

5e Fiendopedia: Powerful Undead



Penanggalan
Also Appearing:



Berbalang



Bodak



Devourer



Mohrg

Inkwell Ideas



5e Fiendopedia: Powerful Undead

Monsters compatible with the 5th edition of the world's most famous fantasy role-playing game.

Credits

Monster Conversions: Joe Wetzel

Editing: Charles Green

Artwork: Berbalang: Neil Anderson;

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Devourer: Eric Quigley; Mohrg: Malcolm McClinton; Penanggalan: Bruno Balixa

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About the 5e Fiendopedia

The 5e Fiendopedia is designed to augment the monsters available to a game master. Each monster has its own page, including a wonderful color illustration. Print them out, hole-punch them, and place them in a binder. Keep a binder of just those used in your campaign. Sort them by name, challenge, environment or any other way you need them. More 5e Fiendopedia are forthcoming with even more creatures!

Feedback/Notice a Mistake?

If you see something that seems off or a way to enhance a creature, please send the comment to support@inkwellideas.com. We have the opportunity to fix it and put out an update for everyone's benefit.

Berbalang

Medium undead, Chaotic Evil
Challenge 5 (1,800 XP)

This hunched, bat-winged horror moves with an uncanny grace, its glowing eyes and long tongue presenting a frightening visage.



Armor Class 17 (natural armor)

Hit Points 127 (15d8+60)

Immunities (Damage) cold, necrotic, poison; bludgeoning, piercing or slashing from nonmagical weapons that aren't silver

Immunities (Condition) exhaustion, poison

Str	Dex	Con	Int	Wis	Cha
17 (+3)	19 (+4)	16 (+3)	14 (+2)	16 (+3)	18 (+4)

Speed 40 ft., fly 60 ft.

Skills Deception +7, Religion +5, Perception +6, Stealth +7

Senses darkvision 60ft., passive Perception 16

Languages Common

Ecology

Environment any land

Organization solitary or pack (2-8)

Treasure standard

Berbalangs prefer to make their homes within a day's travel of humanoid settlements. These lairs are well hidden and are sometimes protected by other undead creatures. Some berbalangs set themselves up as secluded shamans or wise old crones, using alter self to appear human. Ultimately cowardly, they rarely attack a settlement directly, preferring to pluck its meals from those who stray too far from civilization. A berbalang stands as tall as a human and rarely weighs more than 100 pounds.

Actions

Multi-attack. An berbalang may attack with its bite and two claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1d6+3 piercing damage. If the target is a creature other than an undead, it must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1d6+3 slashing damage. If the target is a creature other than an undead, it must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Traits

Innate Spellcasting. The berbalang's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring only verbal components:

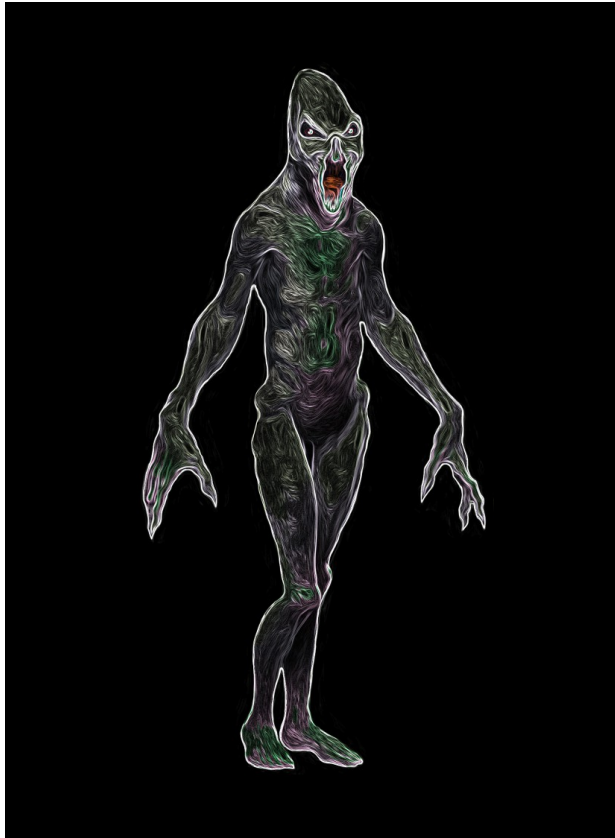
At will: *Bleed* (opposite of *Spare From Death*), *Minor Illusion*
3/day: *Alter Self*, *Charm Person*

Projection Once per day if it takes no other action in a round, a berbalang can enter a trance that separates the berbalang's spirit from its body. This splits the berbalang's current hit points in half between its body and its spirit. The berbalang's spirit body is incorporeal. (The berbalang can move through other creatures and objects as if they were difficult terrain. It takes 1d10 force damage if it ends its turn inside an object.) This spirit projection can travel no more than 1 mile away from the berbalang's body. Because the creature is only partially in existence when in this state, attacks against its body have disadvantage. When separated in this way, the berbalang's body is unconscious and helpless. If the berbalang's body is injured while in this state, the separated projection immediately returns to its body. If the physical body is slain, the spirit body dies. If the spirit is reduced to 0 hit points, it returns to the body immediately. A berbalang in spirit form can end the effect at any time as a standard action, at which point the spirit immediately returns to the body. When a berbalang's spirit form returns to the body, add the spirit and physical body's hit points back together to determine its current hit points.

Bodak

Medium undead, Chaotic Evil
Challenge 7 (2,900 XP)

The flesh of this emaciated creature appears charred or dried, and its empty eye sockets seep trails of smoke.



Armor Class 16 (natural armor)

Hit Points 130 (20d8+40)

Immunities (Damage) cold, necrotic, poison; bludgeoning, piercing or slashing from nonmagical weapons that aren't silver

Immunities (Condition) exhaustion, poison

When mortal humanoids find themselves exposed to profound, supernatural evil, a horrific, occult transformation can strip them of their souls and damn them to the tortured existence of a bodak. Changed into a twisted, misanthropic husk, a bodak wanders the endless tracts of evil-aligned planes, periodically stumbling into other realms by passing through portals or otherwise being conjured elsewhere. Possessing only fragmented memories of its former existence, the bodak is driven by profound emptiness, sorrowful longing, and vengeful hatred of all life.

A bodak's appearance is profoundly disturbing. Its flesh looks dried, taut, and desiccated, though it possesses a strange, otherworldly sheen. Its body is disproportionate and distinctly androgynous. Hairless and with only vague hints of facial structure, the bodak's eyes are deep set in their sockets and constantly weep foul-smelling smoky vapors. A planes-wise traveler who recognizes its shape knows to flee, for most travelers can outrun the relatively slow bodak.

Bodaks vehemently despise all living creatures and immediately seek to destroy any they encounter. A bodak retains the ability to speak one language it knew in life (typically Common), but it rarely engages in conversation, instead spitting out an incomprehensible stream of vile accusations, curses, and threats. On occasion, a bodak might wield weapons, but most rely primarily upon the effects of their deadly gaze.

Bodaks are rarely encountered outside of the Abyss. As they are slow-witted, powerful evil creatures such as lichs sometimes use bodaks as thralls, assassins, or guardians. Bodaks encountered on the Material Plane exude extreme malevolence when forced to confront the realization of their abhorrent transformations. So great is their desire to inflict their fate upon others that many attempt to drag off the bodies of their slain victims and guard them until they rise as undead.

Str	Dex	Con	Int	Wis	Cha
13 (+1)	15 (+2)	14 (+2)	6 (-2)	13 (+1)	9 (+0)

Speed 20 ft.

Skills Intimidation +6, Perception +7, Stealth +5

Senses darkvision 60ft., passive Perception 17

Languages Common

Actions

Multi-attack. The bodak makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 1d8+1 bludgeoning damage.

Death Gaze. The target must make a DC 16 Wisdom save or take 3d6 necrotic damage. The bodak regains an equal number of hit points. The reduction lasts until the target takes a long rest. The target dies if it is reduced to 0 hit points. A humanoid slain in this way and then buried in the ground rises as a bodak the following night.

Traits

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

Ecology

Environment any land (evil Outer Plane)

Organization solitary or gang (3-4)

Treasure none

Devourer

Large undead, Neutral Evil
Challenge 10 (5,900 XP)

This dry, hovering corpse's chest is a prison of jagged ribs, within which is trapped a small tormented ghostly form.



Armor Class 20 (natural armor)

Hit Points 142 (15d10+60)

Immunities (Damage) spell deflection (see below); cold, necrotic, poison; bludgeoning, piercing or slashing from nonmagical weapons that aren't silver

Immunities (Condition) exhaustion, poison

Ecology

Environment any

Organization solitary

Treasure standard

Str	Dex	Con	Int	Wis	Cha
23 (+6)	16 (+3)	18 (+4)	19 (+4)	16 (+3)	20 (+5)

Speed 30 ft., fly 20 ft.

Skills Arcana +8, Deception +9, Intimidation +9, Perception +10, Stealth +7

Senses darkvision 60ft., passive Perception 20

Languages Abyssal, Celestial, Common, Infernal; telepathy 100 ft.

Actions

Multi-attack. The devourer makes two claw attacks.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 1d8+6 bludgeoning damage. In addition, the target must make a DC 18 Wisdom save or take 10d6 necrotic damage. A successful save reduces the damage in half. If the target is reduced to 0 hit points through this necrotic damage, the target's soul is trapped within the devourer's chest. See below. The devourer is able to use the soul to power its abilities. It may only trap one soul at a time, although it may spend destroy a partially used soul to accept a new soul.

Traits

Innate Spellcasting. The devourer's spellcasting ability is Charisma (spell save DC 19). Each hit die of a trapped soul provides the devourer with 5 spell points. Initially a devourer will typically have 20 spell points available. The devourer can innately cast the following spells, requiring only verbal components:

2 spell points: *ray of enfeeblement*, *suggestion*

3 spell points: *animate dead*, *bestow curse*, *vampiric touch*

4 spell points: *confusion*

6 spell points: *planar ally*, *true seeing*

7 spell points: *control undead*

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

Spell Deflection. If any of the following spells are cast at the devourer and overcome its spell resistance, they instead affect a devoured soul: *banishment*, *confusion*, *detect thoughts*, *dispel evil*, *dominate person*, *fear*, *geas*, *holiness aura*, *imprisonment*, *magic jar*, *maze*, *suggestion* or any form of charm or compulsion. While none of these effects harms the soul, the caster makes a DC 25 check against their spellcasting ability when a spell is deflected. Success indicates the trapped soul is released and the body it belonged to can now be restored to life as normal.

Devourers are the undead remnants of fiends and evil spellcasters who became lost beyond the farthest reaches of the multiverse. Returning with warped bodies, alien sentience, and a hunger for life, devourers threaten all souls with a terrifying, tormented annihilation. These withered corpses stand 10 feet tall but weigh a mere 200 pounds.

Mohrg

Medium undead, Chaotic Evil
Challenge 7 (2,900 XP)

A thick tangle of discolored entrails clings to this lurching skeleton's torso and winds upward to loll from its jaw like a clawed tongue.



Armor Class 18 (natural armor)

Hit Points 120 (16d8+48)

Immunities (Damage) spell deflection (see below); cold, necrotic, poison; bludgeoning, piercing or slashing from nonmagical weapons that aren't silver

Immunities (Condition) exhaustion, poison

Those who slay many over the course of their lifetimes, be they serial killers, mass-murderers, warmongering soldiers, or battle-driven berserkers, become tainted by the sheer weight of their murderous deeds. When brought to justice and publicly executed for their heinous crimes before they have a chance to atone, the remains sometimes return to unlife as a mohrg.

Undead things caring less for life than they did before their own deaths, mohrgs exist solely to wreak havoc on the living. Sometimes mistaken for skeletons or zombies, they are far more dangerous than those mindless abominations, retaining some semblance of their own memories—and the delight they once took in hearing the screams of the dying.

When possible, mohrgs gather in small groups, seeking out lone targets much as they did in life. If faced with capable foes, it attempts to incapacitate them one by one, starting with divinely empowered characters first, to protect itself from holy wrath.

Some mohrgs retain enough of their former memories that they return to the favored locations of their pasts, "haunting" old hideouts and sometimes even resuming the depredations of murderers long dead, falling back on means of death and mayhem that were more comfortable in their breathing days. Such mohrgs are even more insane than most undead beings, and can sometimes be found wandering the streets of a city or town in cowls and cloaks, carrying on their old life's work of slaughter.

Of course, since those slain by a mohrg rise soon thereafter, the murders of a mohrg do not go unnoticed for long, even when they take extra care to prey only upon society's dregs. A sudden uprising of undead in the streets is the inevitable result of a mohrg's attentions. Since these zombies remain under the mohrg's control, and since the mohrg itself possesses a hateful and cruel intelligence, it often holds its undead army in reserve, even commanding it to lie motionless until several weeks or months have passed and the local graveyard is filled with the sleeping dead. Then, when the time is right, the mohrg calls upon its army.

Str	Dex	Con	Int	Wis	Cha
19 (+4)	19 (+4)	16 (+3)	11 (+0)	10 (+0)	14 (+2)

Speed 30 ft.

Skills Athletics +7, Perception +6, Stealth +7

Senses darkvision 60ft., passive Perception 16

Languages --

Actions

Multi-attack. The mohrg makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 2d8+4 bludgeoning damage and the target must make a DC 15 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Traits

Create Spawn. Humanoid creatures killed by a mohrg rise immediately as zombies under the mohrg's control.

Whenever a mohrg creates a zombie in this manner, it is healed 1d6 hit points per HD possessed by the slain creature and acts as if hasted for the round immediately following the spawn's creation.

Ecology

Environment any

Organization solitary, gang (2-4), or mob (2-4 plus 4-12 zombies)

Treasure standard

Penanggalan

Medium undead, Neutral Evil
Challenge 4 (1,100 XP)

A pale face framed by glossy black hair hangs in the air, trailing viscera from the ragged stump of its neck like a grisly tail.



Armor Class 17 (natural armor)

Hit Points 90 (12d8+36)

Immunities (Damage) cold, necrotic, poison; bludgeoning or piercing from nonmagical weapons that aren't silver

Immunities (Condition) exhaustion, poison

Str	Dex	Con	Int	Wis	Cha
18 (+4)	18 (+4)	16 (+3)	17 (+3)	16 (+3)	16 (+3)

Speed fly 60 ft.

Skills Arcana +5, Deception +5, Perception +5, Persuasion +5, Stealth +6

Senses darkvision 60 ft., passive Perception 15

Languages Common, Draconic, Gnoll, Infernal

Ecology

Environment any

Organization solitary

Treasure NPC gear

Actions

Multiattack. The penanggalan makes a bite attack and slam attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1d6+4 piercing damage and the target must make a DC 14 Constitution save or be drained for another 1d6 points. The penanggalan regains an equal number of hit points to what was drained, up to its starting score.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2d6+4 piercing damage and the target must make a DC 14 Constitution save or be diseased. If diseased, the target loses 1d8 points of damage per day until the target saves (one attempt per day) or is cured.

Hex. It may do any of the following as a bonus action:

Cackle: Any creature within 30 feet that is under the effects of the penanggalan's evil eye or misfortune hex has the duration of that hex extended by 1 round.

Evil Eye: This hex causes the target creature to take a –2 penalty on one of the following (penanggalan's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This effect lasts for 6 rounds, or only 1 round if the target succeeds at a DC 15 Wisdom save.

Misfortune: This hex causes a creature to suffer grave misfortune for 1 round. Whenever the target makes an ability check, attack roll, saving throw, or skill check during this time, it has disadvantage. A DC 15 Wisdom save negates this effect. A creature may only be targeted by this hex once per day.

Traits

Create Spawn. When a penanggalan slays a female humanoid via the drain effect of its bite attack, and if that slain humanoid had at least 10 Hit Dice in life, that slain humanoid rises as a manananggal (a penanggalan with ½ the hit dice and no Hex or create spawn ability) at the next sunset. This manananggal is under the command of the penanggalan who created it, and remains enslaved until that penanggalan's destruction. A penanggalan may have enslaved spawn totalling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead.

(continued next page)

Separate. During the day, a penanggalen has the same appearance as she did in life, and does not detect as undead (though she is still an undead creature). At night, she can detach her head and entrails in one round if doing nothing else. Her physical, but now hollow, body exists as dead flesh, but can be destroyed if it suffers damage equal to the penanggalen's normal hit point total. Before a penanggalen can return to her body, she must soak her entrails in vinegar for 1 hour—she can then reattach to her body, at which point any damage done to the body immediately heals (although damage the penanggalen herself suffered remains). A penanggalen whose body is destroyed can never again walk the day in living form, but is otherwise unharmed (save for no longer having a safe way to travel in direct sunlight). When a penanggalen wears her body, she cannot use her natural attacks, her fly speed, or any of her special penanggalen attacks.

Spellcasting. The penanggalen is a 5th level spellcaster. Its spellcasting ability is Charisma (spell save DC 15). It has the following spells prepared:

Cantrips (at will): *Chill Touch*, *Dancing Lights*

2/day (all cast at third level): *Charm Person*, *Dispel Magic*, *Hold Person*, *See Invisibility*, *Stinking Cloud*, *Witch Bolt*

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

The hideous penanggalen is one of the most horrific vampiric monstrosities. By day, a penanggalen appears to be a normal humanoid, but at night or when provoked, the creature's head rips free from the rest of her body, coils of viscera and entrails dangling from her throat as she launches into the air, seeking blood to sate her unholy thirst.

Unlike most undead, the penanggalen is more akin to the lich in that she willfully abandons both her mortality and morality to become a hideous undead monster. While penanggalens are traditionally female spellcasters, any creature capable of performing the vile ritual of transformation can become one.

Similar to a lich, a creature works toward becoming a penanggalen. More than one such transformation ritual exists, but all require heinous acts that symbolize the casting aside of kindness, benevolence, and any semblance of feelings other than cruelty. Many of these rituals call for the repeated consumption of blood, bile, tears, and other fluids drawn from captured and tortured innocents.

A penanggalen keeps a vat of vinegar in her lair. When returning from a night of feeding, a penanggalen's organs are swollen with blood. In order to fit back into her body, the penanggalen must soak for 1 hour in this vat of vinegar. Once reduced, a penanggalen slides back into her body. If a penanggalen is slain away from her body, the body rapidly deteriorates into foul-smelling grit.

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