

# MORVANE

Large • Undead • Neutral

**Armor Class** 15

**Initiative** +2 (12)

**Hit Points** 95 (10d10 + 40)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	10 (+0)	16 (+3)	16 (+3)

**Skills** Perception +6

**Damage Resistances** fire, radiant, necrotic

**Damage Immunities** poison

**Condition Immunities** charmed, frightened, poisoned, exhaustion

**Senses** darkvision 120 ft., passive Perception 16

**Languages** Understands Common but can't speak

**CR** 6 (XP 2,300; PB +3)



**Afterimages.** For every 10 feet the morvane moves on its turn beyond the first 20 feet, it gains one illusory duplicate as if affected by the *mirror image* spell, up to a maximum of 2 duplicates. All remaining illusory duplicates vanish at the start of its next turn.

**Burn Falsehood.** The morvane is immune to spells from the illusion school and automatically sees through illusions.

**Let The Fallen Rest.** A creature reduced to 0 hit points by the morvane can't regain hit points until the end of that creature's next turn.

**Revealing Illumination.** The morvane sheds bright light in a 15-foot radius and dim light for an additional 15 feet. Invisible creatures and objects are visible as long as they are in the morvane's bright light.

**Unusual Nature.** The morvane doesn't require air, food, drink, or sleep.

## ACTIONS

**Gore.** *Melee Weapon Attack:* +7 (with advantage against creatures that are shapeshifted), reach 5 ft. *Hit:* 11 (2d6 + 4) piercing damage plus 9 (2d8) radiant damage. If the target is a Large or smaller creature and the morvane moved 20+ feet straight toward it immediately before the hit, the target takes an extra 7 (2d6) piercing damage and is knocked prone.

## BONUS ACTIONS

**Trample.** *Dexterity Saving Throw:* DC 15, one prone within 5 feet of the morvane that it can see. *Failure:* 15 (2d10 + 4) bludgeoning damage. *Success:* Half damage.

# MORVANE — WEAKER

**Armor Class** 14

**Initiative** +1 (11)

**Hit Points** 51 (6d10 + 18)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	10 (+0)	16 (+3)	16 (+3)

**Skills** Perception +5

**Damage Resistances** fire, radiant, necrotic

**Damage Immunities** poison

**Condition Immunities** charmed, frightened, poisoned, exhaustion

**Senses** darkvision 120 ft., passive Perception 15

**Languages** Understands Common but can't speak

**CR** 3 (XP 700; PB +2)



**Afterimages.** For every 10 feet the morvane moves on its turn beyond the first 20 feet, it gains one illusory duplicate as if affected by the *mirror image* spell, up to a maximum of 1 duplicate. All remaining illusory duplicates vanish at the start of its next turn.

**Burn Falsehood.** The morvane is immune to spells from the illusion school and automatically sees through illusions.

**Let The Fallen Rest.** A creature reduced to 0 hit points by the morvane can't regain hit points until the end of that creature's next turn.

**Revealing Illumination.** The morvane sheds bright light in a 10-foot radius and dim light for an additional 10 feet. Invisible creatures and objects are visible as long as they are in the morvane's bright light.

## MORVANE — STRONGER

**Armor Class** 16

**Hit Points** 136 (13d10 + 65)

**Speed** 60 ft.

**Initiative** +3 (13)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	20 (+5)	10 (+0)	16 (+3)	16 (+3)

**Skills** Perception +7

**Damage Resistances** fire, radiant, necrotic

**Damage Immunities** poison

**Condition Immunities** charmed, frightened, poisoned, exhaustion

**Senses** darkvision 120 ft., passive Perception 17

**Languages** Understands Common but can't speak

**CR** 9 (XP 5,000; PB +4)

**Afterimages.** For every 10 feet the morvane moves on its turn beyond the first 20 feet, it gains one illusory duplicate as if affected by the *mirror image* spell, up to a maximum of 3 duplicates. All remaining illusory duplicates vanish at the start of its next turn.

**Burn Falsehood.** The morvane is immune to spells from the illusion school and automatically sees through illusions.

**Let The Fallen Rest.** A creature reduced to 0 hit points by the morvane can't regain hit points until the end of that creature's next turn.

**Revealing Illumination.** The morvane sheds bright light in a 20-foot radius and dim light for an additional 20 feet. Invisible creatures and objects are visible as long as they are in the morvane's bright light.

**Unusual Nature.** The morvane doesn't require air, food, drink, or sleep.

### ACTIONS

**Gore.** *Melee Weapon Attack:* +5 (with advantage against creatures that are shapeshifted), reach 5 ft. *Hit:* 6 (1d6 + 3) piercing damage plus 9 (2d8) radiant damage. If the target is a Large or smaller creature and the morvane moved 20+ feet straight toward it immediately before the hit, the target takes an extra 3 (1d6) piercing damage and is knocked prone.

### BONUS ACTIONS

**Trample.** *Dexterity Saving Throw:* DC 13, one prone within 5 feet of the morvane that it can see. *Failure:* 8 (1d10 + 3) bludgeoning damage. *Success:* Half damage.



**Unusual Nature.** The morvane doesn't require air, food, drink, or sleep.

### ACTIONS

**Gore.** *Melee Weapon Attack:* +7 (with advantage against creatures that are shapeshifted), reach 5 ft. *Hit:* 15 (3d6 + 5) piercing damage plus 13 (3d8) radiant damage. If the target is a Large or smaller creature and the morvane moved 20+ feet straight toward it immediately before the hit, the target takes an extra 10 (3d6) piercing damage and is knocked prone.

### BONUS ACTIONS

**Trample.** *Dexterity Saving Throw:* DC 17, one prone within 5 feet of the morvane that it can see. *Failure:* 21 (3d10 + 5) bludgeoning damage. *Success:* Half damage.