

FEARMONGER

Fearmongers are spirits that feed on the ambient fear and guilt of their humanoid targets. Their true form is unknown, for a fearmonger always takes the shape of its target's greatest fear. When in the presence of multiple humanoids, a fearmonger will take the shape of whichever fear is the strongest. The spirit prefers to harass its target over long periods of time, eventually driving it to madness or forcing its target to kill themselves. Sometimes, the fearmonger will deal death directly to drink the soul of its victim.

IMPERFECT FACSIMILES. Though a fearmonger can shapeshift into nearly any form to suit its target, it cannot do so flawlessly.

A fearmonger's shapeshifting is always slightly imperfect — facial features might be just off-centre, a smell might be out of place, or a sound it generates may be just off-pitch.

RUTHLESS KILLERS. A fearmonger can wreak havoc in population centers, leaving multiple bodies in its wake. Identifying and slaying a fearmonger can prove especially difficult, as its shapeshifting nature naturally misleads potential witnesses, causing paranoia and confusion.

FEARMONGER

Medium undead, typically chaotic evil

Armor Class 16 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	11 (+0)	12 (+1)	14 (+2)

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 9 (5,000 XP)

Proficiency +4

Dreaded Reflection. The fearmonger appears to any creature that can see it, as its worst fear. This reflection is illusory, but seems completely real, including sounds, smells, temperature, and touch appropriate to the fear. A creature immune to the fearmonger's Frightful Visage is able to discern the illusion for what it is, and see the fearmonger's true form.

Frightful Visage. When a creature starts its turn and can see the fearmonger, it must succeed on a DC 14 Wisdom saving throw or be frightened. While frightened, the creature is paralyzed. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the fearmonger's Frightful Visage for the next 24 hours.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the fearmonger until the start of its next turn, when it can avert its eyes again. If the creature looks at the fearmonger in the meantime, it must immediately make the save.

Incorporeal Movement. The fearmonger 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.

ACTIONS

Multiattack. The fearmonger makes two touch attacks.

Touch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) necrotic damage.

Life Drain (Recharge 5-6). The fearmonger touches one creature it can see within 5 feet of it. The target must succeed on a DC 16 Constitution saving throw, taking 49 (11d8) necrotic damage on a failed save, or half as much damage on a successful one. The fearmonger regains a number of hit points equal to half the amount of damage dealt.

