

GRAYWRAITH, ATHASIAN

Medium undead, usually neutral evil

Armor Class 13

Hit Points 65 (10d8 + 20)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	15 (+2)	12 (+1)	14 (+2)	16 (+3)

Skills Insight +5

Damage Resistances acid, cold, fire, lightning, thunder

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

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

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 6 (2,300 XP)

Incorporeal Movement. The Athasian graywraith 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.

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

ACTIONS

Incorporeal Touch. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 10 (2d6 + 3) necrotic damage. The Athasian graywraith can choose to deal no damage if it chooses, and instead *grapple* the target (escape DC 15).

If the attack hits, the Athasian graywraith can grip the target's heart, and gains the benefit of a *detect thoughts* spell on the target, with no saving throw. This attack cannot harm or affect construct or undead targets.

Possess Humanoid. The Athasian graywraith targets one humanoid within 5 feet. The target must succeed on a DC 14 Charisma saving throw against this magic, or become possessed by the Athasian graywraith.

Once a target has become possessed, the Athasian graywraith can use *dominate person* on the possessed target at will, forcing them into violent acts or betrayal of those they held dear. If forced to do something against their will, the target can attempt a further Charisma saving throw to instead take 10 necrotic damage and become *stunned* for 1 round. A possessed target who succeeds on three such saving throws in succession forces the Athasian graywraith out, and cannot be targeted by *possess humanoid* for 24 hours.

Wring Heart. The Athasian graywraith grips the heart of a target it has already *grappled* and consumes life energy from them. The target must succeed on a DC 15 Constitution saving throw or their current and maximum hit points are reduced by 35 (6d10 + 3). On a successful saving throw, the target takes necrotic damage equal to half this amount, and their maximum hit points are not affected.

This reduction lasts until a target finishes a long rest. The target dies if this reduces their current or maximum hit points to 0, and then transforms into a *thinking zombie* in around 24 hours.

Possess Object. The Athasian graywraith can possess an unattended object (including the corpse of a formerly living creature) of up to Medium size within 5 feet. The object appears as if the wraith is wearing or otherwise within it, exhibiting a glow of harmful energy (about equivalent to the light of a candle). If the Athasian graywraith uses the *incorporeal movement* ability, it immediately ends possession of any object it is possessing, dropping the object unattended within its space. While possessing an object, the Athasian graywraith has the following changes to its abilities:

Speed 30ft. (no fly speed), **Armour Class** 16; **STR** 18 (+4); **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks (instead of damage immunity).

While possessing an object, the Athasian graywraith is no longer affected by the *sunlight sensitivity* trait, as well as the *incorporeal touch*, *possess humanoid* and *wring heart* actions. It gains access to the below actions instead:

Multiattack. The Athasian graywraith makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.