Expanded Phantoms



HOMEBREW

Sonixverse Labs

© WIZARDS OF THE COAST LLC

Spirits

Spirits are a special form of undead that are unable to rest in peace due to some force that binds their soul after death. The source of their binding can vary depending on the circumstance. In some instances, the desire for revenge or some other tasks is enough to prevent a soul from moving on until its task is complete. Other spirits are bound by forces against their will. Very powerful necromancers, undead, and other entities have been known to bind and enslave spirits after death..

Spirit Motives

The motives for various spirits can vary depending on the situation. In many cases, spirits have been known to be docile and at times even helpful to the living. However, the spark of life from a creature is bound to draw the curiosity of a spirit.

However, in many circumstances, spirits have been known to be quite malevolent towards the living.

The process of being bound beyond death tends to have detrimental effects on a spirit, causing it to become warped and confused. In its desire to be put to rest causes them to lash out at the living.

Spirit Tactics

Thanks to their incorporated forms, spirits can prove to be rather challenging opponents. One of their primary advantages is their natural immunities and resistances to many forms of attacks. In fact, their incorporeal forms are completely immune to conventional weapons that are not silvered or magical.

Incorporeal Forms

Another advantage they possess is their ability to transition from the Material Plane and the Ethereal. When fighting a spirit, one must constantly remain on guard, as they will repeatedly phase between the planes to avoid harm. Thanks to their ethereal nature, they are incredible hard to pin down as they are able to vanish through solid objects and even creatures.

Horrifying Visage

However, their most potent weapon is their ability to project their spiritual essence onto other creatures to frighten them. Such exposure to the raw essence of a soul has been known to cause one's body to rapidly age in a matter of seconds.

Types of Spirits

Spirits come in four general categories. Each category can typically be determined by how long a creature's spirit lingers after death. The longer a spirit remains, the stronger it becomes. However, if a creature's spiritual essence is quite powerful in life, it may manifest as a much more powerful spirit, immediately after death.

Specter

Specters are the weakest and most common type of spirit. They are typically found in large groups unless there is some force that prevents them from leaving their location of their demise. In comparison to other categories of spirits, they tend to be much more docile, as they have only recently begun to feel the effect of their binding beyond death.

Spirit

Spirits are typically what comes to mine when one thinks of spectral entities. They tend to have been bound for year or at times even decades seeking for a way to finally be put to peace. However, their eternal binding has begun to take effect, causing them to be confused and in many cases malevolent.

Phantom

Phantoms are the souls of very powerful individuals or have been bound to the realm of the living for centuries. Phantoms have been known to command or guide lesser souls. Some phantoms use their assistance to be finally put to rest. Others have accepted their fate and may serve as guardians or even advisors to the living.

Ancient spirit

Ancient spirits are the rarest and most powerful type of spectral undead that have remained in their undead form for centuries or even millennia. They have learned to fully master their abilities and can phase living creatures to and from the Ethereal Plane.

Banshee.

Banshees typically are creatures that are bound by a curse from a powerful entity that prevents their soul from passing on. This curse has warped and tormented that creature's soul, eternally binds it to the location of its demise. Because of its eternal punishment, banshees tend to be particularly malevolent towards living creatures, as they desire the freedom those creatures possess. They are able to channel their inner torment and hatred into horrific screams and whispers that shatters the minds of living creatures.

Mare

Mares are malevolent spirits that specifically prey on fear from living creatures. A single gaze or touch from. The mare is capable of causing a creature to become paralyzed with fear, unable to escape. In comparison to their other kind, mares are quite cruel undead as they prefer to toy with their helpless prey, feeding on their fear before finally killing them. Mares are typically created from creatures slain in large scale atrocities such as a massacre, as these souls are warped by the abundance of fear and rage associated with such a disaster.

Ghost

Ghosts are the most common type of spirit. Their soul is normally bound by some form of unfinished business, whether it is to avenge its death, to relay a message, to finish their life's work, or some other task. Because of this drive, they are unable to fully die until the goal has been completed.

Ghosts possess the unique ability to suppress the soul of another creature, allowing them to possess their body. Ghosts are often known to use this ability as a means to allow them to accomplish their goal by any means necessary.

However, due to their obsession with their unfinished business, they are vulnerable to important aspects of their life that ties them to whatever unfinished business it may have. For example, a ghost may be fully destroyed using a weapon that killed it in its former life. Even if the weapon is mundane in its make, its connection to the ghost's former life is enough to allow it to interact with it.

Wisps

Wisps are one of the rarest forms of spectral undead, as they are the result of a creature who died while in the Feywild. Due to the magical nature of emotion on this plane, wisps can manifest themselves in a variety of moods based on a particular emotion. However, their forms are extremely unstable, causing them to erratically shift from mood to mood, giving them a blurred form. Their erratic nature allows them to project intense emotions onto nearby creatures.

Shades

Shades are spectral undead whose souls are shrouded by darkness. Shades are typically created when a creature's soul is bound by magic from the Shadowfell. Unlike other types of spirits, shades are not bound to a location and are known to wander from place to place.

By their very nature, shades thrive at night and in the darkness. The shadows grant them supernatural agility as well as the ability to vanish from sight. However, shades possess a particular hatred for any source of light. Although the light weakens them, its presence causes them to erupt into a savage fury. Because of their disdain for the sin, they tend to lurk in abandoned homes, ruins, or tombs during the day, only venturing back out at dusk. If they are unable to find such sanctuary, they have been known to travel to the Ethereal Plane.

Eidolons

Eidolons are the polar opposite to the shade. Eidolons are believed to be souls eternally bound to eternal life due to some form of Celestial magic or exposure to the Upper Planes. These entities possess a special affinity for the light and are often mistaken for divine avatars or angels. Because the presence of darkness temporarily weakens them, they can only be found during the day unless one has a means of traveling to the Ethereal Plane.

Poltergeists

Poltergeists are undead whose spirits are typically bound to objects or a physical location. These undead possess the special ability to manipulate, animate, and possess objects to harass their opponents. Although poltergeists are completely invisible to the naked eye, they have been known to take on a physical form by temporarily inhabiting objects. Because of their abilities for animation and kinetics, they can prove to be extremely dangerous undead to fight. The best strategy to dealing with these undead is to ensure the poltergeist does not have any objects that it can toss or possess in the vicinity.

Yokai

Yokai are interesting undead that have the ability to mimic the appearance and voice of any creature it sees. Although the true origins of yokai are somewhat unclear; many scholars believe they are highly developed entities that have learned to manipulate their soul essence to take the form of any creature that it sees. These undead use their shape-shifting abilities



Myling

Mylings are undead souls of a creature that was killed before it could reach adulthood. Despite their relatively small form in comparison to other spectral undead, they are known for their supernatural strength. These undead are incredibly lonely creatures that aimlessly wander in search for a place that it calls its home. This location can vary depending on the myling as it could be the room that it grew up in. If their parents or family are still alive, the myling may attempt to find the current homes of their family.

When not provoked, mylings tend to be docile and even curious.in fact, it is not uncommon for them to ask the aid of the living to find their home. However, due to their child-like nature and muddled memories, aiding a myling can be a difficult task.

If a creature is unable to help, the myling is prone to erupt into a tantrum-like rage. An enraged myling can be quite dangerous as they can emit a powerful aura of guilt and despair that saps a creature's will to move, leaving a creature vulnerable to the myling's powerful strikes.

A hostile myling can be quite hard to deal with, as they are unable to be fully destroyed or put to rest unless they are able to return to whatever location they deem as their home. If a creature destroys a myling outside these locations, it'll simply reform in a matter of days. These mylings typically will hold eternal grudges against those who don't help them and will not hesitate to attack them if they ever cross paths again.

Wither

Withers are a type of spectral undead that have begun to experience the detrimental effects of its soul being bound beyond death. Their desire to be put to rest has devolved into an almost predatory instinct to consume the souls of living creatures.

When the wither kills a creature, it is able to trap that soul inside its form. Some withers appear as bulging apparitions filled with trapped souls, while others may adorn these souls as decorations or like jewelry on its body. Only by destroying the wither or using extremely powerful magic can a soul trapped in this manner be freed.

Wraith.

Wraiths are another form of spectral undead that possess a special malevolence for the living. Unlike the wither, the spiritual corruption of a wraith manifests itself as a desire to claim the soul of the living. Many scholars believe this hatred is rooted from the wraith belief that finding eternal rest is a fruitless endeavor, and wants to spread its torment to others.

Wraiths take special joy in killing creatures and binding their soul to it. The wraith has the ability to raise a dead creature back to life as a wraith specter. However, these specters are bound to the will of the wraith for eternal servitude unless the wraith is slain or releases it from their control.

Haunts

Haunts are eerie undead that are created when a creature dies a lonely or forgotten death. These spirits are stricken with grief and rage for their forgotten death, and seek to cause other living creatures to suffer a similar fate in silence.

Haunts are known to emit a ghastly aura of silence that nullifies any sound. These undead also possess the ability to even temporarily steal the voice of a living creature.

Frost Wraiths

Frost wraiths are a special type of spirit that is created when a creature dies in a snowstorm or in the arctic wastes. These undead are drawn to any source of heat, especially the body heat of living creatures. These wraiths are incredibly dangerous as they have the ability to turn a creature to ice from a single gaze.

The essence of these undead can be quite detrimental to a living creature as a single touch from the spirit begins to siphon the physical strength and agility of a creature Despite their frozen appearance, any source of heat sends them into a frenzy that causes them to become much more powerful. Despite their resilience to heat, this is the one true way to fully put these creatures to rest, as their desire for warmth is enough for their soul to move on upon its demise.



Specter

Medium Undead, any alignment

Armor Class 11 (Natural Armor)
Hit Points 18 (4d8)
Speed 40ft. fly (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	11 (+0)	12 (+1)	12 (+1)

Saving throws Dex +2, Cha +3
Skills Perception +3
Damage Resistances bludgeoning, piercing, and slashing damage from attacks that are either magical or silvered weapons
Damage Immunities Acid, Cold, Necrotic, Poison, bludgeoning, piercing, and slashing damage from attacks that are not magical or silvered weapons
Condition Immunities exhausted, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60ft., passive Perception 11
Languagesany languages it new in life
Proficiency Bonus +2
Challenge 1(200 xp)

Ethereal Sight The specter can see 60ft. into the Ethereal Plane when it is on the Material Plane and vice versa.

Life Sense The specter can detect the presence of a living creature within 30ft. of it

Incorporeal Movement The specter can move through other creatures and objects as if they were difficult terrain. It takes 5(1d10) force damage if its ends its turn inside an object.

Horrifying Visage At the start of its turn, the specter can choose to force each non-undead creature within 30ft. of the specter that can see it must succeed a DC 11 Wisdom saving throw. On a failed saving throw, the target is considered frightened for 1 minute.

If the target fails by 5 or more, the target ages by 1d4 x 10 years. The aging effect can be reversed by greater restoration spell or similar effects if cured within the next 24 hours.

A creature frightened in this manner can repeat its saving throw at the end of each of its turns, ending the effect on a success. Upon ending this effect, a creature is immune to being frightened in this manner for the next 24 hours

Soul Bound Upon dropping to 0 hitpoints, the specter can make a Charisma saving throw equal to half the damage dealt (minimum 10). On a successful saving throw, the specter regains 1 hitpoint

Undead Nature The specter doesn't require air, food, drink, or sleep.

Spirit DC

Certain specter have a number of additional effects depending on its type. These effects require a DC 11 saving throw.

Actions

Multiattack The specter can make two attacks with its Withering Touch

Withering Touch. *Melee Weapon Attack* +3 to hit, 5ft., one target. *Hit:* 8 (2d6+1) necrotic damage

Bonus Actions

Etherealness The specter can enter the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while in the Border Ethereal and vice versa, yet it can't effect or be affected by anything on the other plane.

Reactions

Incorporeal Defense When the specter takes damage, it can use its reaction to take half damage instead.



Spirit

Medium Undead, any alignment

Armor Class 11 (Natural Armor)
Hit Points 36 (8d8)
Speed 40ft. fly (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	11 (+0)	12 (+1)	17 (+3)

Saving throws Dex +3, Con +2, Cha +5
Skills Perception +3
Damage Resistances bludgeoning, piercing, and slashing damage from attacks that are either magical or silvered weapons
Damage Immunities Acid, Cold, Necrotic, Poison, bludgeoning, piercing, and slashing damage from attacks that are not magical or silvered weapons
Condition Immunities exhausted, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60ft., passive Perception 11
Languagesany languages it new in life
Proficiency Bonus +2
Challenge 3 (700 xp)

Ethereal Sight The spirit can see 60ft. into the Ethereal Plane when it is on the Material Plane and vice versa.

Life Sense The spirit can detect the presence of a living creature within 30ft. of it

Incorporeal Movement The spirit can move through other creatures and objects as if they were difficult terrain. It takes 5(1d10) force damage if its ends its turn inside an object.

Horrifying Visage At the start of its turn, the spirit can choose to force each non-undead creature within 30ft. of the spirit that can see it must succeed a DC 13 Wisdom saving throw. On a failed saving throw, the target is considered frightened for 1 minute.

If the target fails by 5 or more, the target ages by 1d4 x 10 years. The aging effect can be reversed by greater restoration spell or similar effects if cured within the next 24 hours.

A creature frightened in this manner can repeat its saving throw at the end of each of its turns, ending the effect on a success. Upon ending this effect, a creature is immune to being frightened in this manner for the next 24 hours

Soul Bound Upon dropping to 0 hitpoints, the spirit can make a Charisma saving throw equal to half the damage dealt (minimum 10). On a successful saving throw, the spirit regains 1 hitpoint

Undead Nature The spirit doesn't require air, food, drink, or sleep.

Spirit DC

Certain specter have a number of additional effects depending on its type. These effects require a DC 13 saving throw.

Actions

Multiattack The spirit can make two attacks with its Withering Touch

Withering Touch. *Melee Weapon Attack* +5 to hit, 5ft., one target. *Hit:* 17 (4d6+3) necrotic damage

Bonus Actions

Etherealness The spirit can enter the Ethereal Plane from the Materal Plane, or vice versa. It is visible on the Material Blane while in the Border Ethereal and vice versa, yet it can't effect or be affected by anything on the other plane.

Reactions

Incorporeal Defense When the spirit takes damage, it can use its reaction to take half damage instead.



Phantom

Medium Undead, any alignment

Armor Class 14 (Natural Armor)
Hit Points 84 (12d8+30)
Speed 40ft. fly (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	15 (+2)	16 (+3)	17 (+3)	21 (+5)

Saving throws Dex +8, Con +6, Cha +9
Skills Perception +7
Damage Resistances bludgeoning, piercing, and slashing damage from attacks that are either magical or silvered weapons
Damage Immunities Acid, Cold, Necrotic, Poison, bludgeoning, piercing, and slashing damage from attacks that are not magical or silvered weapons
Condition Immunities exhausted, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60ft., passive Perception 17
Languagesany languages it new in life
Proficiency Bonus +4
Challenge 9(5000)

Ethereal Sight The phantom can see 60ft. into the Ethereal Plane when it is on the Material Plane and vice versa.

Life Sense The phantom can detect the presence of a living creature within 30ft. of it

Incorporeal Movement The phantom can move through other creatures and objects as if they were difficult terrain. It takes 5(1d10) force damage if its ends its turn inside an object.

Horrifying Visage At the start of its turn, the phantom can choose to force each non-undead creature within 30ft. of the phantom that can see it must succeed a DC 17 Wisdom saving throw. On a failed saving throw, the target is considered frightened for 1 minute.

If the target fails by 5 or more, the target ages by 1d4 x 10 years. The aging effect can be reversed by greater restoration spell or similar effects if cured within the next 24 hours.

A creature frightened in this manner can repeat its saving throw at the end of each of its turns, ending the effect on a success. Upon ending this effect, a creature is immune to being frightened in this manner for the next 24 hours

Soul Bound Upon dropping to 0 hitpoints, the phantom can make a Charisma saving throw equal to half the damage dealt (minimum 10). On a successful saving throw, the phantom regains 1 hitpoint

Undead Nature The phantom doesn't require air, food, drink, or sleep.

Spirit DC

Certain phantoms have a number of additional effects depending on its type. These effects require a DC 17 saving throw.

Actions

Multiattack The phantom can make two attacks with its Withering Touch

Withering Touch. *Melee Weapon Attack* +9 to hit, 5ft., one target. *Hit:* 26 (6d6+5) necrotic damage

Soul Blast. *Ranged Spell Attack:* +9 to hit, 90ft., one target. *Hit:* 26 (6d6+5) necrotic damage. The target must succeed a DC 17 Wisdom saving throw or become frightened until the end of its next turn.

Bonus Actions

Etherealness The phantom can enter the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Blane while in the Border Ethereal and vice versa, yet it can't effect or be affected by anything on the other plane.

Reactions

Incorporeal Defense When the phantom takes damage, it can use its reaction to take half damage instead.

Ancient Spirit

Medium Undead, any alignment

Armor Class 16
Hit Points 190 (20d8+100)
Speed 40ft. fly (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	23 (+6)	20 (+5)	16 (+3)	22 (+6)	27 (+8)

Saving throws Dex +12, Con +11, Cha +14
Skills Perception +11
Damage Resistances bludgeoning, piercing, and slashing damage from magical weapons
Damage Immunities Acid, Cold, Necrotic, Poison, bludgeoning, piercing, and slashing damage from attacks that are not magical or silvered weapons
Condition Immunities exhausted, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60ft., passive Perception 21
Languagesany languages it new in life
Proficiency Bonus +6
Challenge 19(22000)

Ethereal Sight The ancient spirit can see 120ft. into the Ethereal Plane when it is on the Material Plane and vice versa.

Life Sense The ancient spirit can detect the presence of a living creature within 30ft. of it

Incorporeal Movement The ancient spirit can move through other creatures and objects as if they were difficult terrain. It takes 5(1d10) force damage if its ends its turn inside an object.

Horrifying Visage At the start of its turn, the ancient spirit can choose to force each non-undead creature within 60ft. of the spirit that can see it must succeed a DC 22 Wisdom saving throw. On a failed saving throw, the target is considered frightened for 1 minute.

If the target fails by 5 or more, the target ages by 1d4 x 10 years. The aging effect can be reversed by greater restoration spell or similar effects if cured within the next 24 hours.

A creature frightened in this manner can repeat its saving throw at the end of each of its turns, ending the effect on a success. Upon ending this effect, a creature is immune to being frightened in this manner for the next 24 hours

Legendary Resistances(3/day) Upon failing a saving throw, the phantom can choose to succeed. Upon a success, the phantom can enter the Ethereal Plane from the Material Plane or vice versa.

Soul Bound Upon dropping to 0 hitpoints, the spirit can make a Charisma saving throw equal to half the damage dealt (minimum 10). On a successful saving throw, the spirit regains 1 hitpoint

Turn Resistance The Ancient Spirit has advantage on saving throws against effect that would turn the dead.

Undead Nature The ancient spirit doesn't require air, food, drink, or sleep.

Spirit DC

Certain ancient spirits have a number of additional effects depending on its type. These effects require a DC 22 saving throw.

Actions

Multiattack The ancient spirit can make two attacks with its Withering Touch. The ancient spirit can replace any number of Withering Touches with a Soul Blast

Withering Touch. *Melee Weapon Attack:* +14 to hit, 5ft., one target. *Hit:* 34 (6d8+8) necrotic damage

Soul Blast. *Ranged Spell Attack:* +14 to hit, 90ft., one target. *Hit:* 34 (6d8+8) necrotic damage. The target must succeed a DC 22 Wisdom saving throw or become frightened until the end of its next turn.

Bonus Actions

Etherealness The ancient spirit can enter the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Blane while in the Border Ethereal and vice versa, yet it can't effect or be affected by anything on the other plane.

Reactions

Incorporeal Defense When the ancient spirit takes damage, it can use its reaction to take half damage instead.

Legendary Actions (3/turn)

The ancient phantom can take three legendary actions on a round. It can only use 1 legendary action at a time and it must take them at the end of a creature's turn

Ethereal Shift(1 action) The phantom can shift into the Ethereal Plane or vice versa and move up to 40ft. This movement does not provoke opportunity attack.

Withering Touch (2 action) The phantom can use its Withering Touch or Spirit Bolt attack against a creature in range

Spectral Phase(2 action) One creature within 60ft. of th ancient spirit must succeed a DC 22 Charisma saving throw or it is sent to the Ethereal Plane until the end of its next turn

Resilience(3 actions) The phantom can choose to end one condition or spell effect on itself

Banshee

- **Skill Proficiencies** Deception
- **Challenge Rating** Increases by 1

Endless Sorrow Creatures frightened by the banshee take 9(2d8) psychic damage at the start of each of its turns

Ghastly Whispers Creatures considered frightened by the banshee are considered deafened and cannot maintain concentration as it is barraged by dozens of ghostly voices.

Tethered The banshee is unable to move 5 miles from the place of its demise.

Actions

Wail(1/day) The banshee releases a mournful wail. This wail has no effect on constructs and undead. All others creatures within 30ft. of the banshee must make a Wisdom saving throw equal to its Spirit DC. On a failure, creature are reduced to 0 hitpoints. On a successful saving throw, creatures take necrotic damage equal to a number of d8s equal to its proficiency bonus.

Bonus Actions

Ventriloquism The banshee can cause its voice to sound as if it originated from a spot within 30ft. of it. A creature that hears the sounds it makes can determine if this is a trick with a successful Wisdom (Insight) check opposed by the banshee's Charisma (Deception) check.

Legendary Actions

Frightening Visage(2 actions) One creature that the banshee can see within 60ft. must succeed a Wisdom saving throw equal to its Spirit DC. On a failed saving throw, that creature is frightened until the end of its next turn.

Mare

- **Challenge Rating** Increases by 2

Deathly Fright Creatures frightened by the Mare are considered to be paralyzed for the duration of the fear effect.

Devour Fear While with 10ft. of a frightened creature, the mare regains 10 hitpoints at the start of each of its turns.

Fearmonger The mare has advantage on attack rolls against creatures that are frightened. When it takes the Attack action against a frightened creature, it can make one additional Withering Touch attack.

Sense Fear The Mare can pinpoint the location of a frightened creature within 300ft. of it.

Bonus Action

Fear Hunter The mare can Dash towards a creature that is frightened.

Actions

Dread Pulse(Recharge 5-6) Creatures in a 10ft. radius around the mare must succeed a Wisdom saving throw equal to the mare's Spirit DC

On a failed saving throw, that creature is considered to be frightened until the end of its next turn.

Legendary Actions

Frightening Visage(2 actions) One creature that the banshee can see within 60ft. must succeed a Wisdom saving throw equal to its Spirit DC. On a failed saving throw, that creature is frightened until the end of its next turn.

Ghost

- **Challenge Rating** Increases by 2

Unfinished Business The ghost's unfinished business refuses to let it be put to rest. A destroyed ghost reforms after 1d4 days. It reappears within 5ft. of where its original resting place. A ghost can only be fully killed or put to rest when the source of its unfinished business is resolved.

If this item can damage the ghost, it can ignore any resistances or immunities the ghost otherwise may have towards it.

It cannot benefit from this feature is it is damaged or exposed to a weakness from its previous life. This may be a special weapon that killed this creature in life.

Life Tether The ghost cannot benefit from its Soul Bond when exposed or damaged by something from its past life.

Actions

Possession(Recharge 5-6) One creature that the ghost can see within 5 ft. of it must succeed on a Charisma saving throw equal to the Ghost's Spirit DC or be possessed by the ghost; the ghost then disappears, and the target is Incapacitated and loses control of its body.

The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any Attack, spell, or other Effect, except ones that turn Undead, and it retains its Alignment, Intelligence, Wisdom, Charisma, and immunity to being Charmed and Frightened. It otherwise uses the possessed target's Statistics, but doesn't gain access to the target's knowledge, Class Features, or Proficiencies. The possession lasts until the body drops to 0 Hit Points, the ghost ends it as a Bonus Action, or the ghost is turned or forced out by an Effect like the Dispel Evil and Good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 ft. of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Wisp

- **Challenge Rating** Increases by 2

Avoidance If the wisp is subjected to make a saving throw against an effect that allows it to make a saving throw, it takes half damage on a failed saving throw and none on a success.

Displacement Attack rolls against the wisp are made with disadvantage unless the wisp is incapacitated

Rampant Emotions

This feature replaces Horrifying Visage

At the start of its turn, the wisp can choose to force each non-undead creature within 60ft. of the wisp that can see it must succeed a Wisdom saving throw against its Spirit DC. On a failed saving throw, the target must roll a d4 to determine the following effects for 1 minute.

A creature affected in this manner can repeat its saving throw at the end of each of its turns, ending the effect on a success. Upon ending this effect, a creature is immune to these effects for the next 24 hours

- **1. Euphoria:** Affected creatures have their movement speed reduced to 0 and are considered to be incapacitated for the duration of this effects
- **2. Dreams:** Affected creatures fall unconscious for the duration. It awakens if it takes damage or if someone uses an action to wake it up
- **3. Paranoia:** The target is considered frightened for the duration. Any creature that is can see in range counts as a source of its fear.
- **4. Fury:** Affected creatures must take the Attack action on its turn to make an attack against the nearest creature within range of it that is not the wisp. If there is not target within range, it wastes its action and takes 9(2d8) psychic damage.

Bonus Action

Ethereal Blink The Wisp can teleport 30ft. to a spot that it can see within range.

Shade

- **Challenge Rating** Increases by 2

Bound by Darkness If the shade is reduced to 0 hitpoints, it reforms with all of its hitpoints after 1d4 days in the location of where its body is destroyed. It can only benefit from this feature if it was destroyed while in darkness.

Gloom Sight The shade's vision is not obscured by magical darkness

Light Fury During the day or when the shade starts its turn in light, it suffers disadvantage on attack rolls. However for the duration of this effect, its can make one additional Withering Touch attack on its turn.

Shadow Stalker While in darkness, the shade counts as invisible to creatures that rely on vision to see it

Shadow Stride While in darkness, the shade's movement speed is doubled until the end of its next turn.

Twilight Form If the shade starts its turn in darkness at the start of its turn, it regains 10 hitpoints.

Bonus Actions

Shadow Stealth While in dim light and darkness, the shade can use its bonus action to Hide

Snuff The shade can extinguish one source of of light within 30ft. of it that does not emit sunlight.

Actions

Cloud of Shadows (Recharge 5-6) Creatures in a 20ft. cube around a spot that the shade can see within 60ft. of it become shrouded in magical darkness that extinguishes any source of light other than sunlight. This darkness lasts for one minute or until the the shade uses this ability again.

Legendary Action

Snuff(1 action) The ancient shade can use Snuff

Shadow Stealth (1 action) The ancient shade can take the Hide action as long as it is in darkness

Reforming Shadows(3 actions) While in darkness, the Ancient Shade regains 30 hitpoints.

Eidolon

- **Damage Immunities** Radiant
- **Challenge Rating** Increases by 2

Bound by Light If the eidolon is reduced to 0 hitpoints, it reforms with all of its hitpoints after 1d4 days in the location of where its body is destroyed. It can only benefit from this feature if it was destroyed while in sunlight.

Entity of Light The eidolon deals radiant damage instead of necrotic damage.

Healing Dawn If the eidolon starts its turn in sunlight at the start of its turn, it regains 10 hitpoints.

Illumination The eidolon emits a bright light in a 20ft. radius around it and dim light an additional 20ft. radius. This light counts as sunlight.

Night Fury During the night or when the shade starts its turn in darkness, it suffers disadvantage on attack rolls. However for the duration of this effect, its can make one additional Withering Touch attack on its turn.

Sun Wraith If it starts its turn in sunlight, the eidolon's movement speed is doubled until the end of its next turn.

Bonus Actions

Glow The eidolon can cause a source of light to double its range for 1 minute. The light emitted by this source of light counts as sunlight.

Actions

Ghostly Dawn(Recharge 5-6) Creatures in a 20ft. around a spot within 60ft. of it become shrouded in radiant sunlight. Creatures that first enters or starts its turn within this area must succeed a Constitution saving throw equal to eidolon's Spirit DC or become blinded for one minute. Creatures can repeat its saving throw at the end of each of its turns ending the effect on a successful saving throw.

Legendary Action

Glow(1 action) The eidolon can use Glow

Reforming Light(3 actions) While in sunlight, the Ancient Eidolon regains 30 hitpoints.

Poltergeist

- **Damage Immunities** Force
- **Challenge Rating** Increases by 1

Object Bound Although the Poltergeist can possess multiple objects, it is bound to one object important to it in its previous life. Only by destroying this object can the poltergeist be truly destroyed. Otherwise, the Poltergeist reforms with all of its hitpoints after 1d4 days with 5ft. of the tat object whenever its body is destroyed

Invisibility The Poltergeist is considered to be invisible

Kinetic Entity The Poltergeist deals force damage instead of necrotic damage.

Bonus Action

Telekinesis The Poltergeist can move one unattended Large or object that it can see within 60ft. of it 30ft. to a location of its choice. If the target is a Medium creature or an object that is being worn or wielded, that creature must succeed a Strength saving throw against its Spirit DC. On a failed saving throw, the object or creature is moved against its will.

Actions

Forceful Slam(Replaces Withering Touch) Creatures hit by this attack are moved 10ft. to a location of the Poltergeist's choice.

Telekinetic Shove The poltergeist targets a Large or smaller creature or unattended object within 30 feet of it.

If the target is a creature, the target must succeed a Strength saving throw gains its Spirit DC. On a failed saving throw, the poltergeist hurls the target up to 30 feet in any direction, including upward. If the target then comes into contact with a hard surface or heavy object, the target takes 1d6 damage per 10 feet moved.

If the target is an object that isn't being worn or carried, the poltergeist hurls it up to 30 feet in any direction. If the object then comes into contact with a hard surface or heavy object, the targets takes 1d6 damage per 10 feet moved.

Possess Object(Recharge5-6) When the poltergeist moves into a space occupied by an unattended Large or smaller object, the poltergeist disappears into the object causing it to become a creature under the poltergeist's control. The object's statistics can be determined in the Dungeon Master's Guide. You can also find the table in this document as well.

While in this object, the poltergeist can't be targeted by any Attack, spell, or other Effect, except ones that turn Undead. All of its other statistic's remain the same and the poltergeist can make its normal attacks through the object's space. When poltergeist remains in the object until the object is destroyed or the poltergeist ends this feature as a bonus action, or the poltergeist is turned or forced out by an Effect like the *Dispel Evil and Good spell*. When the possession ends, the poltergeist reappears in an unoccupied space within 5 ft. of the body

Legendary Actions

Telekinesis(2 actions) The ancient Poltergeist can use its Telekinesis ability.

Substance	Armor Class
Cloth, paper, rope	11
Crystal, glass, ice	13
Wood, bone	15
Stone	17
Iron, Steel	19
Mithral	21
Adamantine	23

Size	Fragile	Resilient
Tiny	1d4	5 (2d4)
Small	1d6	11 (3d6)
Medium	1d8	18 (4d8)
Large	1d10	27 (5d10)

Objects

Although determining the stats for an object is found in the officials rulebooks, the following tables provide a quick reference for running the Poltergeist's object possess ability.

As a general rule of thumb, objects are immune to poison and psychic damage but it may possess additional resistances, immunities, or vulnerabilities depending on the material you choose. For example glass may be vulnerable to bludgeoning damage while a special crystal could possess resistance to bludgeoning, piercing or slashing damage.

Yokai

- **Proficiency** Deception, Intimidation, Persuasion

Mimicry The yokai can mimic sounds it has heard, including voices. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check opposed by the yokai's Charisma (Deception) check.

Tricker's Binding If the yokai is reduced to 0 hitpoints, it reforms with all of its hitpoints after 1d4 days in the location of where its body is destroyed. It cannot benefit from this feature if a creature has seen the yokai's true form or had seen it in its previous life.

Bonus Action

Shapechanger The yokai can use its action to polymorph into a Small or Medium creature it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Reactions

Steal Identity When the Yokai reduces a Medium or smaller creature to 0 hitpoints, the yokai transforms to appear as that creature but retains its own game statistics. This transformation remains until the Yokai uses its Shapechanger ability or uses a bonus action to dismiss it.

Legendary Actions

Shapeshift(1 action) The ancient yokai can use its Shapechanger ability.

Myling

- **Small undead**
- **Challenge Rating** Increases by 1

Hearth's Grave If the myling is reduced to 0 hitpoints, it reforms with all of its hitpoints after 1d4 days in the location of where its body is destroyed. It cannot benefit from this feature if it is destroyed while within 300ft. of a location that it identifies as its home.

Powerful Build The myling counts as two sizes larger for the purposes of lifting, carry, shoving, lifting, or grappling

Ghostly Strength The myling can use its Charisma modifier whenever it makes a Strength based attack roll, ability check, or saving throw. When it uses these abilities in this manner, it can treat the roll as if it were proficient

Heavy Slam Creatures that take necrotic damage from the myling must succeed a Strength saving throw against its Spirit DC. On a failed saving throw, that creature is knocked prone

Weight of the Grave Creatures within 10ft. of the myling have their movement speed reduced by 20ft.

Bonus Actions

Diminutive Stealth The myling can use its bonus action to Hide. The myling can Hide behind a creature at least one size larger than it.

Legendary Actions

Crushing Despair(2 actions) One creature within 60ft. of the ancient myling must succeed a Charisma saving throw equal to the ancient myling Spirit DC. On a failed saving throw, the target is knocked prone and its movement speed is reduced to 0 until the end of its next turn

Wither

- **Challenge Rating** Increases by 1

Life's Hunger When a creature within 10ft. of the Wither regains hitpoints, that creature does not regain hitpoint and the wither regains hitpoints instead.

Withering Curse Creatures that take necrotic damage from the Wither are unable to regain hitpoints until the end of that creature's next turn.

Actions

Withering Touch When creatures take damage from this attack, it must succeed a Constitution saving throw equal to the wither's Spirit DC.

On a failed saving throw, the Wither regains hitpoints equal to half the necrotic damage.

Additionally, that creature's hitpoint maximum is reduced by half the necrotic damage dealt. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Bonus Actions

Soul Collector When a creature that has died no longer than 1 minute within 10ft. of the Wither, the wither can claim its soul trapping it in its body. That creature that has its soul claimed in this manner unable to be revived by any means short of a *Wish* spell. Souls collected in this manner are freed once the wither is reduced to 0 hitpoints. Upon using feature, the Wither regains 10 hitpoints.

Legendary Actions

Absorb Soul(1 action) The ancient wither can use its Soul Collector ability.

Wraith

- **Challenge Rating** Increases by 1

Hatred for the Living When the wraith takes the attack action against a living creature, it can make one additional Soul Draining Touch as part of its action. This feature has no effect to Constructs, Elementals, and Undead.

Legion of Specters The wraith can control a number of specters equal to twice its proficiency bonus. If the wraith is reduced to 0 hitpoints, the specters regain their free will and are no longer under the control of the wraith

Soul Drain When creatures take necrotic damage from the wraith, it must succeed a Charisma saving throw equal to the wraith's Spirit DC. On a failed saving throw, the target's Charisma score is reduced by 3(1d4).

The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its Charisma score to 0.

Bonus Actions

Aggression The wraith can use its bonus action to Dash towards a hostile creature it can see in range.

Wraith Corruption A creature that has died no longer than 1 minute within 10ft. or the wraith rises again as a Wraith. A creature raised in this manner counts as a Wraith Specter. These specters are under the control of the wraith

Reactions

Ceaseless Hatred When the Wraith reduces a creature to 0 hitpoints, the Wraith can move up to its movement speed to make an additional Withering Touch attack against a creature in range.

Legendary Actions

Create Wraith(1 action) The ancient wraith can use its Wraith Corruption ability.

Haunt

Senses Blindsense 60ft.

- **Challenge Rating** Increases by 1

Aura of Silence No sound can be created within or pass 10ft. of the haunt. Any creature or object inside this radius are immune to thunder damage and considered to be deafened. Casting a verbal spell is impossible in this radius

Detect Noise The haunt can pinpoint any sound that it hears within 300ft. of it.

Silencing Touch When a creature takes necrotic damage from the Haunt, the target must succeed a Constitution saving throw equal to the haunt's spirit DC. On a failed saving throw, that creature is deafened and is unable to speak until the end of its next turn.

Haunting Void (Recharge 5-6) Creatures in a 30ft. radius around a spot that the Haunt can see within range must are shrouded in an aura of Silence. Any creature or object inside this radius are immune to thunder damage and considered to be deafened. Casting a verbal spell is impossible in this radius. This void lasts for 1 minute or until the Haunt uses this ability again.

Legendary Actions

Silence (2 actions) Creatures within 60ft. of the haunt that it could see must succeed a Constitution saving throw against the haunt's spirit DC. On a failed saving throw, that creature is deafened, unable to speak until the end of its next turn, and cannot cast verbal spells until the end of its next turn.

Ice Wraith

- **Damage Resistance** Fire
- **Challenge Rating** Increases by 1

Chilling Aura Creatures that first enters or starts its turn within 10ft. of the ice wraith takes 5(1d8) cold damage

Death Frost The ice wraith deals cold damage instead of necrotic damage.

Frigid Rejuvenation If the ice wraith is reduced to 0 hitpoints, it reforms with all of its hitpoints after 1d4 days in the location of where its body is destroyed. It cannot benefit from this feature if it is destroyed by taking fire damage

Heat Siphon When the ice wraith takes fire damage, its movement speed is doubled and its has advantage on attack rolls until the end of its next turn.

Sapping Chill When the ice wraith deals cold damage to a creature, the target must succeed a Constitution saving throw equal to the ice wraith's Spirit DC. On a failed saving throw, On a failed saving throw, the target's Strength or Dexterity score is reduced by 3(1d4).

Spectral Frost When the ice wraith leaves a creatures space, the target must succeed a Constitution saving throw against the wraith's Spirit DC. On a failed saving throw, the target deals half damage on its Strength and Dexterity based attacks and saving throws until the end of its next turn. A creature can only make this saving throw against this effect once on each of its turns.

Actions

The reduction lasts until the target finishes a long rest. The target dies and is turned to ice if this effect reduces its Strength or Dexterity score to 0.

Flash Freeze(1/day) The ice wraith begins to freeze the flesh of all creatures in range. All creatures within 30ft. of the ice wraith must make a Constitution saving throw equal to its Spirit DC. On a failure, creature are reduced to 0 hitpoints. On a successful saving throw, creatures takes cold damage equal to a number of d8s equal to the ice wraith's proficiency bonus.

Bonus Actions

Chilling Preservation The ice wraith can transform one corpse within 10ft. of its into solid ice.

Legendary Actions

Freeze(1 action) The ice wraith can use its Chilling Preservation

A special Thanks to my Patrons

Mythic Patrons

Marcella V.

Marshmellow Owlbear

Jake C.

The Emcredible

Terra Nova

Kandros Vashtet

Shrike

Legendary Patrons

Daniel M.

Eddie

Sir Prize

Steven K.

Epic Patrons

Brad E. , Jordan B

Flamerules3, Vincent

Alex D, Aaron S.

Captain Blackwood. Jacob S.

Razi R.

Tallon M.

Douglas B.

John B.

Nathan S.

Joseph L.

Sexydoughboy

Cyptossarian

Andrew W.

Glenn S.

Andrew C.

Justin R.

Eradan9s

Particle Man

Art Credits

Cover Art: Robbie Trevino

Council of Wraiths: Svetlin Velinov

Specter: Todd Lockwood

Spirits: Peter Mohrbacher

Phantom: Anna Steinbauer

Watercolor Stains: u/blckthorn

If you are interested in staying up to date on my upcoming content, be sure to follow me on GMBinder, my Discord server, or on my Instagram to receive regular updates on future compendiums

If you wish to view my previous works or support me, be sure to check out my Patreon and Ko Fi where you can download these compendiums for free!

GM BINDER
WWW.GMBINDER.COM

GM BINDER
WWW.GMBINDER.COM

THIS DOCUMENT WAS LOVINGLY CREATED USING GM BINDER.

If you would like to support the GM Binder developers, consider joining our Patreon community.