

MONSTERS OF SKIRVIN MANOR

D

eep in the cold, dark woods lies an old and largely forgotten manor. An unsettling quiet lies over the property, and no one cares to disturb it. By all outer appearances, the mansion and its grounds remain virtually unchanged, day after day, year after year. And while the yard remains

kept, and lanterns light the windows, very few who know of the place can truthfully say they've ever seen a soul alive stirring there. And whether they admit it or not, they're grateful that's the case...

BY ITSADNDMONSTERNOW



Cover art by Cze

CORRUPTED FLORA

Whether by malevolent design or simply by prolonged exposure to unholy presences, many of the plants around Skirvin manor have become dangerous, violent, and even bloodthirsty.

STRANGLER VINE

Thicker and tougher than the ordinary bramble vine it resembles, the thorny strangler vine lies motionless among other vines or shrubs until it senses a creature moving nearby. Once its prey is within reach, it lashes out with lightning quickness, strangling its victim with thorn-covered tendrils.

THORNY STRANGLER VINE

Medium plant, chaotic evil

Armor Class 10

Hit Points 13 (2d8 + 4)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	15 (+2)	1 (-5)	10 (+0)	1 (-5)

Skills Stealth +3

Damage Vulnerabilities fire, slashing

Damage Resistances bludgeoning, cold, psychic

Condition Immunities blinded, deafened, exhaustion, frightened, prone, stunned, unconscious

Senses tremorsense 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Ambusher. The vine has advantage on attack rolls against any creature it has surprised.

Greener Camouflage. The vine has advantage on Dexterity (Stealth) checks made to hide among foliage or thick grass.

Actions

Constrict. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, 2 (1d4) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained. The vine can constrict only one target at a time.

CORPSE TREE

When a particularly old tree's soil is the site of too many demonic sacrifices, it may become what is known simply as a corpse tree.

Aside from their particularly sharp, spear-like branches and grisly decorum, corpse trees otherwise look like ordinary trees. But when one wanders too close, it lurches to life and

savagely attacks the intruder, impaling those who aren't able to escape. If the corpses of the tree's victims aren't removed, it will display them from its branches almost like trophies until they gradually rot away.

CORPSE TREE

Huge plant, neutral evil

Armor Class 16 (natural armor)

Hit Points 84 (8d12 + 32)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	4 (-3)	18 (+4)	4 (-3)	9 (-1)	5 (-3)

Skills Perception +2

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses tremorsense 30 ft., darkvision 60 ft., passive Perception 13

Languages Abyssal, Sylvan

Challenge 5 (1,800 XP)

False Appearance. While it remains motionless, the corpse tree is indistinguishable from an ordinary tree.

Roots. The corpse tree normally remains rooted in the ground for years at a time. If attacked or provoked by a creature outside its reach, the corpse tree can uproot itself as an action, to begin walking on its many sprawling roots. While uprooted, the corpse tree loses its tremorsense, but gains a walking speed of 30 feet. It can re-root itself in an unoccupied space of soft earth as a subsequent action.

Actions

Multiaction. The corpse tree makes four attacks with its branches.

Branch. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Hurl Remains (3/Day). *Ranged Weapon Attack:* +7 to hit, range 60 ft., one target. *Hit:* 4 (1d8 + 4) piercing damage. Hit or miss, the humanoid corpse or body parts land with a sickening thud, forcing all humanoids within 10 feet of the target (including the target itself) to make a DC 15 Wisdom saving throw, becoming frightened of the tree for 10 minutes on a failure. A frightened creature can repeat its save at the end of each of its turns that ends with the creature not within line of sight of the tree, ending the effect on a success.

POSSESSED WRITINGS

Most would agree that the dark tomes found in an evil mage's library are dangerous. These writings however, are dangerous not for the knowledge they contain, but the spirits which they embody.

POSSESSED SPELLBOOK

Like other restless spirits unable to move on, deceased mages will cling to the things they held dear in life. And what is more dear to a mage than their spellbook?

POSSESSED SPELLBOOK

Tiny undead, chaotic evil

Armor Class 14 (natural armor)

Hit Points 7 (2d4 + 2)

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

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	12 (+1)	14 (+2)	8 (-1)	11 (+0)

Saving Throws Dex +4

Damage Vulnerabilities fire

Damage Resistances cold, thunder

Damage Immunities necrotic, poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone, stunned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages —

Challenge 1 (200 XP)

False Appearance. While the book remains motionless, it is indistinguishable from a normal book.

Flammable. If the book takes fire damage from a spell or magical effect that ignites flammable objects, the book ignites. While the book is alight, it takes 3 (1d6) fire damage at the start of each of its turns. The book remains alight unless another creature uses its action to completely smother or quench the flames.

Innate Spellcasting. The book's innate spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At-will: *mage hand, minor illusion, ray of frost*

2/day each: *magic missile, shield*

1/day each: *counterspell*

Actions

Buffet. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target in the books' space. *Hit:* 5 (1d4 + 3) bludgeoning damage. If the book is alight, the target also takes 3 (1d6) fire damage.

POSSESSED BOOKS

Analogous to a lesser poltergeist, swarms of possessed books sometimes manifest from a spirit who is bound to the confines of a library. Reasons that this might occur range anywhere from an unfinished search for knowledge, to a violent death within the library's walls.

POSSESSED BOOKS

Medium swarm of Tiny undead, chaotic evil

Armor Class 14 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 0', fly 30' (hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	12 (+1)	4 (-3)	8 (-1)	10 (+0)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, cold, piercing, slashing, thunder

Damage Immunities necrotic, poison

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages —

Challenge 2 (450 XP)

False Appearance. While the books remain motionless, they are indistinguishable from a normal collection of books.

Flammable. If the books take fire damage from a spell or magical effect that ignites flammable objects, the books ignite. While the books are alight, they take 3 (1d6) fire damage at the start of each of their turns. The books remain alight unless another creature uses its action to completely smother or quench the flames.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny book. The swarm can't regain hit points or gain temporary hit points.

Actions

Buffet. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the books' space. *Hit:* 12 (4d4 + 2) bludgeoning damage, or 7 (2d4 + 2) bludgeoning damage if the books have half of their hit points or fewer. If the books are alight, the target also takes 7 (2d6) fire damage, or 3 (1d6) fire damage if the books have half their hit points or fewer.

GHOST MATRON AND WISPBORN

GHOST MATRON

Medium undead, neutral evil

Armor Class 13
Hit Points 34 (4d10 + 12)
Speed 0 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	13 (+1)	10 (+0)	10 (+0)	16 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities cold, necrotic, poison
Senses darkvision 120 ft., passive Perception 10
Languages understands Common but can't speak
Challenge 4 (1,100 XP)

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

Sunlight Sensitivity. While in sunlight, the matron has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multattack. The matron uses ghostly force and telekinetic thrust, either or both of which can be replaced by an icy touch attack.

Icy Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d10) cold damage.

Ghostly Force. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage and the target must succeed on a DC 13 Strength saving throw or be knocked prone.

Telekinetic Thrust. The matron targets a creature or unattended object within 30 feet of her. A creature must be Medium or smaller to be affected by this magic, and an object can weigh up to 240 pounds.

If the target is a creature, the matron makes a Charisma check contested by the target's Strength (Athletics) check. If the matron wins the contest, she hurls the target up to 30 feet in any direction, including upward. If the target then comes into contact with a hard surface or heavy object, the target takes 3 (1d6) damage per 10 feet moved.

If the target is an object that isn't being worn or carried, the matron hurls it up to 30 feet in any direction. The matron can use the object as a ranged weapon, attacking one creature along the object's path

GHOST MATRON

A tragic and tortured soul, the ghost matron is forever doomed to an existence of scared, lonely desperation, trying in vain to save her children.

(+6 to hit) and dealing 10 (4d4) bludgeoning damage on a hit.

Etherealness. The matron enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Possession (Recharge 6). One humanoid that the matron can see within 5 feet of her must succeed on a DC 13 Charisma saving throw or be possessed by the matron; the matron then disappears, and the target is incapacitated and loses control of its body. The matron now controls the body but doesn't deprive the target of awareness. The matron can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the matron ends it as a bonus action, or the matron is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the matron reappears in an unoccupied space within 5 feet of the body. The target is immune to this matron's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Ghostly Influence (4/Day). The matron uses one of the effects below on a target she can see within 60 feet. Only one effect of each type can be active at a time.

Malevolent Chill. The matron causes the air to become supernaturally cold in a 10-foot radius sphere centered on a point she can see in range. Each creature that enters the area for the first time on a turn, or that starts its turn there must succeed on a DC 13 Constitution saving throw or take 7 (2d6) cold damage and have its speed halved until the end of its next turn. The area of cold lasts for 1 minute, or until the matron chooses to end it (no action).

Haunting Curse. One creature the matron can see must succeed on a DC 14 Charisma saving throw or be cursed by [something...]

Freeze Water. The matron causes water to freeze in a 30-foot radius sphere centered on a point she can see within range. The surface of any open body of water in the area freezes over, forming a 6-inch thick layer of ice on its surface for 10 minutes (or for an appropriate amount of time, as determined by the GM). Any creature or object floating in the frozen water is restrained until the ice melts or breaks. A 5-foot square section of ice has an AC of 13, 20 hit points, vulnerability to fire damage, and immunity to poison and psychic damage.

WISPBORN

As innocent and oblivious as any newborn, it could be seen as

WISPBORN

Tiny undead, unaligned

Armor Class 11

Hit Points 3 (1d4 + 1)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	12 (+1)	12 (+1)	2 (-4)	12 (+1)	17 (+3)

Skills Perception +3

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

Damage Immunities cold, necrotic, poison

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Ephemeral. The wispborn can't wear or carry anything.

Innocence. Whenever a living creature targets the wispborn with an attack or a harmful spell, or if the creature casts a harmful spell that targets an area that includes a wispborn the creature can see, the creature

a mercy that the wispborn remain blissfully unaware of the horrible fate that befall them.

must first make a DC 13 Wisdom saving throw. On a failed save, the creature loses the attack or spell. A creature makes this saving throw only once per attack or spell.

Incorporeal Movement. The wispborn 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

Cry. Each living humanoid within 30 feet of the wispborn must succeed on a DC 13 Wisdom saving throw or take 3 (1d6) psychic damage and be deafened until the end of its next turn.

Baleful Presence. Each living humanoid of the wispborn's choice that is within 15 feet of the wispborn and aware of it must succeed on a DC 13 Wisdom saving throw or become charmed for 1 minute.

A charmed creature must repeat the saving throw at the start of each of its turns, ending the effect on a success. On a failed save, a creature takes 2 (1d4) psychic damage and makes all attack rolls and ability checks with disadvantage until the start of its next turn. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this wispborn's Baleful Presence for the next 24 hours.



GROUNDSKEEPER & HOUNDS

REANIMATED GROUNDSKEEPER

Large undead, lawful evil

Armor Class 13
Hit Points 76 (9d10 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	17 (+3)	6 (-2)	10 (+0)	5 (-3)

Skills Animal Handling +2, Nature +0, Perception +2
Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Common
Challenge 4 (1,100 XP)

Cruelty. The groundskeeper scores a critical hit with its weapon attacks if the result on the d20 is a 19 or 20.

Houndmaster. The groundskeeper keeps ghostly hounds, which are completely loyal to him, obeying his verbal commands to the best of their ability. On each of the groundskeeper's turns, he can use a bonus action to issue a command to one of his hounds within 60 feet of him that can hear him, allowing the hound to either move up to half its speed, or to make a single melee attack against a creature within its reach.

Actions

Multiattack. The groundskeeper makes one attack with his spectral chain and one with his lantern.

Spectral Chain. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage. On a critical hit, if the target is a creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained and the groundskeeper can't use its chain against another target.

Lantern. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage. The first time the groundskeeper scores a critical hit with this attack, or rolls a 4 on the damage die, the lantern breaks. When this occurs, the target of the attack takes an additional 5 (2d4) fire damage and is splashed with burning oil. The burning creature takes 2 (1d4) fire damage at the end of each of its turns until it or another creature within 5 feet of it spends an action to smother the flames.

REANIMATED GROUNDSKEEPER

A faithful servant to the Lord of Skirvin Manor for decades, the groundskeeper has been reanimated so that he may continue his duties, even in death.

HOSTLY HOUNDS

The hounds of Skirvin Manor were always the groundskeeper's greatest pride. Now, like their master, they too remain loyal even in the afterlife.

HOSTLY HOUND

Medium undead, chaotic evil

Armor Class 11
Hit Points 13 (2d8 + 4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	15 (+2)	3 (-4)	11 (+0)	6 (-2)

Skills Perception +2
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 1/2 (100 XP)

Ethereal Sight. The hound can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The hound 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.

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Etherealness. The hound enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

WARLOCK OF VAPUL

Medium humanoid (human), neutral evil

Armor Class 11 (14 with *mage armor*)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	16 (+3)	13 (+1)	14 (+2)	17 (+3)

Skills Arcana +3, Deception +5, Insight +5, Perception +5

Damage Resistances cold

Senses passive Perception 15

Languages Abyssal, Common

Challenge ~ (~ XP)

Frost Demon's Blessing. While under the effects of her own *mage armor* spell, the warlock gains the following benefits:

- The warlock ignores difficult terrain caused by ice or snow.
- The warlock can tolerate temperatures from -150 to 150 degrees Farenheit without any additional protection.
- Any cold damage the warlock takes is reduced by 10 (after resistances, to a minimum of 0).

- Any time the warlock casts a spell that deals cold damage, she can add her Charisma bonus to the damage dealt against a single target of that spell.

Ice Heart. The warlock has advantage on saving throws against being charmed or frightened.

In addition, whenever a creature makes a melee attack against the warlock while standing within 5 of her, the creature is forced to make a DC 13 Constitution saving throw. The creature takes 7 (2d6) cold damage and has disadvantage on attack rolls, ability checks until the end of its next turn on a failed save, or takes half as much damage and suffers no further effects on a successful one.

Spellcasting. The warlock is a 10th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She regains her expended spell slots when she finishes a short or long rest. She knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *mage hand*, *prestidigitation*, *ray of frost*

1st–5th level (2 5th-level slots): *darkness*, *dominate person*, *expeditious retreat*, *fog cloud*, *gust of wind*, *hold monster*, *ice storm*, *mage armor*†, *misty step*, *sleet storm*

†The warlock casts this spell on herself before combat.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

VAPUL, DEMON OF FROST

Even lesser-known demons can make deals with mortals. Vapul, a powerful demon of frost, particularly enjoys making warlock pacts with individuals who seek revenge at any cost. Vapul relishes in feeding its warlocks' hatred, pushing the misguided souls to carry out their vengeance, then reveling in the inevitable chaos and tragedy that ensues. And as it so happens, Vapul has made at least one such deal with an individual within Skirvin Manor...

WARLOCK OF VAPUL

Warlocks of Vapul are offered their pacts when they seek ruthless vengeance against those they perceive as having wronged them. Those with an especially intense hatred for their persecutors are the most attractive to Vapul, and the demon is more than happy to enable their plans for revenge.

VAPUL

Vapul is a demon of ice cold revenge and seething hatred. The fiend embodies the cold, calculating machinations of those who seek revenge, and the merciless efficiency with which the deepest of vengeance is fulfilled. Favoring a long route to revenge, Vapul believes that vengeance is in fact, a dish best served cold—that there's nothing better than shattering the illusion of one who has wronged you, once they feel secure.



VAPUL

Large fiend (demon), chaotic evil

Armor Class 18

Hit Points 212 (17d10 + 119)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	24 (+7)	15 (+2)	18 (+4)	21 (+5)

Saving Throws Str +12, Dex +9, Con +13, Int +8, Cha +12

Skills Arcana +8, Deception +11, Insight +10, Perception +10

Damage Resistances lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, poison

Condition Immunities poisoned

Senses truesight 30 ft., darkvision 120 ft., passive

Perception 20

Languages Abyssal, Common, Dwarvish, Elvish, telepathy 120 ft.

Challenge 19 (22,000 XP)

Abyssal Chill. Vapul exudes an aura of bone-chilling cold in a 10-foot radius. When a living creature enters this area for the first time on a turn, or starts its turn there, it is forced to make a DC 19 Constitution saving throw, taking 11 (2d10) cold damage on a failed save, or half as much on a successful one.

Fiendish Blessing. Vapul's AC includes its Charisma modifier.

Magic Resistance. Vapul has advantage on saving throws against spells and other magical effects.

Skinwalker. Vapul can spend 1 minute magically hollowing out the corpse of a Medium or larger humanoid who has died in the past 24 hours, then crawl inside and inhabit the remains. When it does, Vapul magically absorbs the host's memories from the past year, and assumes the humanoid's appearance (albeit pale and sickly), voice, and mannerisms.

Innate Spellcasting. Vapul's innate spellcasting ability is Charisma (spell save DC 21, +11 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At-will: *gust of wind, misty step, prestidigitation, ray of frost*

2/day each: *fog cloud, sleet storm, wall of ice*

1/day each: *cone of cold, ice storm, freezing sphere*

Actions

Multattack. Vapul makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage plus 9 (2d8) cold damage.

Freeze. Vapul emits rays of freezing magic from the eyes in its monstrous palms. Up to two creatures within 60 feet of Vapul that are within 15 feet of each other must succeed on a DC 19 Dexterity saving throw or take 11 (2d10) cold damage and become restrained by ice. A restrained creature can use its action on each of its turns to make a DC 19 Strength (Athletics) check, ending the effect on a success. If the restrained creature takes fire damage, it gains advantage on the next check it makes to escape the effect before the end of its next turn.

The restraining ice has an AC of 12, 10 hit points, vulnerability to fire damage, and immunity to poison and psychic damage. The effect ends immediately for a creature if the restraining ice's hit points are reduced to 0, and the freed creature takes any excess damage.

Reactions

Cold Front (3/Day). When a creature moves to within 10 feet of Vapul, Vapul can, with a flick of its hand, send a wave of biting cold in a 15-foot cone. Each creature in the area is pushed 5 feet away from Vapul, and is forced to make a DC 19 Constitution saving throw, taking 21 (6d6) cold damage on a failed save, or half as much on a successful one.

Legendary Actions

Vapul can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Vapul regains spent legendary actions at the start of its turn.

Swipe. Vapul makes an attack with its claws.

Quick Cast. Vapul casts one of its at-will spells.

Freezing Gale (Costs 2 Actions). Vapul moves up to 30 feet in a straight line, not provoking attacks of opportunity. Each creature that is within 5 feet of Vapul at any point during this movement must succeed on a DC 19 Constitution saving throw or take 11 (2d10) cold damage and be knocked prone.

