perception 12

Languages Any one language (usually Common)

TRAITS

Spellcasting. Donavich is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Donavich has following cleric spells prepared:
Cantrips (at will): light, sacred flame, thaumaturgy
1st level (3 slots): bless, cure wounds, sanctuary

ACTIONS

Club. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

DORU

CoS p47

Medium Undead, Neutral Evil

AC	Init.	HP	Speed	CR
15	+3 (13)	82 (11d8 + 33)	30 ft.	5 (XP 1,800; PB +3)
	MOD	SAVE	MOD	SAVE
STR	16	+3 +3	DEX	16 +3 +6
INT	11	+0 +0	WIS	10 +0 +3

Skills Perception +3, Stealth +6

Res. Necrotic; Bludgeoning, Piercing, and Slashing from nonmagical attacks

Senses Darkvision 60 ft., Passive Perception 13

Languages The languages it knew in life

TRAITS

Regeneration. Doru 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 Doru takes radiant damage or damage from holy water, this trait doesn't function at the start of Doru's next turn.
Spider Climb. Doru can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
Vampire Weaknesses. Doru has the following flaws:
Forbiddance. Doru can't enter a residence without an invitation from one of the occupants.
Harmed by Running Water. Doru takes 20 acid damage when it ends its turn in running water.
Stake to the Heart. Doru is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.
Sunlight Hypersensitivity. Doru takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. Doru makes two attacks, only one of which can be a bite attack.
Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Doru, incapacitated, or restrained. Hit: 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Doru 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.
Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 8 (2d4 + 3) slashing damage. Instead of dealing damage, Doru can grapple the target (escape DC 13).

IREENA KOLYANA

CoS p44

Medium Humanoid (Human), Lawful Good

AC	Init.	HP	Speed	CR
15	+1 (11)	14 (2d8)	30 ft.	1/8 (XP 25; PB +2)
	MOD	SAVE	MOD	SAVE
STR	11	+0 +0	DEX	12 +1 +1
INT	12	+1 +1	WIS	14 +2 +2

Skills Deception +5, Insight +4, Persuasion +5

Gear Rapier

Senses Passive Perception 12

Languages Any two languages

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 its AC against one melee attack that would hit it. To do so, Ireena must see the attacker and be wielding a melee weapon.

ISMARK KOLYANOVICH

CoS p43

Medium Humanoid (Human), Lawful Good

AC	Init.	HP	Speed	CR
17	+1 (11)	58 (9d8 + 18)	30 ft.	3 (XP 700; PB +2)
	MOD	SAVE	MOD	SAVE
STR	16	+3 +3	DEX	13 +1 +1
INT	10	+0 +0	WIS	11 +0 +0

Skills Athletics +5, Perception +2

Gear Heavy Crossbow, Longsword, Shortsword

Senses Passive Perception 12

Languages Any one language (usually Common)

ACTIONS

Multiattack. Ismark makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.
Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.
Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.
Heavy Crossbow. Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

MAD MARY

CoS p44

Medium Humanoid (Human), Chaotic Neutral

AC	Init.	HP	Speed	CR
10	+0 (10)	4 (1d8)	30 ft.	0 (XP 10; PB +2)
	MOD	SAVE	MOD	SAVE
STR	10	+0 +0	DEX	10 +0 +0
INT	10	+0 +0	WIS	10 +0 +0

Gear Club

Senses Passive Perception 10

Languages Any one language (usually Common)

ACTIONS

Club. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

MORGANTHA

CoS p48

Medium Fiend, Neutral Evil

AC	Init.	HP	Speed	CR							
17	+2 (12)	112 (15d8 + 45)	30 ft.	5 (XP 1,800, or 2,900 when part of a coven; PB +3)							
MOD SAVE		MOD SAVE		MOD SAVE							
STR	18	+4	+4	DEX 15	+2	+2	CON	16	+3	+3	
INT	16	+3	+3	WIS	14	+2	+2	CHA	16	+3	+3

Skills Deception +6, Insight +5, Perception +5, Stealth +5

Res. Cold, Fire; Bludgeoning, Piercing, and Slashing from nonmagical attacks that aren't silvered

Imm. Charmed

Senses Darkvision 120 ft., Passive Perception 16

Languages Abyssal, Common, Infernal, Primordial

TRAITS

Innate Spellcasting. Morgantha's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:
At will: detect magic, magic missile
2/day each: plane shift (self only), ray of enfeeblement, sleep
Magic Resistance. Morgantha has advantage on saving throws against spells and other magical effects.
Night Hag Items. A night hag carries two very rare magic items that she must craft for herself. If either object is lost, the night hag will go to great lengths to retrieve it, as creating a new tool takes time and effort.
Heartstone: This lustrous black gem allows a night hag to become ethereal while it is in her possession. The touch of a heartstone also cures any disease. Crafting a heartstone takes 30 days.
Soul Bag: When an evil humanoid dies as a result of a night hag's Nightmare Haunting, Morgantha catches the soul in this black sack made of stitched flesh. A soul bag can hold only one evil soul at a time, and only the night hag who crafted the bag can catch a soul with it. Crafting a soul bag takes 7 days and a humanoid sacrifice (whose flesh is used to make the bag).

ACTIONS

Claws (Hag Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.
Change Shape. Morgantha magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.
Etherealness. Morgantha magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, Morgantha must have a heartstone in her possession.
Nightmare Haunting (1/Day). While on the Ethereal Plane, Morgantha magically touches a sleeping humanoid on the Material Plane. A protection from evil and good spell cast on the target prevents this contact, as does a magic circle. As long as the contact

PARRIWIMPLE

CoS p43

Medium Humanoid (Human), Lawful Good

AC	Init.	HP	Speed	CR							
14	+2 (12)	112 (15d8 + 45)	30 ft.	5 (XP 1,800; PB +3)							
MOD SAVE		MOD SAVE		MOD SAVE							
STR	18	+4	+7	DEX 15	+2	+5	CON	16	+3	+6	
INT	6	-2	-2	WIS	12	+1	+1	CHA	15	+2	+2

Skills Athletics +10, Intimidation +5

Gear Spear

Senses Passive Perception 11

Languages Any one language (usually Common)

TRAITS

Brave. Parriwimple has advantage on saving throws against being frightened.
Brute. A melee weapon deals one extra die of its damage when Parriwimple hits with it (included in the attack).

ACTIONS

Multiattack. Parriwimple makes three melee attacks or two ranged attacks.
Spear. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. and range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.
Shield Bash. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Parry. Parriwimple adds 3 to its AC against one melee attack that would hit it. To do so, Parriwimple must see the attacker and be wielding a melee weapon.

VISTANA SPY

CoS p28

Medium Humanoid (Any Race), Any Alignment

AC	Init.	HP	Speed	CR							
12	+2 (12)	27 (6d8)	30 ft.	1 (XP 200; PB +2)							
MOD SAVE		MOD SAVE		MOD SAVE							
STR	10	+0	+0	DEX 15	+2	+2	CON	10	+0	+0	
INT	12	+1	+1	WIS	14	+2	+2	CHA	16	+3	+3

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Gear Hand Crossbow, Shortsword

Senses Passive Perception 16

Languages Any two languages

TRAITS

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.
Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The spy makes two melee attacks.
Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.
Hand Crossbow. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.
Curse (Recharges After a Long Rest). The Vistana targets one creature that it can see within 30 feet of it. The target must succeed on a DC 13 Wisdom saving throw or be cursed. The Vistana chooses the curse's effect from the options that follow; other Vistani curses are possible. All such effects deal psychic damage to the Vistani who uttered them when they end:

- The target is unable to perform a certain kind of act involving fine motor control, such as tying knots, writing, playing an instrument, sewing, or casting spells that have somatic components. When this curse ends, the Vistana takes 1d6 psychic damage.
- The target's appearance changes in a sinister yet purely cosmetic way. For example, the curse can place a scar on the target's face, turn the target's teeth into yellow fangs, or give the target bad breath. When this curse ends, the Vistana takes 1d6 psychic damage.
- A nonmagical item in the target's possession (chosen by the DM) disappears and can't be found until the curse ends. The lost item can weigh no more than 1 pound. When this curse ends, the Vistana takes 1d6 psychic damage.
- The target gains vulnerability to a damage type of the Vistana's choice. When this curse ends, the Vistana takes 3d6 psychic damage.
- The target has disadvantage on ability checks and saving throws tied to one ability score of the Vistana's choice. When

persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in Morgantha's soul bag. The reduction to the target's hit point maximum lasts until removed by the greater restoration spell or similar magic.

this curse ends, the Vistana takes 3d6 psychic damage.

- The target's attunement to one magic item (chosen by the DM) ends, and the target can't attune to the chosen item until the curse ends. When this curse ends, the Vistana takes 5d6 psychic damage.
- The target is blinded, deafened, or both. When this curse ends, the Vistana takes 5d6 psychic damage.

The curse lasts until ended with a greater restoration spell, a remove curse spell, or similar magic. It doesn't end when the target dies. If a cursed target is returned to life, the curse remains in effect.

Evil Eye (Recharges after a Short or Long Rest). As an action, a Vistana can target a creature within 10 feet that the Vistana can see. This magical ability, which the Vistani call the Evil Eye, duplicates the duration and effect of the animal friendship, charm person, or hold person spell (Vistana's choice; spell DC 13), but requires neither somatic nor material components. If the target succeeds on the save, the Vistana is blinded until the end of the Vistana's next turn.

A Vistana who uses Evil Eye can't use it again before finishing a short or long rest. Once a target succeeds on a saving throw against a Vistana's Evil Eye, it is immune to the Evil Eye of all Vistani for 24 hours.