

VENNITE SHADE

Large Undead (incorporeal), Chaotic Evil

Armor Class 15 (natural armor)

Hit Points 114 (12d10+48)

Speed fly 50 ft.

STR 6 (-2)

DEX 18 (+4)

CON 18 (+4)

INT 8 (-1)

WIS 14 (+2)

CHA 20 (+5)

Saving Throws Dex +8, Wis +6, Cha +9

Skills Perception +6, Stealth +12

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 15

Languages understands Common and the old Venn tongue but cannot speak

Challenge 9 (5,000 XP)

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

Venn Echo. When the Shade takes psychic damage or is targeted by a mind-reading effect, it involuntarily broadcasts a fragment of sensory memory from the Spirit Dragon Wars. All creatures within 30 feet that can see or hear the Shade receive the vision and must succeed on a DC 15 Wisdom saving throw or be frightened until the start of their next turn.

Sunlight Weakness. While in sunlight, the Shade has disadvantage on attack rolls, ability checks, and saving throws.

Draconic Corruption. The Shade's attacks bypass resistances (but not immunities) to bludgeoning, piercing, and slashing damage.

ACTIONS

Multiattack. The Shade makes two Corruption Touch attacks.

Corruption Touch. Melee Spell Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (4d6+4) necrotic damage and the target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this reduces its hit point maximum to 0.

Despair Wave (Recharge 5-6). The Shade radiates a pulse of ancient despair in a 30-foot radius. Each creature in the area must succeed on a DC 16 Wisdom saving throw or take 36 (8d8) psychic damage and become incapacitated until the end of their next turn. On a success, the creature takes half damage and isn't incapacitated.

Manifest Memory. The Shade takes the shape of someone the target creature loved or feared. One creature within 30 feet must succeed on a DC 16 Wisdom saving throw or be paralyzed until the end of its next turn as recognition and grief overwhelm it.

BONUS ACTIONS

Shadow Drift. The Shade moves up to 30 feet without provoking opportunity attacks. It can pass through creatures and objects during this movement.

Lore

The corrupted Spirit Dragons did not simply die when they were driven from Kyrell. Their corruption pooled in the earth of old battlefields and ruined Venn fortresses, feeding on centuries of ambient despair until it achieved a kind of animate malevolence. A Vennite Shade is not the ghost of a person -- it is the echo of draconic evil given shape by the suffering of thousands. It drifts through Venn ruins on wings of liquid shadow, and those it touches receive visions of the Empire's final screaming days.

Habitat

Venn ruins, ancient battlefields, sites of mass slaughter