

SLEEPY HOLLOW

ND
HOBBIES

A short dungeon crawling adventure for the 5th edition of the world's most greatest role playing game, inspired on folklore legends.

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By ND Hobbies

Headless Horseman Grave

A dark ghost of a horseman has been terrorizing the townspeople for the past few nights. It comes from the crypt of Sir Benjamin Selfridges. The former colonel in the kingdom's army is said to have died beheaded, but his family built a huge mausoleum for him in his family's crypt. Selfridges was well known for his cruelty and war crimes, for which he never paid until the day he died.

1. Hitchrails

The Selfridges family have always been skilled horsemen and at the entrance of their crypt they have a reception that simulates a pair of hitching rails to park horses. When the adventurers arrive, there are six black horses that look just like shadows. These undeads are not aggressive and will not attack anything unless they are attacked.

5 x Shadowmare

2. The Stone Bust

A huge stone bust of Sir Benjamin Selfridges stands in one corner, facing the other corner. If a creature enters the room, the bust will shoot at it [*spell range attack, +6 to hit, 2d6 fire damage*]. Each round, the bust rotates to target the first creature to move in the room.

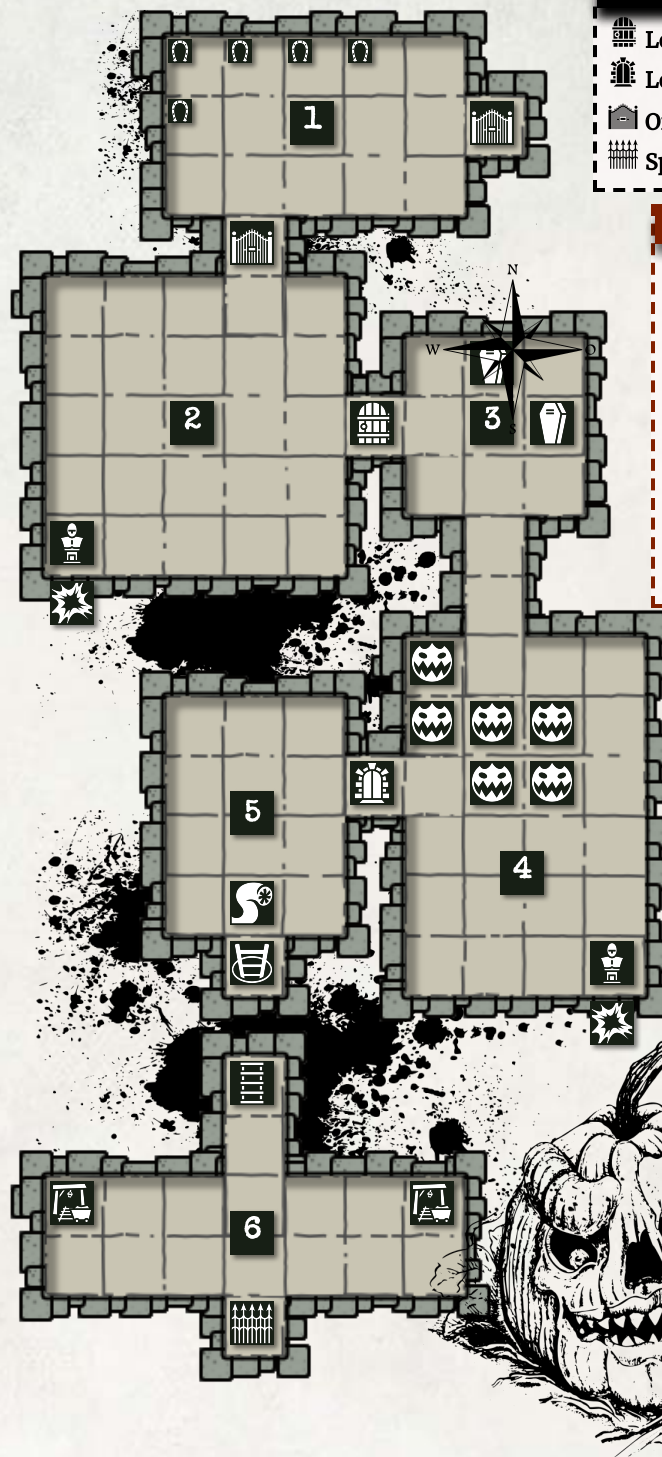
During the rest of the round, if a creature crosses the line from the bust to the target, it will shoot it.

If the stone bust shoots towards the south wall for two turns in a row, it will break open, revealing a tunnel. This tunnel leads to the west entrance marked by the symbol  in room 6.

3. Coffins

In this room there are two coffins, there's a skeleton inside each of them. The coffins are closed (DC 14 to open, 30 hp). The skeleton of the northern coffin holds an old, unlit oil lamp in its hands. The skeleton of the eastern coffin holds a +1 Handaxe in its hands.

The light from the lantern, if lit, will scare off the shadowmares and they will run back to room 1 (if they are still in the material plane).



Doors and Traps

-  **Locked Wood Door** (open DC 20, break DC 25, 40hp)
-  **Locked Iron Door** (open DC 25, break DC 30, 60hp)
-  **Ornamental Iron Gate** It's locked, but even a kid can jump over it.
-  **Spiked Fence** ()

4. Putrid Pumpkin Heads

Just entering this room, the adventurers will find that it stinks terribly of rotten pumpkin (if they can distinguish that smell). The floor has many pumpkins scattered in the marked area.

If the adventurers pass over the area without worrying, *Pumpkin heads* will attack, one per character.

If players surround the area, they will be at the stone bust's range, this one is the same as in room 2, except that its damage is necrotic. If the bust shoots south it will open a tunnel leading to the east entrance in room 6.

1 x Pumpkin Head

5. Sandbox

To the south there's a door frame like the other rooms, but there's no door in it, only wall. If the adventurers get close, a giant worm will appear from a hole in the ground.

1 x Crypt Worm

The hole has a ladder that goes down a tunnel and leads to the ladder marked in room 6.

6. Gates to the Shadows

The south gate in this room takes to nowhere, there's only a wall beyond it. A DC 15 Intelligence (Arcana) check will reveal that this is a vortex to a demi plane of shadows. Adventurers will need some way to travel to the shadow plane and back to continue. Shadowmares are a good option if players have no other way.

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7. Shadows of War

As soon as they enter through the north corridor of this room, the adventurers notice that they are no longer in their plane. The environment feels much colder, darker and there are no colors. In general, the place feels like being inside of a nightmare.

Hidden in the room is a group of Shadow creatures. These are hard to see and can easily hide in this dark place, even during combat, thanks to their Shadow Stealth ability.

4 x *Shadow*

8. Terror Room

In this room there are some weapons and torture instruments. Cages containing human bones hang from the ceiling, and the floor is stained with blood. Everything looks abandoned and old, but the place has no dust or insects. Doesn't look like there is anything alive in this place.

The south door of this room is guarded by a large specter.

1 x *Soldier Specter*

9. The Cruel Horseman

In this room there are many Shadow creatures, similar to those found in room 7, but with more human forms, like normal people. There's also a headless horseman, wielding an axe and chasing the shadows. These monochromatic creatures flee from the rider when he approaches them, other than that the shadows only roam the place. When the adventurers enter the room, the rider stops and turns the shadowmare he's riding on towards them.

The rider charges against the adventurers right away, but the moment the battle turns against him, he will ride to the bridge.

The Headless Horseman has regain some lost hit points at the start of each of its turns, and this ability is clear to the players.

1 x *Headless Horseman*

10. The bridge

This area is shaped like a bridge. In this part, the rider is invulnerable. Also, while in this zone, his attacks with the axe have advantage. Again, these abilities are clear to the players.

While in room 9, 10 or 11, any creature decapitated by the Headless Horseman returns to its home plane with half of its maximum hits points.



11. The Graveyard

This area is a cemetery with many tombstones. From afar you can see spectral hands coming out of the tombs as if wanting to hold something, again and again, without achieving it. Also, from the bridge, you can hear the screams of the specters saying "bring him to us".

Here, the Headless Horseman is vulnerable again.

When the rider flies over one of these tombstones, the hands try to reach it (DC 15 Dexterity saving throw). If a hand holds him, it will prevent the rider not only from moving, but will also prevent his ability to regenerate. Every round, during his turn, the rider can take an action to try to free himself (DC 13 Strength saving throw).

Once the rider has been defeated, the place will begin to collapse and disappear. Players will have to go back to their plane. If they have the shadowmares, they will return with the players to the material plane before disappearing along with everything else. Players will appear in room 6 of the previous map.



Appendix I: Monsters

Shadowmare

Large fiend, neutral evil

Armor Class: 15 (Natural)	CR 4	STR 13 (+1)
Hit Point: 68 (8d10 +24)	PROF.	DEX
Speed: 60 ft., Fly 90 ft.	+2	18 (+4)

Damage Vulnerabilities Radiant

Damage Resistances

Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Necrotic, Poison

Condition Immunities

Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Passive Perception 11

Amorphous. The shadowmare can move through a space as narrow as 1 inch wide without squeezing.

Shadow Rider. Only a creature allowed by the shadowmare can ride it. While riding the shadowmare the rider gains its *Amorphous* feature.

Teleport (1/day). At its rider's command, as a reaction, the shadowmare magically teleports, along with any equipment it and its rider are carrying, up to 120 feet to an unoccupied space it can see. Its rider can intuitively use this ability, even if the rider does not know it.

Actions

Multiattack. The shadowmare makes two Hooves attacks.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 18 (4d8) Necrotic damage

Shadow Stride. The shadowmare and up to three willing creatures within 5 feet of it magically enter the Shadow Plane from the Material Plane, or vice versa.

Pumpkin Head

Tiny undead, neutral evil

Armor Class: 8	CR 1	STR 11 (+0)
Hit Point: 39 (6d4 +24)	PROF.	DEX
Speed: 20 ft.	+2	7 (-2)

Damage Immunities

Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 8

Languages --

Undead Fortitude. If damage reduces the pumpkin head to 0 hit points, it 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, the pumpkin head drops to 1 hit point instead.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 7 (2d6) piercing damage, and if the target is Small or smaller, the pumpkin head attaches to it. If the pumpkin head has advantage against the target, the pumpkin head attaches to the target's head, and the target is blinded and unable to breathe while the pumpkin head is attached.

While attached, the pumpkin head can make this attack only against the target and has advantage on the attack roll. The pumpkin head can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the pumpkin head by succeeding on a DC 10 Strength check.

Cryptworm

Huge beast, unaligned

Armor Class: 14 (Natural)	CR 5	STR 15 (+2)
Hit Point: 105 (10d12 +40)	PROF.	DEX
Speed: 40 ft., Burrow 40 ft.	+3	12 (+1)

Skills: Perception +4

Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 14

Languages --

Echolocation. The beast can't use its blindsight while deafened.

Keen Hearing. The cryptworm has advantage on Wisdom (Perception) checks that rely on hearing.

Trample. When the cryptworm makes a Bite attack, it automatically makes one Slam attack to another creature adjacent to its target other than the cryptworm itself.

Tunneler. The cryptworm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 11 (2d8+2) piercing damage and 10 (3d6) necrotic damage.

Slam. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 12 (3d6+2) bludgeoning damage

Necrotic Breath (Recharge 5-6). The beast exhales necrotic fire in a 60-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 28 (8d6) necrotic damage on a failed save, or half as much damage on a successful one.

Shadow

Medium undead, chaotic evil

Armor Class: 12	CR 1/2	STR 6 (-2)
Hit Point: 16 (3d8 +3)	PROF.	DEX
Speed: 40 ft.	+2	14 (+2)

Skills: Stealth +4

Damage Vulnerabilities Radiant

Damage Resistances Acid, Cold, Fire, Lightning, Thunder, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Necrotic, Poison

Condition Immunities

Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception 10

Languages --

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action.

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

Actions

Strength Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 9 (2d6+2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new Shadow rises from the corpse 1d4 hours later.

Headless Horseman

Medium undead, chaotic evil

Armor Class: 18 (Natural)
Hit Point: 150 (20d8 +60)
Speed: 30 ft., Fly 60 ft. (hover)

CR	STR
7	17 (+3)
PROF.	DEX
+3	15 (+2)

Damage Resistances Cold, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Fire, Poison
Condition Immunities Charmed, Exhaustion, Poisoned
Senses Darkvision 60 ft., Passive Perception 12
Languages Common

CON
16 (+3)
INT
10 (+0)
WIS
14 (+2)
CHA
20 (+5)

Flyby. The headless horseman doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Legendary Resistance (3/Day). If the headless horseman fails a saving throw, it can choose to succeed instead.

Regeneration. The headless horseman regains 10 hit points at the start of its turn. If the undead takes radiant damage, this trait doesn't function at the start of the

undead's next turn. The headless horseman dies only if it starts its turn with 0 hit points and doesn't regenerate.

Spectral Charge. If the headless horseman moves at least 20 feet straight toward an opponent and then it hits with a melee weapon attack, the weapon deals an extra 7 (2d6) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Turn Resistance. The headless horseman has advantage on saving throws against effects that turn undead.

Actions

Vorpal Axe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 16 (2d12+3) slashing damage. If the headless horseman rolls a 20 on the attack roll, it cuts off one of the target's heads. The creature dies if it can't survive without the lost head.

Jack-o'-lantern. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. Hit: 15 (3d6+5) fire damage

Soldier Specter

Medium undead (ghost), neutral evil

Armor Class: 15
Hit Point: 104 (16d8 +32)
Speed: Fly 30 ft. (hover)

CR	STR
6	5 (-3)
PROF.	DEX
+3	20 (+5)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Poison, Psychic
Condition Immunities Poisoned, Prone, Unconscious
Senses Darkvision 120 ft., Passive Perception 10
Languages Telepathy 60 ft.

CON
14 (+2)
INT
13 (+1)
WIS
10 (+0)
CHA
20 (+5)

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

Shielded from the Living. For each opponent the ghost can see within a 30' radius that is not an undead or a construct, the ghost gains a +1 bonus to its AC.

Actions

Multiattack. The soldier specter makes two attacks.

Withering Touch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 15 (3d6+5) necrotic damage

Spectral Arquebus. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. Hit: 16 (2d10+5) necrotic damage

Actions

Ghostly Evasion. If the soldier specter would take damage from a melee attack, it can instead choose to evade the hit and move 5 feet to an unoccupied space. The soldier specter can only use this reaction if there is any unoccupied space available, and can't use it again until it finishes a short or long rest.

Appendix II: Scalable Monsters

Shadowmare

CR	Size	STR	DEX	CON	INT	WIS	CHA	AC	HP	Prof. / PP	Attack
1	L	12 (+1)	16 (+3)	15 (+2)	9 (-1)	12 (+1)	14 (+2)	14	30 (4d10 +8)	+2 / 13	+5
2	L	12 (+1)	17 (+3)	15 (+2)	9 (-1)	12 (+1)	14 (+2)	14	45 (6d10 +12)	+2 / 13	+5
4	L	13 (+1)	18 (+4)	16 (+3)	10 (+0)	13 (+1)	15 (+2)	15	68 (8d10 +24)	+2 / 13	+6
5	L	13 (+1)	19 (+4)	16 (+3)	10 (+0)	13 (+1)	15 (+2)	15	85 (10d10 +30)	+3 / 14	+7
7	L	13 (+1)	20 (+5)	16 (+3)	10 (+0)	13 (+1)	15 (+2)	15	102 (12d10 +36)	+3 / 14	+8

Attributes

- **Alignment** Neutral Evil
- **Type** Fiend
- **Speed:** 60 ft., Fly 90 ft.
- **Damage Vulnerabilities** Radiant
- **Damage Resistances** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
- **Damage Immunities** Necrotic, Poison
- **Condition Immunities** Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
- **Senses** Passive Perception 11

Features

At all levels

Amorphous The shadowmare can move through a space as narrow as 1 inch wide without squeezing.

Shadow Rider Only a creature allowed by the the shadowmare can ride it. While riding the shadowmare the rider gains its *Amorphous* feature.

Teleport (1/day) At its rider's command, as a reaction, the shadowmare magically teleports, along with any equipment it and its rider are carrying, up to 120 feet to an unoccupied space it can see. Its rider can intuitively use this ability, even if the rider does not know it.

Actions

Multiattack. From CR 4, the shadowmare makes two Hooves attacks. From CR 10, the shadowmare makes three Hooves attacks.

At all levels

Hooves *Melee Weapon Attack:* reach 5 ft., one target. Hit: 4d8 Necrotic damage

Shadow Stride The shadowmare and up to three willing creatures within 5 feet of it magically enter the Shadow Plane from the Material Plane, or vice versa.

Pumpkin Head

CR	Size	STR	DEX	CON	INT	WIS	CHA	AC	HP	Prof. / PP	Attack
1	T	11 (+0)	7 (-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)	8	39 (6d4 +24)	+2 / 10	+2
2	T	12 (+1)	8 (-1)	19 (+4)	3 (-4)	6 (-2)	5 (-3)	8	45 (7d4 +28)	+2 / 10	+3
3	T	13 (+1)	9 (-1)	20 (+5)	3 (-4)	6 (-2)	5 (-3)	9	60 (8d4 +40)	+2 / 10	+3
4	T	14 (+2)	10 (+0)	21 (+5)	3 (-4)	6 (-2)	5 (-3)	9	67 (9d4 +45)	+2 / 10	+4
5	T	15 (+2)	11 (+0)	22 (+6)	4 (-3)	7 (-2)	6 (-2)	10	85 (10d4 +60)	+3 / 11	+5

Attributes

- **Alignment** Neutral Evil
- **Type** Undead
- **Speed:** 20 ft.
- **Saving throw:** WIS
- **Damage Immunities** Poison
- **Condition Immunities** Poisoned
- **Senses** Darkvision 60 ft., Passive Perception 8
- **Languages** --

Features

At all levels

Undead Fortitude If damage reduces the pumpkin head to 0 hit points, it 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, the pumpkin head drops to 1 hit point instead.

Actions

Multiattack. From CR 3, the pumpkin head makes two bite attacks.

At all levels

Bite *Melee Weapon Attack:* reach 5 ft., one target. Hit: 1d6 plus 1d6 per CR piercing damage, and if the target is Small or smaller, the pumpkin head attaches to it. If the pumpkin head has advantage against the target, the pumpkin head attaches to the target's head, and the target is blinded and unable to breathe while the pumpkin head is attached.

While attached, the pumpkin head can make this attack only against the target and has advantage on the attack roll. The pumpkin head can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the pumpkin head by succeeding on a DC 10 Strength check.

Shadow

CR	Size	STR	DEX	CON	INT	WIS	CHA	AC	HP	Prof. / PP	Attack
1/2	M	6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)	12	16 (3d8 +3)	+2 / 12	+4
1	M	6 (-2)	14 (+2)	14 (+2)	6 (-2)	10 (+0)	9 (-1)	12	26 (4d8 +8)	+2 / 12	+4
2	M	6 (-2)	15 (+2)	15 (+2)	6 (-2)	10 (+0)	10 (+0)	12	32 (5d8 +10)	+2 / 12	+4
3	M	6 (-2)	15 (+2)	16 (+3)	6 (-2)	11 (+0)	11 (+0)	12	45 (6d8 +18)	+2 / 12	+4
4	M	6 (-2)	16 (+3)	17 (+3)	7 (-2)	11 (+0)	12 (+1)	13	52 (7d8 +21)	+2 / 12	+5

Attributes

- **Alignment** Chaotic Evil
- **Type** Undead
- **Speed:** 40 ft.
- **Skills:** (dex) Stealth
- **Damage Vulnerabilities** Radiant
- **Damage Resistances** Acid, Cold, Fire, Lightning, Thunder, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
- **Damage Immunities** Necrotic, Poison
- **Condition Immunities** Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
- **Senses** Darkvision 60 ft., Passive Perception 10
- **Languages** --

Features

At all levels

Amorphous The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth While in dim light or darkness, the shadow can take the Hide action as a bonus action.

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

Actions

Multiattack From CR 3 the shadow makes two Strength Drain attacks. From CR 3 the shadow makes two Strength Drain attacks.

At all levels

Strength Drain *Melee Weapon Attack:* reach 5 ft., one target. Hit: 1d6 plus 1d6 per CR necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new Shadow rises from the corpse 1d4 hours later.

Cryptworm

CR	Size	STR	DEX	CON	INT	WIS	CHA	AC	HP	Prof. / PP	Attack/DC
2	L	13 (+1)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	4 (-3)	13	59 (7d10 +21)	+2 / 13	+3 / 13
5	H	15 (+2)	12 (+1)	18 (+4)	4 (-3)	13 (+1)	5 (-3)	14	105 (10d12 +40)	+3 / 14	+5 / 15
7	H	17 (+3)	11 (+0)	19 (+4)	4 (-3)	13 (+1)	5 (-3)	14	126 (12d12 +48)	+3 / 14	+6 / 15
10	H	19 (+4)	11 (+0)	20 (+5)	4 (-3)	14 (+2)	5 (-3)	14	172 (15d12 +75)	+4 / 16	+8 / 17
12	H	21 (+5)	11 (+0)	21 (+5)	4 (-3)	14 (+2)	5 (-3)	14	195 (17d12 +85)	+4 / 16	+9 / 17
15	H	23 (+6)	10 (+0)	22 (+6)	4 (-3)	15 (+2)	5 (-3)	15	250 (20d12 +120)	+5 / 17	+11 / 19
17	G	25 (+7)	10 (+0)	23 (+6)	5 (-3)	15 (+2)	6 (-2)	15	363 (22d20 +132)	+6 / 18	+13 / 20

Attributes

- **Alignment** Unaligned
- **Type** Beast
- **Speed:** 40 ft., Burrow 40 ft.
- **Skills:** (wis) Perception
- **Senses** Blindsight 60 ft. (blind beyond this radius), Passive Perception 14
- **Languages** --

Features

At all levels

Echolocation The beast can't use its blindsight while deafened.

Keen Hearing The cryptworm has advantage on Wisdom (Perception) checks that rely on hearing.

Trample When the cryptworm makes a Bite attack, it automatically makes one Slam attack to another creature adjacent to its target other than the cryptworm itself.

Tunneler The cryptworm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

Actions

Multiattack From CR 7, the cryptworm makes 2 bite attacks. From CR 15, the cryptworm makes 3 bite attacks.

At all levels

Bite *Melee Weapon Attack:* reach 10 ft., one target. Hit: 2d8 +STR modifier piercing damage and 3d6 necrotic damage.

Slam *Melee Weapon Attack:* reach 10 ft., one target. Hit: 3d6 +STR modifier bludgeoning damage

From CR 5

Necrotic Breath (Recharge 5-6) The beast exhales necrotic fire in a 60-foot cone. Each creature in that area must make a Dexterity saving throw, taking 3d6 plus 1d6 per CR necrotic damage on a failed save, or half as much damage on a successful one.

Soldier Specter

CR	Size	STR	DEX	CON	INT	WIS	CHA	AC	HP	Prof. / PP	Melee/Spell
3	M	4 (-3)	19 (+4)	13 (+1)	12 (+1)	9 (-1)	19 (+4)	14	77 (14d8 +14)	+2 / 11	+6 / +6
6	M	5 (-3)	20 (+5)	14 (+2)	13 (+1)	10 (+0)	20 (+5)	15	104 (16d8 +32)	+3 / 13	+8 / +8
9	M	5 (-3)	20 (+5)	15 (+2)	13 (+1)	10 (+0)	21 (+5)	15	117 (18d8 +36)	+4 / 14	+9 / +9
12	M	5 (-3)	21 (+5)	16 (+3)	14 (+2)	11 (+0)	22 (+6)	15	150 (20d8 +60)	+4 / 14	+9 / +10
15	M	5 (-3)	21 (+5)	17 (+3)	14 (+2)	11 (+0)	23 (+6)	16	165 (22d8 +66)	+5 / 15	+10 / +11
18	M	5 (-3)	22 (+6)	18 (+4)	15 (+2)	12 (+1)	24 (+7)	16	204 (24d8 +96)	+6 / 17	+12 / +13

Attributes

- **Alignment** Neutral Evil
- **Type** Undead
- **Speed:** Fly 30 ft. (hover)
- **Damage Resistances** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
- **Damage Immunities** Poison, Psychic
- **Condition Immunities** Poisoned, Prone, Unconscious
- **Senses** Darkvision 120 ft., Passive Perception 10
- **Languages** Telepathy 60 ft.

Features

At all levels

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

Shielded from the Living For each opponent the ghost can see within a 30' radius that is not an undead or a construct, the ghost gains a +1 bonus to its AC.

From CR 15

Legendary Resistance (3/Day) If the soldier specter fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. From CR 6, the soldier specter makes two attacks. From CR 12, the soldier specter uses its Mind Slash, and then makes two attacks. From CR 18, the soldier specter uses its Mind Slash, and then makes three attacks

At all levels

Withering Touch *Melee Weapon Attack:* reach 5 ft., one target. Hit: 3d6 +CHA modifier necrotic damage

Spectral Arquebus *Ranged Spell Attack:* range 60 ft., one target. Hit: 2d10 +CHA modifier necrotic damage

From CR 12

Mind Slash One living intelligent creature that the soldier specter can see within 30 feet of it must make a DC 16 Charisma saving throw. The target takes 3d10 psychic damage on a failed save, or half as much damage on a successful one.

Reactions

At all levels

Ghostly Evasion If the soldier specter would take damage from a melee attack, it can instead choose to evade the hit and move 5 feet to an unoccupied space. The soldier specter can only use this reaction if there is any unoccupied space available, and can't use it again until it finishes a short or long rest.

Legendary Actions

From CR 15

Move The soldier specter moves up to its speed without provoking opportunity attacks.

Teleport The ghost magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Ranged Spell Attack (Costs 2 Actions) The soldier specter makes one ranged spell attack.

Headless Horseman

CR	Size	STR	DEX	CON	INT	WIS	CHA	AC	HP	Prof. / PP	Melee/Spell/DC
1	M	15 (+2)	14 (+2)	15 (+2)	9 (-1)	13 (+1)	18 (+4)	17	91 (14d8 +28)	+2 / 13	+4 / +6 / 12
4	M	16 (+3)	14 (+2)	15 (+2)	9 (-1)	13 (+1)	19 (+4)	17	110 (17d8 +34)	+2 / 13	+5 / +6 / 12
7	M	17 (+3)	15 (+2)	16 (+3)	10 (+0)	14 (+2)	20 (+5)	18	150 (20d8 +60)	+3 / 15	+6 / +8 / 14
10	M	18 (+4)	15 (+2)	16 (+3)	10 (+0)	14 (+2)	21 (+5)	18	172 (23d8 +69)	+4 / 16	+8 / +9 / 15
13	M	19 (+4)	16 (+3)	17 (+3)	11 (+0)	14 (+2)	22 (+6)	18	195 (26d8 +78)	+5 / 17	+9 / +11 / 16
16	M	20 (+5)	16 (+3)	17 (+3)	11 (+0)	14 (+2)	23 (+6)	19	217 (29d8 +87)	+5 / 17	+10 / +11 / 16
19	M	21 (+5)	17 (+3)	18 (+4)	12 (+1)	15 (+2)	24 (+7)	19	272 (32d8 +128)	+6 / 18	+11 / +13 / 18

Attributes

- **Alignment** Chaotic Evil
- **Type** Undead
- **Speed:** 30 ft., Fly 60 ft. (hover)
- **Damage Resistances** Cold, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
- **Damage Immunities** Fire, Poison
- **Condition Immunities** Charmed, Exhaustion, Poisoned
- **Senses** Darkvision 60 ft., Passive Perception 12
- **Languages** Common

Features

At all levels

Flyby The headless horseman doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Regeneration The headless horseman regains 10 hit points at the start of its turn. If the undead takes radiant damage, this trait doesn't function at the start of the undead's next turn. The headless horseman dies only if it starts its turn with 0 hit points and doesn't regenerate.

Spectral Charge If the headless horseman moves at least 20 feet straight toward an opponent and then it hits with a melee weapon attack, the weapon deals an extra 7 (2d6) necrotic damage. The target must succeed on a Constitution saving throw or the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Turn Resistance The headless horseman has advantage on saving throws against effects that turn undead.

From CR 7

Legendary Resistance (3/Day) If the headless horseman fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. From CR 10, the headless horseman makes two Melee attacks or two Spell attacks. From CR 16, it makes three attacks.

At all levels

Vorpal Axe Melee Weapon Attack: reach 5 ft., one target. Hit: 2d12 +STR modifier slashing damage. If the headless horseman rolls a 20 on the attack roll, it cuts off one of the target's heads. The creature dies if it can't survive without the lost head.

Jack-o'-lantern Ranged Spell Attack: range 60 ft., one target. Hit: 3d6 +CHA modifier fire damage

Legendary Actions

From CR 16

Detect The undead makes a Wisdom (Perception) check.

Move The headless horseman moves up to its speed without provoking opportunity attacks.

Teleport (Costs 2 Actions) The undead magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Ranged Spell Attack (Costs 2 Actions) The headless horseman makes one ranged spell attack.

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Story

Story written by Xacur, and loosely based on classic folklore stories.

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If you find any errors on the rules of this document, you can contact ND Hobbies at this email: contact@ndhobbies.com. And we will correct it in a future updated version.

- **Ver 1.0 (2021-10-27):** Initial release.

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