

Shadowmare

CR 4 

Large fiend, neutral evil

STR	DEX	CON	INT	WIS	CHA
+1	+4	+3	+0	+1	+2

AC	HP	PP	Prof
15	68	11	+2

Speed: 60 ft., Fly 90 ft.

Amorphous; **Shadow Rider**; **Teleport (1/day)**

Makes two Hooves attacks.

ACTIONS Hooves; **Shadow Stride**

Pumpkin Head

CR 1 

Tiny undead, neutral evil

STR	DEX	CON	INT	WIS	CHA
+0	-2	+4	-4	-2	-3

AC	HP	PP	Prof
8	39	8	+2

Speed: 20 ft.

Undead Fortitude

ACTIONS Bite

Cryptworm

CR 5 

Huge beast, unaligned

STR	DEX	CON	INT	WIS	CHA
+2	+1	+4	-3	+1	-3

AC	HP	PP	Prof
14	105	14	+3

Speed: 40 ft., Burrow 40 ft.

Echolocation; **Keen Hearing**; **Trample**; **Tunneler**

ACTIONS Bite; **Slam**; **Necrotic Breath (Rech. 5-6)**

Shadow

CR 1/2 

Medium undead, chaotic evil

STR	DEX	CON	INT	WIS	CHA
-2	+2	+1	-2	+0	-1

AC	HP	PP	Prof
12	16	10	+2

Speed: 40 ft.

Amorphous; **Shadow Stealth**; **Sunlight Weakness**

ACTIONS Strength Drain

Headless Horseman

CR 7 

Medium undead, chaotic evil

STR	DEX	CON	INT	WIS	CHA
+3	+2	+3	+0	+2	+5

AC	HP	PP	Prof
18	150	12	+3

Speed: 30 ft., Fly 60 ft. (hover)

Flyby; **Legendary Resistance (3/Day)**; **Regeneration**; **Spectral Charge**; **Turn Resistance**

ACTIONS Vorpal Axe; **Jack-o'-lantern**

Soldier Specter

CR 6 

Medium undead (ghost), neutral evil

STR	DEX	CON	INT	WIS	CHA
-3	+5	+2	+1	+0	+5

AC	HP	PP	Prof
15	104	10	+3

Speed: Fly 30 ft. (hover)

Incorporeal Movement; **Shielded from the Living**

Makes two attacks.

ACTIONS **Withering Touch**; **Spectral Arquebus**

REACT **Ghostly Evasion** Once every short rest, it can evade an attack and move 10 feet.