

Capes & Cloaks & Cowls and a Park

D&D 5E STATBLOCKS

ACELDAMA DRUID (ANY)

Medium humanoid, neutral
Wild, dangerous looking human with painted and carved skin, wrapped in a cloak or furs, crowned with antlers.

p. 39

Armor Class 12 (runes carved into skin)
Hit Points 9 (2d8) **Speed** 30 ft.

STR 11 (+0); **DEX** 12 (+1); **CON** 10 (+0)
INT 10 (+0); **WIS** 11 (+0); **CHA** 10 (+0)

Senses Darkvision 60 ft., passive Perception 12
Challenge 1/4 (50 XP)

Imitate Spellcasting. Wisdom, DC 11. At will: *animal messenger, animal friendship, augury, beast sense, druidcraft, locate plants or animals, pass without trace, speak with animals, speak with plants.*

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 1d6+1 slashing damage. Any successful attack made with advantage results in a wound that causes the target to lose 1 hit point at the end of each of their turns until they have received magical healing or a DC 10 medicine check.

ADELINE NOBILIS (SHE/HER)

Medium fae, chaotic neutral
Voluptuous vaguely pearlescent, half-fae woman in gem-studded gown, whose blood is intoxicating to vampires.

Armor Class 12 (15 With Mage Armor)
Hit Points 40 (9d8) **Speed** 30 ft.

STR 9 (-1); **DEX** 14 (+2); **CON** 11 (+0)
INT 11 (+0); **WIS** 12 (+1); **CHA** 17 (+3)

Saving Throws Cha +6, Con +3
Skills Deception +6, Persuasion +6
Senses Darkvision 60 ft., passive Perception 11
Challenge 6 (2,300 XP)

p. 78

Spellcasting. 9th-level, Charisma, DC 14, +6 to hit. Sorcerer spells:
• Cantrips (at will): *light, mending, poison spray, prestidigitation*
• 1st level (4 slots): *color spray, detect magic, mage armor, silent image*
• 2nd level (3 slots): *misty step, suggestion*
• 3rd level (3 slots): *counterspell, fireball, hypnotic pattern*
• 4th level (3 slots): *confusion, greater invisibility*
• 5th level (1 slot): *dominate person*
However, she cannot cast any spells whilst chained.

AGA ANTABELLA, THIRD TO THE COSMIC THRONE (SHE/HER)

Medium humanoid, neutral
Young seamstress and space witch, with long, black hair, dark and stark makeup, pale skin, in a long, black crushed velvet dress, with lizard-like movements.

Armor Class 11
Hit Points 27 (5d8+5) **Speed** 30 ft.

STR 10 (+0); **DEX** 12 (+1); **CON** 13 (+1)
INT 12 (+1); **WIS** 11 (+0); **CHA** 15 (+2)

Skills Acrobatics +3, Arcana +3, Stealth +3
Senses passive Perception 10
Challenge 2 (450 XP)

p. 82

Spellcasting. 4th-level, Charisma, DC 12, +4 to hit. Sorcerer spells:
• Cantrips (at will): *mage hand, minor illusion, shocking grasp*
• 1st level (4 slots): *disguise self, expeditious retreat, shield, witch bolt*
• 2nd level (3 slots): *detect thoughts, hold person*

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4+1 piercing damage.

ALVA GALA PIXIE (SHE/HER)

Tiny fey, chaotic neutral
Tiny, curvaceous, fair-skinned woman with gossamer wings, a figure-hugging black evening dress with a long slit (up to 1cm) and a low-cut back, a small arsenal of disproportionate weapons, and a fickle attitude.

p. 56

Armor Class 14
Hit Points 2 (1d4) **Speed** 10 ft., fly 40 ft.

STR 3 (-4); **DEX** 18 (+4); **CON** 10 (+0)
INT 14 (+2); **WIS** 13 (+1); **CHA** 11 (+0)

Skills Perception +3, Stealth +8
Senses passive Perception 13
Challenge 1/4 (50 XP)

Reckless. At the start of its turn, the pixie can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of her next turn.

Tiny Longsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

Tiny Shortbow. *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., one target. *Hit:* 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Invisibility. She magically turns invisible until it attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). Any equipment she wears or carries is invisible with it.

ANIMATRONIC BEARS (ANY)

Large construct, unaligned
Loudly clanking, bear-sized automaton with matted fur, unconvincing recorded growls, but very real metal claws.

Armor Class 17 (Natural Armor)
Hit Points 34 (4d10+12)
Speed 40 ft., climb 30 ft.

p. 78

STR 3 (-4); **DEX** 18 (+4); **CON** 10 (+0)
INT 14 (+2); **WIS** 13 (+1); **CHA** 11 (+0)

Damage Immunities Poison, Psychic
Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Skills Perception +3
Senses passive Perception 13
Challenge 2 (450 XP)

Multiattack. The animatronic bear makes two attacks with its claws.
Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d8+4 slashing damage.

AUBREE OF THE BEYOND (SHE/HER)

Medium humanoid, lawful evil
Powerful necromancer seamstress, who created and wears a haunting netted cape, a figure-hugging white dress, and the coldest, deepest stare on her ivory skin.

Armor Class 12 (15 With Mage Armor)
Hit Points 40 (9d8) **Speed** 30 ft.

STR 9 (-1); **DEX** 14 (+2); **CON** 11 (+0)
INT 17 (+3); **WIS** 12 (+1); **CHA** 11 (+0)

Saving Throws Int +6, Wis +4
Skills Arcana +6, History +6
Tool Proficiencies Tailors Tools
Senses passive Perception 11
Challenge 6 (2,300 XP)

p. 21

Spellcasting. 9th-level, Intelligence, DC 14, +6 to hit. Wizard spells:
• Cantrips (at will): *chill touch, mage hand, mending, toll the dead*
• 1st level (4 slots): *detect magic, false life, mage armor, ray of sickness*
• 2nd level (3 slots): *blindness/deafness, invisibility*
• 3rd level (3 slots): *animate dead, counterspell, fly*
• 4th level (3 slots): *fabricate, phantasmal killer*
• 5th level (1 slot): *teleportation circle*

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4+2 piercing damage.

BLACK METAL SKELETAL GUARD (ANY)

Medium undead, lawful evil
A scorched skeleton with corpse paint in blackened scraps of armor with altogether too many spikes.

p. 50

Armor Class 15 (Armor Scraps, Shield)
Hit Points 13 (2d8+4) **Speed** 30 ft.

STR 10 (+0); **DEX** 14 (+2); **CON** 15 (+2)
INT 6 (-2); **WIS** 8 (-1); **CHA** 5 (+3)

Damage Vulnerabilities Bludgeoning
Damage Immunities Poison
Condition Immunities Exhaustion, Poisoned
Senses Darkvision 60 ft., passive Perception 9
Challenge 1/4 (50 XP)

Shortsword or Handaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d6+2 piercing or slashing damage.
Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d8+2 piercing damage.

CADORIEL (SHE/HER)
Medium monstrosity, neutral good
Dark-skinned fashion icon elegance, capable of standing perfectly still, then moving with unnatural fluidity and speed.

Armor Class 15 (Natural Armor)

Hit Points 44 (8d8+8)

Speed 30 ft., climb 30 ft.

STR 10 (+0); DEX 18 (+4); CON 13 (+1)
INT 11 (+0); WIS 12 (+1); CHA 14 (+2)

Skills Perception +3, Stealth +6, Survival +3
Senses Darkvision 60 ft., passive Perception 13
Challenge 2 (450 XP) p. 27

Stealthy. Advantage on stealth checks.

Spider Climb. Can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, she knows the exact location of any other creature in contact with the same web.

Web Walker. Cadoriel ignores movement restrictions caused by webbing.

Multiaction. Two attacks, legs or needles.

Legs. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2d4+4 slashing damage.

Needles. *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one target. *Hit:* 2d4+4 piercing damage.

Web (Recharge 5-6). *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage, and immunity to bludgeoning, poison, and psychic damage.

CAMBROS (HE/HIM) p. 9

Huge construct, neutral good
Tall and bulky automaton in a stylish sari, with a pilot cabin shaped like an oversized helmet with a springy flag.

Armor Class 20 (Natural Armor)

Hit Points 142 (15d10+60) **Speed 30 ft.**

STR 20 (+5); DEX 10 (+0); CON 18 (+4)
INT 12 (+1); WIS 12 (+1); CHA 12 (+1)

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Blindsight 10 ft., Darkvision 60 ft., passive Perception 10
Challenge 7 (2,900 XP)

Cockpit. Up to 4 medium creatures can sit inside his cockpit giving them three quarters cover.

Regeneration. Regains 10 hit points at the start of his turn if he has at least 1 hit point.

Multiaction. Cambros makes two attacks with Fists or Flying Fists.

Fist. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 2d6+5 bludgeoning damage.

Flying Fists. *Ranged Weapon Attack:* +8 to hit, range 15/30 ft., one target. *Hit:* 2d6+5 bludgeoning damage. Any target who is size larger or smaller who takes damage from this attack is dragged adjacent to him.

DAEMON OF THE DIVINE (ANY)

Medium fiend, chaotic evil
The ghost of a skeleton of a monk or nun, with tattered, demonic wings.

Armor Class 12 **Hit Points 22** (5d8)

Speed 0 ft., fly 50 ft. (hover)

STR 1 (-5); DEX 14 (+2); CON 11 (+0)
INT 10 (+0); WIS 10 (+0); CHA 11 (+0)

Damage Resistance Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing From Nonmagical Attacks

Damage Immunities Poison p. 40

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., passive Perception 10 **Challenge 1** (200 XP)

Incorporeal Movement. The daemon can move through other creatures and objects as if they were difficult terrain. It takes 1d10 force damage if it ends its turn inside an object.

Soul Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 3d6 psychic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a short rest. The target dies if this effect reduces its hit point maximum to 0.

DARK WICKHAM (HE/HIM) 

Medium humanoid, lawful evil
Finger-licking, wooden-leg-walking man of style, charm, and implied danger, with dark and flawless skin.

Armor Class 15 (Studded Leather Garb)

Hit Points 65 (10d8+20) **Speed 30 ft.**

STR 15 (+2); DEX 18 (+4); CON 14 (+2)
INT 14 (+2); WIS 11 (+0); CHA 17 (+3)

Saving Throws Str +4, Dex +6, Wis +2

Skills Athletics +4, Intimidation +5

Senses passive Perception 10

Challenge 2 (450 XP) p. 72

Multiaction. Two melee rapier attacks.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1d8+4 piercing damage.

Reaction: Parry. Adds 2 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

DEMON-PLAGUED (ANY)

Medium humanoid, chaotic evil
Badly bruised and torn person with black eyes and tears of blood streaming down their face.

Armor Class 12 (Natural Armor)

Hit Points 9 (2d8) **Speed 30 ft.**

STR 11 (+0); DEX 12 (+1); CON 10 (+0)
INT 10 (+0); WIS 11 (+0); CHA 10 (+0)

Skills Athletics +2, Perception +2

Senses passive Perception 12

Challenge 1/8 (25 XP) p. 50

Severed Limb. If they suffer a critical hit the severed limb becomes a *Crawling Claw* (see Monster Manual p.44)

Claws or Horns. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 1d6+1 slashing or piercing damage.

DARLING DEAD SERVANT (ANY) p. 21

Medium undead, neutral evil
Cute and cuddly before undeath, with useful limbs for menial work, surprisingly pleasant to smell and touch for a diminutive, decaying deadite.

Armor Class 12 (Natural Armor)

Hit Points 23 (3d8+9) **Speed 20 ft.**

STR 13 (+1); DEX 6 (-2); CON 16 (+3)
INT 3 (-4); WIS 6 (-2); CHA 5 (-3)

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., passive Perception 8 **Challenge 1/4** (50 XP)

Mediocrity. Makes ability checks for its assigned task with a +0 modifier instead of its regular ability score modifier.

Undead Fortitude. If damage reduces them to 0 hit points, they must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, they drop to 1 hit point instead.

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1d6+1 bludgeoning damage.

DISEASED GIANT FLYING GALAPAGOS TURTLE (ANY)

Gargantuan beast, unaligned
Indistinguishable from its healthy brethren at first glance, but closer inspection reveals brittle, ashen skin, and sunken eyes.

Armor Class 19 (Natural Armor)

Hit Points 126 (11d12+55)

Speed 40 ft., fly 40 ft. p. 18

STR 24 (+7); DEX 9 (-1); CON 21 (+5)
INT 3 (-4); WIS 11 (+0); CHA 6 (-2)

Senses passive Perception 10

Challenge 6 (2,300 XP)

Sinkhole. Can open a sinkhole in its back. When it does all creatures on the back of it must make a DC 14 Dexterity saving throw or fall prone in the sinkhole. Any creature that starts its turn in the sinkhole takes 1d6 fire damage.

Multiple Intestines. Has four animated intestines. Once the sinkhole has been opened they can be targeted separately. They have an AC of 10 and 20 hit points each. Each innard that is reduced to 0 hit points reduces the number of attacks it can make with its multiaction by one.

Reactive Innards. For each animated intestine it gets an extra reaction that can be used only for opportunity attacks.

Multiaction. Four necrotic innards attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 4d8+7 piercing damage.

Necrotic Innards. *Melee Weapon Attack:* +6 to hit, reach 20 ft., one target. *Hit:* The target takes 2d6+4 bludgeoning damage, and it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and it takes 2d6 necrotic damage at the start of each of its turns. Each innard can restrict only one target at a time.

Spew (Recharge 6). Exhales humors in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 12d6 necrotic damage on a failed save, or half as much damage on a successful one. It cannot target creatures on its back or in its sinkhole with the spew attack.

DREAM DEFALCATOR (IT/ITS) p. 83

Medium aberration, neutral evil
A slithering, serpentine mass of darkness salted with wilting feathers, growing with each dream it crushes.

Armor Class 12 **Hit Points 55** (10d8+10)
Speed 10 ft., fly 30 ft. (hover)

STR 15 (+2); DEX 14 (+2); CON 13 (+1)
INT 12 (+2); WIS 11 (+0); CHA 9 (-1)

Skills Perception +4, Stealth +6
Condition Immunities Blinded, Prone
Senses blindsight 60 ft. passive Perception 14
Challenge 5 (1,800 XP)

Denizen of the Dark. Invisible to Darkvision but can be seen by creatures with the ability to see in magical darkness.

Multiaction. Two tentacle attacks.
Tentacles. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 1d10+2 psychic damage, and succeed on a DC 11 wisdom saving throw or be blinded for 1 minute as it perceives its dreams being devoured. The blinded target is paralyzed, and it can repeat the saving throw at the end of each of its turns, ending the effect on a success. Target is also grappled (escape DC 15). If Medium or smaller, it is also restrained until this grapple ends. While grappling the target, defalcator has advantage on attack rolls against it. When it moves, any Medium or smaller target it is grappling moves with it.

ELISABETA THE CARMINE COSTUMIER (SHE/HER) p. 50

Medium undead, lawful neutral
Wild-haired ghost sorceress in a crimson gown haunting and protecting the entrance to the Dungeon of Alternative Arts.

Armor Class 12 **Hit Points 22** (5d8)
Speed 0 ft., fly 50 ft. (hover)

STR 1 (-5); DEX 14 (+2); CON 11 (+0)
INT 10 (+0); WIS 10 (+0); CHA 14 (+2)

Damage Immunities Necrotic, Poison
Damage Resistances Acid, Cold, Fire, Lightning, Thunder, Bludgeoning, Piercing, and Slashing from Nonmagical Weapons
Condition Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious
Senses Darkvision 60 ft., passive Perception 10 **Challenge 2** (200 XP)

Incorporeal Movement. Elisabeta can move through other creatures and objects as if they were difficult terrain. She takes 1d10 force damage if she ends its turn inside an object.

Spellcasting. 1st-level, Charisma, DC 12, +4 to hit. Sorcerer spells:
 • Cantrips (at will): *chill touch*, *mage hand*, *mending*
 • 1st level (4 slots): *disguise self*, *magic missile*, *shield*

Sunlight Sensitivity. While in sunlight, she has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 3d6 necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a short rest. The target dies if this effect reduces its hit point maximum to 0.

FRUITS OF THE LOOM (IT/ITS)

Small construct, neutral evil
Narrow tapestries, lithe shawls, long scarves, and ghost sheets.

Armor Class 11 **Hit Points 7** (3d6)
Speed 0 ft., fly 50 ft. (hover)

STR 12 (+1); DEX 15 (+2); CON 11 (+0)
INT 1 (-5); WIS 5 (-3); CHA 1 (-5)

Saving Throws Dex +4 p. 28
Damage Immunities Poison, Psychic
Condition Immunities Blinded, Charmed, Deafened, Frightened, Paralyzed, Petrified, Poisoned
Senses Blindsight 60 ft. (blind beyond this radius), passive Perception 7
Challenge 1/4 (50 XP)

Antimagic Susceptibility. Incapacitated while in the area of an antimagic field. If targeted by dispel magic, the fruits must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.
False Appearance. While they remain motionless and aren't flying, they are indistinguishable from a normal cloth item.

Whip. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1d8+1 slashing damage.
Gag. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* The target cannot speak until the fruits of the loom are removed or destroyed.

Bind. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* The target is restrained until the fruits are removed or destroyed. If the fruits start their turn binding a creature they can use their action to deal 1d6+1 bludgeoning damage to the creature.

HALETHMOR (HE/HIM/THEY/THEM) 

Medium fey, lawful neutral
Tall, lithe, elfin man, wrapped in hair and a cloak that seem to echo his movements a moment after he actually makes them.

Armor Class 15 **Hit Points 49** (9d8 + 9)
Speed 30 ft.

STR 16 (+3); DEX 20 (+5); CON 13 (+1)
INT 8 (-1); WIS 16 (+3); CHA 9 (-1)

Senses Darkvision 60 ft., passive Perception 10 **Challenge 2** (450 XP)

Magical Resistance. Has advantage on saving throws against spells and other magical effects.

Multiaction. Two attacks, either with their rapier or their longbow, and uses their incite rampage if they can.

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1d8+5 piercing damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 1d8+5 piercing damage.

Incite Rampage (Recharge 5-6). One fey Halemthor can see within 30 feet of him can use its reaction to make a melee attack if it can hear them. p. 56

INCUBUS (HE/HIM) p. 67

Medium plant, lawful neutral
Sentient cactus, evolved into the magnificent form of a man, with indigo skin, and black hair, lips, eyes, and spikes.

Armor Class 20 (Natural Armor)
Hit Points 138 (12d12 + 60) **Speed** 30 ft.

STR 19 (+4); DEX 23 (+6); CON 21 (+5)
INT 16 (+3); WIS 16 (+3); CHA 22 (+6)

Senses Darkvision 60 ft., passive Perception 10 **Challenge 2** (450 XP)

Spiky. Any creature that attempts to shove or grapple Incubus or is shoved or grappled by him automatically takes damage from his impale attack. Any creature grappled or grappling him takes this damage at the end of each of its turns.

Multiaction. Two impale attacks.
Impale. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 3d6+6 piercing damage.

KAISER CALEB THE WHITE, SECOND TO THE COSMIC THRONE (HE/HIM)

Medium humanoid, lawful evil
Red robed, dark skinned, with ivory hair, and an aversion to bright light.

Armor Class 12
Hit Points 22 (5d8) **Speed** 30 ft.

STR 14 (+2); DEX 14 (+2); CON 10 (+0)
INT 17 (+3); WIS 13 (+1); CHA 15 (+2)

Saving Throws Intelligence +5, Wisdom +3
Skills Arcana +5, Performance +4, Persuasion +4
Senses passive Perception 11
Challenge 3 (700 XP) p. 82

Spellcasting. 5th-level, Intelligence, DC 13, +5 to hit. Wizard spells:

- Cantrips (at will): *dancing lights*, *chill touch*, *mage hand*, *minor illusion*
- 1st level (4 slots): *disguise self*, *silent image*, *Tasha's hideous laughter*
- 2nd level (3 slots): *alter self*, *hold person*, *rope trick*
- 3rd level (2 slots): *animate dead*, *speak with colors* (as speak with plants but with colors instead)

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d4+2 piercing damage.

LION (ANY)

Medium humanoid, lawful evil
Post-apocalyptic/Regency aesthetic gang member.

Armor Class 12 (Leather Garb)
Hit Points 11 (2d8+2) **Speed** 30 ft.

STR 12 (+1); DEX 12 (+1); CON 12 (+1)
INT 10 (+0); WIS 10 (+0); CHA 10 (+0)

Skills Intimidation +2 p. 72
Senses passive Perception 10
Challenge 1/8 (25 XP)

Stabbing or slicing implement. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1d6+1 piercing or slashing damage.

LA MAÎTRESSE (SHE/HER)

Medium undead, neutral evil
A stunning vision in white, with porcelain skin, black hair, and ruby lips. Exudes both innocence and domination at the same time.

Armor Class 15 (Natural Armor)**Hit Points** 82 (11d8+33) **Speed** 30 ft.**STR** 16 (+3); **DEX** 16 (+3); **CON** 16 (+3)
INT 11 (+0); **WIS** 10 (+0); **CHA** 18 (+4)**Saving Throws** Dex +6, Wis +3

Skills Deception +7, Insight+3, Intimidation +7, Perception +3, Persuasion +7, Stealth +6
Damage Resistance Necrotic;
 Bludgeoning, Piercing, and Slashing
 From Nonmagical Attacks

Senses Darkvision 60 ft., passive
 Perception 13 **Challenge** 6 (2,300 XP)

Regeneration. Regains 10 hit points at the start of her turn if she has at least 1 hit point and isn't in sunlight or running water. If she takes radiant or holy water damage, this trait doesn't function at the start of her next turn.
Spider Climb. Can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
Vampire Weaknesses. Has the following flaws: *Forbiddance.* She can't enter a residence without an invitation from one of the occupants. *Harmed by Running Water.* Takes 20 acid damage when she ends her turn in running water. *Stake to the Heart.* Is destroyed if a piercing weapon made of wood is driven into her heart while she is incapacitated in her resting place. *Sunlight Hypersensitivity.* Takes 20 radiant damage when she starts her turn in sunlight. While in sunlight, disadvantage on attack rolls and ability checks.

Multiattack. She 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, incapacitated, or restrained. *Hit:* 1d6+3 piercing damage plus 2d6 necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and she 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. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under her control.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 2d4+3 slashing damage. Instead of dealing damage, La Maitresse can grapple the target (escape DC 13).

Charm. Targets one humanoid she can see within 30 ft. If the target can see her, it must succeed on a DC 17 Wisdom saving throw or be charmed by her. The charmed target regards her as a trusted friend to be heeded and protected. Although the target isn't under her control, it takes her requests or actions in the most favorable way it can, and it is a willing target for her bite attack. Each time she or her companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until she is destroyed, is on a different plane of existence than the target, or she takes a bonus action to end the effect.

MALEVOLENT ORB (IT/ITS)

p. 50

Tiny undead, chaotic evil
Hovering, translucent ball of light whose mere presence makes hair stand on end.

Armor Class 15**Hit Points** 2 (1d4)**Speed** 0 ft., fly 80 ft. (hover)**STR** 1 (-5); **DEX** 20 (+5); **CON** 10 (+0)
INT 13 (+1); **WIS** 14 (+2); **CHA** 11 (+0)**Damage Immunities** Poison**Damage Resistances** All Damage from Nonmagical Attacks

Condition Immunities Exhaustion, Grappled, Paralyzed, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 120 ft., passive
 Perception 12 **Challenge** 1 (200 XP)

Ephemeral. Can't wear or carry anything.
Incorporeal Movement. Can move through other creatures and objects as if they were difficult terrain. Takes 1d10 force damage if it ends its turn inside an object.

Illumination. Sheds bright light in a 20-foot radius and dim light for an additional 20-foot-radius.

Possess. Melee spell attack: +5 to hit, reach 5 ft., one creature. *Hit:* The target must make a DC 10 wisdom saving throw or be affected by a *dominate person* spell. The target can make a new save to end the spell at the end of each turn. Whilst the spell is in effect the orb has total cover and moves with the target.

MINION OF EVIL (IT/ITS)

Large monstrosity, neutral evil
Eight barbed spider legs, each as tall as a horse, sprout from the back and carry aloft, a vine-wrapped human body.

Armor Class 15 (Natural Armor)**Hit Points** 75 (10d10 + 20)**Speed** 30 ft., climb 30 ft.**STR** 18 (+4); **DEX** 10 (+0); **CON** 15 (+2)
INT 6 (-2); **WIS** 12 (+1); **CHA** 7 (-2)**Skills** Deception +0

Senses Darkvision 120 ft., passive
 Perception 13

Challenge 3 (700 XP)

Corrosive Form. A creature that hits the minion with a melee attack while within 5 feet of it takes 1d4 acid damage.
Spider Climb. The minion can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Multiattack. Two rake attacks.

Rake. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 2d6+4 slashing damage.

MELUSINE, LADY OF THE LAKE (SHE/HER)

Medium fey, chaotic good
Intriguing young woman with moss-colored hair and skin, worried brows, in a dress made of morning dew.

Armor Class 14 (18 With Mage Armor)**Hit Points** 58 (9d8+18)**Speed** 30 ft., swim 60 ft.**STR** 10 (+0); **DEX** 18 (+4); **CON** 15 (+2)
INT 12 (+1); **WIS** 14 (+2); **CHA** 20 (+5)**Skills** Insight +4, Perception +4, Stealth +6**Damage Resistances** Fire**Condition Immunities** Charmed, Grappled

Senses Darkvision 60 ft., passive
 Perception 14 **Challenge** 5 (1,800 XP)

Amphibious. Can breathe air and water.
Aquatic Invisibility. If immersed in water, she can make herself invisible as a bonus action. She remains invisible until she leaves the water, ends the invisibility as a bonus action, or dies.
Innate Spellcasting. Charisma, DC 15. She can innately cast the following spells, requiring no material components:

- At will: *detect magic, druidcraft, guidance, light, mage armor*
 - 2/day each: *create or destroy water, cure wounds, goodberry, lesser restoration*
 - 1/day: *dispel evil and good, hallucinatory terrain, hold person, mass suggestion*
- Magic Resistance.** Has advantage on saving throws against spells and other magical effects.

Speak With Animals. Melusine can comprehend and verbally communicate with beasts as if they shared a language.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft. one target. *Hit:* 1d4+4 bludgeoning damage.

Fey Charm. Targets one humanoid or beast that she can see within 30 feet of her. If the target can see her, it must succeed on a DC 15 Wisdom saving throw or be magically charmed. The charmed creature regards her as a trusted friend to be heeded and protected. Although the target is not under her control, it takes her requests and actions in the most favorable way it can. Each time Melusine or her allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself with a success. Otherwise, the effect lasts 24 hours or until Melusine dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If the target's saving throw is successful, the target is immune to Melusine's Fey Charm for the next 24 hours.



MICHAELA (SHE/HER/IT/ITS)

P. 84

Medium construct, unaligned

Hyper realistic life sized, clockwork doll. Cute, creepy, torn, broken and cracked in several places. Lurches to life (and attacks) if one of the Vaticinal Venus' possessions is touched.

Armor Class 18 (Natural Armor)**Hit Points** 133 (14d10 + 56) **Speed** 20 ft.**STR** 20 (+5); **DEX** 16 (+3); **CON** 18 (+4)
INT 10 (+0); **WIS** 10 (+0); **CHA** 14 (+2)**Damage Immunities** Poison, Psychic, Bludgeoning, Piercing, and Slashing from Nonmagical Weapons**Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned**Senses** Darkvision 60 ft., passive Perception 10 **Challenge** 9 (5,000 XP)**Magic Resistance.** Advantage on saving throws against spells and other magical effects.**Magic Weapons.** Michaela's weapon attacks are magical.**Multiattack.** Two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 2d10+5 bludgeoning damage. Any medium or smaller target that takes damage can be either knocked prone or pushed back 10 ft.

Oil Spurt (Recharge Short Rest). *Ranged weapon attack:* +6 to hit, range 10/20 ft. *Hit:* 2d6+3 fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 1d10 fire damage at the start of each of its turns.

Transpose Imarms. One living creature within 60 ft. must succeed on a DC 15 Constitution saving throw or take 2d6+3 damage and have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the greater restoration spell or other magic.

Haste (Recharge 5-6). Until the end of its next turn, Michaela magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use her slam attack as a bonus action.

MORONOE "QUEEN BENEVOLENT" (SHE/HER)

Medium humanoid, lawful neutral
Beautiful, young witch ruler of the Island, with cruel but easily distracted eyes, sun shunning bleached complexion, bedecked in the finest of frocks, currently rocking a bespoke wheelchair.

Armor Class 9 (18 With Magic Ring)**Hit Points** 49 (11d8) **Speed** 30 ft.**STR** 9 (-1); **DEX** 6 (-2); **CON** 11 (+0)
INT 12 (+1); **WIS** 12 (+1); **CHA** 18 (+4)**Condition Immunities** Charmed

P. 36

Saving Throws Wis +3, Cha +6**Skills** Arcana +3, Deception +6, History +3, Insight +3, Persuasion +6**Senses** Darkvision 60 ft., passive Perception 11 **Challenge** 4 (1,100 XP)**Imvite Spellcasting.** Charisma, DC 15, requires no material components:

- At will: *detect magic, false life* (self only), *purify food and drink, silent image*
- 1/day: *mass suggestion*

Spellcasting. 11th-level, Charisma, DC 14, +6 to hit. Regains expended spell slots after a short or long rest. Warlock spells:

- Cantrips (at will): *dancing lights, eldritch blast, friends, mage hand, minor illusion, prestidigitation, vicious mockery*
- 1st-5th level (3 5th-level slots): *arcane eye, blink, charm person, dominate beast, dream, faerie fire, fear, hold monster, misty step, phantasmal force, sleep*

Surprisingly Mobile. Moronoe's wheelchair can ignore difficult terrain.**Magic Item.** Has a magical ring than can be activated once per day as a reaction and protects the wearer for one hour.

During that hour the wearer's AC can't be less than 18, regardless of what kind of armor it is wearing. The ring offers no protection against the legendary sword Galatine. The ring requires attunement.

Dagger. *Melee or Ranged Weapon Attack:* +0 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4-1 piercing damage.

Scrutinize. As a bonus action Moronoe can scrutinize a target she can see. Until she uses the power on a different target whenever the target is visible to her she can read their surface thoughts and has advantage on attack rolls and ability checks against the target.

MUMMIFIED ENSORCELING SEAMSTRESS (SHE/HER)

P. 40

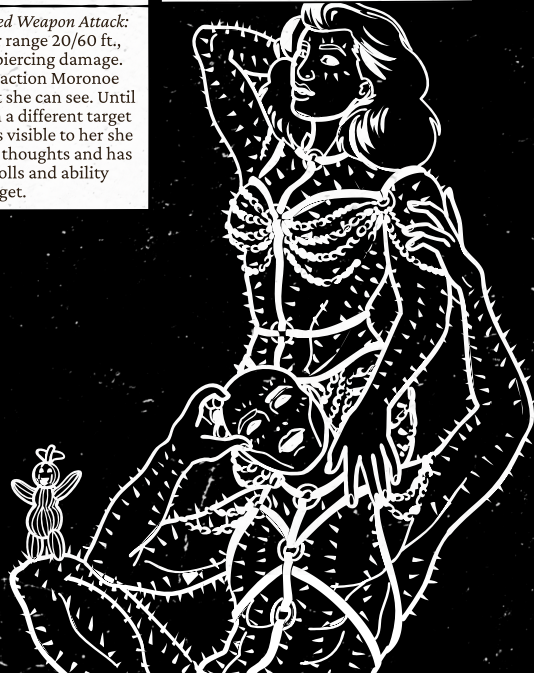
Medium undead, neutral evil
Translucent, shifting image of woman veritably mummified with straps, clothes, mouth and all. Vengeful demeanor.

Armor Class 13 **Hit Points** 67 (9d8+27)
Speed 10 ft., fly 60 ft. (hover)**STR** 6 (-2); **DEX** 16 (+3); **CON** 16 (+3)
INT 12 (+1); **WIS** 14 (+2); **CHA** 15 (+2)

Damage Resistance Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
Damage Immunities Necrotic, Poison
Condition Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Senses Darkvision 60 ft., passive Perception 12 **Challenge** 5 (1,800 XP)

Incorporeal Movement. Can move through other creatures and objects as if they were difficult terrain. Takes 1d10 force damage if she ends her turn inside an object.

Draining Straps. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one creature. *Hit:* 4d8+3 necrotic damage. Target must succeed on a DC 14 Constitution saving throw or be unable to speak. If the saving throw is failed the target must make a new saving throw at the end of its next turn or be paralyzed. If that saving throw is failed the target must make a new saving throw at the end of its turn or start to suffocate, and will continue to suffocate until it passes a saving throw, which can be made at the end of each of its turns. As soon as a saving throw is passed the target can speak, move and breathe and the effect is ended. The effect will also end if the target is more than 15 ft. away from the seamstress.



MUSTAFO (THEY/THEM)

p. 29

Medium construct, neutral
Venetian clockwork couturier obsessed with style, colors, and masks.

Armor Class 14 (Natural Armor) (18 With Mage Armor)
Hit Points 33 (6d8 + 6) **Speed** 25 ft.

STR 14 (+2); **DEX** 11 (+0); **CON** 13 (+1)
INT 14 (+2); **WIS** 14 (+2); **CHA** 16 (+3)

Tool Proficiencies Tailor's Tools +9
Damage Immunities Poison, Psychic
Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses passive Perception 12
Challenge 1 (200 XP)

Antimagic Susceptibility. Incapacitated while in the area of an antimagic field. If targeted by dispel magic, then they must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Master Artisan. Advantage on all ability checks related to crafting garments, and their modifier for tailor's tools is +9.

Immate Spellcasting. Charisma, DC 14, require no material components:
• At will: *mending, vicious mockery*
• 3/day: *mage armor* (only on creatures wearing cloth)

Multiaction. Two melee attacks.
Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d6+2 bludgeoning damage.

VATICINAL VENUS, MAGNA DUCISSA, FIRST TO THE COSMIC THRONE (SHE/HER)

Medium humanoid, lawful neutral
Head of the space witch coven running the cabaret, playwright and judge, clothier and bonne vivante. Voluptuous form, dusky skin, piercing eyes.

Armor Class 12 (15 With Mage Armor)
Hit Points 45 (10d8) **Speed** 30 ft.

STR 9 (-1); **DEX** 14 (+2); **CON** 10 (+0)
INT 11 (+0); **WIS** 13 (+1); **CHA** 18 (+4)

Skills Arcana +3, Deception +7, Perception +4, Persuasion +7
Senses passive Perception 14
Challenge 7 (2,900 XP)

Spellcasting. 10th-level, Charisma, DC 15, +7 to hit. Sorcerer spells:

- Cantrips (at will): *mage hand, minor illusion, poison spray, ray of frost*
- 1st level (4 slots): *mage armor, magic missile, shield, witch bolt*
- 2nd level (3 slots): *alter self, hold person, misty step*
- 3rd level (3 slots): *fly, lightning bolt*
- 4th level (3 slots): *Evard's black tentacles, greater invisibility*

Magic Item. Has a gilded mask that grants advantage on charisma, intelligence and wisdom saving throws. The mask requires attunement.

Dagger. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* (1d4 - 1) piercing damage.

SENTIENT COLORS (IT/ITS)

Medium ooze, chaotic evil
Beautiful, colored gases formerly displaying beautiful sunsets, now rogue and evil.

Armor Class 13 **Hit Points** 4 (1d8)
Speed 0 ft., fly 30 ft. (hover)

STR 4 (-3); **DEX** 16 (+3); **CON** 10 (+0)
INT 6 (-2); **WIS** 12 (+1); **CHA** 7 (-2)

Damage Immunities Poison, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Senses passive Perception 11
Challenge 1 (200 XP)

Dark Solipsism. Can only comprehend the existence of things currently illuminated with any light.

Illuminating. Sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Mesmerizing. Any creature within 30 ft of it that can see its illumination must make a DC 10 Wisdom saving throw or take no actions until after the end of their next turn. Either way the creature is then immune to the mesmerizing power of sentient colors until it finishes a short or long rest.

Gaseous Form. Can occupy another creature's space and vice versa. In addition, if air can pass through a space, the sentient color can pass through it without squeezing. Cannot enter liquids.

Discolor. One living creature in the sentient color's space must make a DC 10 Constitution saving throw. Creatures that neither breathe nor have blood automatically succeed. On a failed save the creature's entire body is permanently colored with vivid hues. A remove curse spell will restore the creature's original coloration.

Pervert. One living creature in its space must make a DC 10 Wisdom saving throw. Creatures that neither breathe nor have blood automatically succeed. On a failed save the creature's alignment becomes chaotic evil if it is not already. A remove curse spell will restore the creature's original alignment.

Poison. One living creature in its space must make a DC 10 Constitution saving throw. Creatures that neither breathe nor have blood automatically succeed. The target takes 1d6+3 poison damage and is poisoned until the end of their next turn.

SUCCUBUS (SHE/HER)

p. 67

Medium plant, lawful neutral
Sentient cactus, evolved into the breathtaking form of a woman, with russet skin, and black hair, lips, eyes, and spikes.

Statistics as *Incubus*.

THE LOOM (IT/ITS)

p. 28

Large construct, neutral evil
Large, terrifying loom golem, with a hatred of all living things.

Armor Class 14 (Natural Armor)
Hit Points 153 (18d10+54) **Speed** 30 ft.

STR 20 (+5); **DEX** 10 (+0); **CON** 16 (+3)
INT 10 (+0); **WIS** 10 (+0); **CHA** 10 (+0)

Damage Immunities Poison
Condition Immunities Blinded, Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Skills Intimidate +10
Senses Blindsight 60 ft. (blind beyond this radius), passive Perception 13
Saving Throws Str +8, Con +6
Challenge 6 (2300 XP)

Multiaction. Make any two attacks.
Eject Shuck. *Ranged Weapon Attack:* +8 to hit, range 30 ft., one target. *Hit:* 1d12+5 bludgeoning damage.

Ecstatic combing. *Melee Spell Attack:* +3 to hit, reach 10ft., all creatures within 10ft., *Hit:* 1d8+3 lightning damage.


Looming Advance. Whist not directly observed by a living creature The Loom can use a bonus action to teleport to any unoccupied space within 60ft. that isn't directly observed by a living creature.

Mummify. Reaction to mummify a Medium or smaller creature hit by Whip and Smack attack. The creature is Restrained and moves with The Loom. DC 16 Strength saving throw as an action on its turn to escape. A creature that ends its turn Mummified takes 3d6 bludgeoning damage. The Loom can only have one creature mummified at a time.

Shoot Warp Beam. *Ranged spell attack:* +3 to hit, range 60ft., one creature, *Hit:* random limb of the target is transposed with a part of The Loom. Speed is halved if this is a leg. The limb is returned if it is touched by the transposed Loom part. Transposed limbs have an AC 10.

Whip and Smack. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 2d8+5 slashing or bludgeoning damage.



 Characters with the cloak icon are in possession of one of the marvelous capes, cloaks, or cowls, but all of them carry awesome stuff. See the book for details.

C R E D I T S
D&D 5th Edition statblocks
by David Fuller.

For use with *Capes and Cloaks and Cowls and a Park* by Frank Reding, Katie Wakelin, and Diogo Nogueira. Published by Mottokrosh Machinations. Creative Commons Attribution 4.0 International License.
mottokrosh.com