

# Monsters

Although the statistics for each monster encountered in the adventure have been included in the text wherever they are encountered, they have also been compiled here for your convenience. Additionally, you can download a separate file containing all of the monsters in the adventure at [TheAngryGM.com/GameAngry](http://TheAngryGM.com/GameAngry).

## Feral Dog

*Medium beast, unaligned*

**Armor Class** 12

**Hit Points** 18 (4d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** —

**Challenge** 1/8 (25 XP)

**Keen Hearing and Smell.** The feral dogs has advantage on Wisdom (Perception) rolls that rely on hearing or smell.

### Actions

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

## Stirge

*Tiny beast, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 7 (3d4)

**Speed** 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	10 (+0)	2 (-4)	8 (-1)	6 (-2)

**Senses** darkvision 60 ft., passive Perception 9

**Languages** —

**Challenge** 1/8 (25 XP)

### Actions

**Attach.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the stirge attaches itself to the target. The stirge can detach itself at any time and detaches itself when the creature dies. Attached stirges move with the creature to which they are attached. A creature can remove one stirge that's attached to itself or another adjacent creature as an action on its turn.

**Feed.** The stirge drains blood from the target to which it is attached. The target loses 4 (1d4+2) hit points due to blood loss. When a stirge has drained a 10 hit points worth of blood from a target, it detaches itself and attempts to fly away to digest its meal.

## Zombie Soldier

*Medium undead, neutral evil*

**Armor Class** 9

**Hit Points** 26 (4d8 + 8)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	15 (+2)	3 (-4)	6 (-2)	5 (-3)

**Saving Throws** Wis +0

**Damage Vulnerabilities** fire, radiant

**Damage Resistances** necrotic

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 8

**Languages** —

**Challenge** 1/4 (50 XP)

**Rise Again.** If a zombie is reduced to 0 hit points by an attack that isn't a critical hit or doesn't deal fire or radiant damage, it falls prone and becomes incapacitated, apparently destroyed. At the start of its next turn, it must make a Constitution saving throw (DC 13). If it succeeds, it recovers 1 hit point. Otherwise, it dies. As an action, a character can destroy an incapacitated zombie before it rises again.

### Actions

**Overpower.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage, and the target is grappled (escape DC 11).

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one grappled target. *Hit:* 6 (2d4 + 1) piercing damage.

## Revenant Blacksmith

*Medium undead, neutral evil*

**Armor Class** 9

**Hit Points** 39 (6d8 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	14 (+2)	6 (-2)	8 (-1)	8 (-1)

**Saving Throws** Wis +1

**Damage Vulnerabilities** fire, radiant

**Damage Resistances** necrotic

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** —

**Challenge** 1 (200 XP)

**Regeneration.** The revenant regains 4 hit points at the start of its turn unless it took fire or radiant damage on its previous turn. The revenant is destroyed if it starts its turn with 0 hit points and doesn't regenerate.

### Actions

**Maul.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage.

**Sweep.** The revenant swings its maul in an arc, making a melee weapon attack against each adjacent creature. Each creature hit takes 5 (1d6 + 2) bludgeoning damage.

## Sir Arpaad's Ghost

*Medium undead, chaotic evil*

**Armor Class** 12

**Hit Points** 44 (8d8 + 8)

**Speed** 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	12 (+1)	10 (+0)	11 (+0)	16 (+3)

**Damage Vulnerabilities** force

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** necrotic, poison

**Condition Immunities** grappled, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Sund

**Challenge** 2 (450 XP)

**Incorporeal Movement.** The ghost can move through creatures and objects as if they were difficult terrain. If it ends its turn inside an object or creature, it takes 5 (1d10) force damage.

### Actions

**Grave Touch.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) necrotic damage.

**Telekinetic Barrage (Recharge 5 - 6).** The ghost launches a barrage of objects, debris, and furniture before it. Each creature in a 15-foot cube originating from the ghost must make a Constitution saving throw (DC 13), taking 10 (3d6) bludgeoning damage on a failed save and half as much on a successful one. Creatures that fail their saving throw are also pushed 10 feet away from the ghost.

**Shriek (Recharges after Short or Long Rest).** The ghost issues an unearthly howl of pain and rage. All creatures within 60 feet that can hear the ghost must succeed on a Wisdom saving throw (DC 13) or take 7 (2d6) psychic damage and become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.