

SHATTERING THE WORLD



MonkeyDM

MONKEY DM

DEVOURING THE SUN

Devouring the Sun is a one shot designed for 4-6 Level 20 characters for use with the Dungeons & Dragons 5th Edition ruleset.

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You are brave Viking soldiers, heralding from many a place. Your actions are sung across the land, and now the people of this very land need heroes to stop Ragnarök.

Jörmungandr has awoken, shattering cities and mountains in his wake. Armies have been sent to destroy him to no avail, no amount of damage seem to be able to pierce his shell. He corrupted the seas and the skies, and constant storm is brewing flooding the world with poison. Many have already died, and many more will if nothing is done. You've been sent to find the Seer, the only person who might hold the key to the defeat of Jörmungandr.

OUTLINE

1. Introduction
2. The Seer
3. The Spirit Realm
4. Jörgumandr

1. INTRODUCTION

At the beginning of the adventure the characters have been gathered for their mission. A massive storm covers the entire continent, and the rain is poisonous (see continental effects of Jörmungandr below). It is assumed the heroes are wearing protection enough to not suffer the effects of the rain.

Coming down from the storm appears a black man covered in what look to be white ceremonial robes and a large golden overcoat, his eyes a sharp blue. This is a Human lightning courier, Eliid Kipchage. He is exhausted from trying to find them and will explain the situation and what the governments have agreed upon.

Read the following:

Heroes, (he bows) the kings and and queens have sent me to ask for your help. (He pulls out a letter and starts reading it out loud.) *The world is ending, Ragnarök is upon us, the oceans are shattering the shore, earthquakes burying our cities, and worse of all, Jörmungandr is making is way towards us. Our forces have tried to stop him, to no avail, thousands have already lost their lives, we beg you to help us ! Nothing seems to harm this monster, spells are ineffective, weapons bounce off his scales, we are desperate. We have managed to locate the Seer, she's the only hope we have to defeat that monster, she can tap into the knowledge of the world, do whatever is necessary to convince her to help us, she can be peculiar. We're running out of time. **The Council***

I've been instructed to bring you as close as I can to the Seer. Now brave heroes if you would please hold my hand.

Eliid Kipchage

It is assumed the heroes are wearing protection enough to not suffer the effects of the rain. Right after the adventurers grab Eliid's hand his eyes will glow with electricity and he will cast the *storm stride* spell (Appendix E).

They will then reappear in what appears to be a forest. The trees have seemingly started to melt down due to the acidity of the weather. Eliid will wait for them here and tell them that the Seer is up ahead, and that he doesn't want risk interfering with the negotiation. The real reason is that the Seer gives him the creeps so he doesn't want to go in.

2. THE SEER

Read the following:

The Seer's house is a large wooden cabin with a stone roof, built in a very esoteric shape. It's surrounded by what seems to be a ritual circle made of stones and various animal bones. Surprisingly, once inside the circle the rain stops and the sun warms your skins, as if you were in a completely different place.

It turns out that the Seer is a fey, and that the ritual circle is a portal to the Feywild, hence putting the adventurers in a completely different dimension. A successful **DC 18 Arcana (Intelligence)** check will reveal that information.

Inside the house is a mess of knives, bones, artefacts of all kinds, but most surprisingly is the back wall. You can see hanging there dozens of arms of different humanoids, humans, elves, dwarfs,... All in pristine condition, and pinned against the wall. At the center of the mess that is this room, sitting down is a humanoid with a pink skin, long braided hair that go down all the way to his lower back, and ritual paintings over his visage. This figure would be impressively tall but his sitting down at the moment, using its 4 arms for various things. It seems to be pouring tea for each of you.

The seer is an ancient being that can speak with the ghost of those that passed to gather knowledge. His service comes at a cost, he will ask for an arm, from any member of the party, warning that not even a *regenerate* spell will bring it back. A successful **DC 28 Persuasion (Charisma) check** will sway him.

He doesn't really care much for the world ending as his own residence is in another plane entirely. The party can offer the arm of Eliid outside if they manage to convince him with a **DC 20 Persuasion (Charisma) check**. Any attempts at intimidation will result in him turning in an untargetable puff of smoke and re-appearing behind the offender. This is his realm, he cannot be targeted. If they don't manage to convince him, he will agree but with a condition, they must protect him.



He will bring everyone in the spirit realm and ask for the weakness, but he will ask for questions for himself as well. Once the deal is agreed upon the group, the Seer will give to each a +2 weapon or spell-casting focus of their choosing from his endless shelves, before teleporting them in the spirit realm.

3. THE SPIRIT REALM

In this realm, the Seer will fall in a trance and start muttering incomprehensible sentences, starting to communicate with the spirits. The adventurers appear in a circle around him. The room is entirely black, no ceiling or floor or wall is visible. Expect for the 20 foot area around the Seer the rest of the room is plunged in *magical darkness*. (See Appendix A.)

Waves of enemies will come through trying to stop the Seer, he has **300 Hit points** and is prone, if he falls to 0, it is considered a failure, and he will ask for another arm before attempting again, which he will devour, regaining his lost health. On a failure you restart from where you left off before losing.

The heroes and the Seer must survive during 4 rounds, or 6 rounds if they failed the negotiation. After the appropriate number of rounds, everyone is teleported back inside the hut. A player dying in this realm doesn't result in a permanent death, but instead a *loss of 2 points to their Strength, Dexterity or Constitution score*, whichever they hold dearest.

The enemies appear 50 feet away from the Seer, in contact with the floor, in the following order:

- Turn 1: **4 wraiths** appear.
- Turn 2: **4 vampire spawn**s appear
- Turn 3: **3 Shield guardians** appear, with the spell *blight* stored in their amulet
- Turn 4: nothing
- Turn 5: **2 nalfeshnees** appears
- Turn 6: **1 Adult Black Dragon** appears (non legendary)

Once this is done, he will offer to the adventurers the opportunity to take a long rest in his abode, as time works differently there, and they would only lose a couple of minutes outside.

After the rest the Seer will explain that the spirits have talked to him and explained that Jörmungandr does have weaknesses. He will outline what is written below on how to defeat Jörmungandr, explaining the different scales that are his weak points, that can be recognised with their specific pattern if one gets close enough. His body will then open up, allowing you to stop him in his tracks, and finally going for the head.

Once they exit Eliid will be surprised to see them done so quickly, as only 20 minutes went by for him. Once everyone is armed with weapons and knowledge, he will teleport everyone again, close to the middle spot of the body of Jörmungandr.

4. JÖRGUMANDR

Read the following:

In front of you stands a body of incomprehensible size. A height in the hundreds of feet, and a body stretching beyond the horizon. The earth is rumbling, shattering under the weight of the creature, forests are torn apart, mountains crumbling. You see him, Jörmungandr, The Midgard snake, herald of Ragnarök, the world bowing before his might.

HOW TO FIGHT JÖRMUNGANDR

- 1st phase: penetrate the shell
- 2nd phase: cut the spinal cord
- 3rd phase: destroy the head of the snake

1ST PHASE.

Jörmungandr is busy destroying cities. The heroes can approach him. Once anyone is within 10ft of Jörmungandr or that gets on the body of Jörmungandr, that person will be detected if it rolls a **Stealth check below Jörmungandr passive perception**. If this happens Jörmungandr will use his *thrash* action and legendary action in row.

Once within 10ft of the body, a person can attempt an **Investigation (Intelligence) check DC 17** to see if the scales are hiding a weak point. On a success, roll a D4, on a 4 it means the area investigated is in fact a weak point that heroes can attack, ignoring the Herald of Ragnarök ability.

The investigation check covers 20ft squared of his body. The weak points are all on the ground level. There is one weak spot every 100ft (this is determined after your players find the first weak spot), and they each have **75HP**.

As soon as one is hit, Jörmungandr uses his legendary action thrash. Afterwards a character that wasn't hit or succeeded the save can make a **Perception (Wisdom) check DC 18** to find the weak spot again as the body shifted.

2ND PHASE.

When the 3rd weak point is destroyed. Jörmungandr will bring his head in the position in 2 turns, allowing him to use all his abilities. He will stay within 100ft of the adventurers and moving away as appropriate to keep them at bay from his head.

The scales on his back will also weaken, **exposing his spine**, a character can try to get on his back and attack him there, it is considered a weak point, it's 5ft wide and as long as his body. It has **200 hit points**. His body is 90 feet tall.

Once it reaches 0 Hit Points, the body of Jörmungandr is paralysed (not the condition), and his movement speed becomes 0 as the rest of his body is too heavy to move forward.

3RD PHASE.

The eyes and forehead are considered weak points (See appendix A), even if a creature is on Jörmungandr's head, the bite and slam attacks can still target them. They have **413 HP**, and if they fall to 0HP Jörmungandr dies. Each eye has **100 HP** (counted in the 413HP), destroying one gives him a permanent *disadvantage on perception checks*, destroying both inflicts a *permanent blinded condition*.

Characters with no climbing speed must attempt a **DC 18 Athletics (Strength) check** to climb Jörmungandr at a rate equal to their walking speed. On a **13 or higher** they can climb up at half movement. A check resulting in **less than 10** results in a fall.

Art by Vilenko Vujicevic

JÖRMUNGANDR

Gargantuan monstrosity (titan), neutral evil

Armor Class 24 (natural armor)

Hit Points 838 (43d20 + 387)

Speed 120 ft., swim 200 ft.

STR	DEX	CON	INT	WIS	CHA
34 (+12)	8 (-1)	28 (+9)	1 (-5)	24 (+7)	11 (+0)

Saving Throws Str +21, Wis +16, Cha +9

Skills Athletics +30

Damage Resistances cold

Damage Immunities acid, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses tremorsense 120 ft., truesight 120 ft., passive Perception 17

Languages —

Challenge 30 (155,000 XP)

Legendary Resistance (3/Day). If Jörmungandr fails a saving throw, it can choose to succeed instead.

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

Siege Titan. Jörmungandr deals triple damage to objects and structures.

Primordial Will. Jörmungandr is immune to spells that would teleport him against his will (banishment, plane shift, ...) as well as spells that would alter his form.

Herald of Ragnarök. Jörmungandr reduces the damage taken from any attacks by a number equal to his CR. (Ignore this ability if the attack targets a weak point).

ACTIONS

Multiattack. Jörmungandr can use its Frightful Presence. It then makes three attacks: one with its bite, two with its slam. It can use its Swallow instead of its bite.

Terrifying Presence. Each creature of Jörmungandr's choice within 3 miles of it and aware of it must succeed on a DC 24 Wisdom saving throw or become frightened for 1 hour. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if Jörmungandr is within line of sight, 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 Jörmungandr's Frightful Presence for the next 24 hours.

Bite. *Melee Weapon Attack:* +21 to hit, reach 100 ft., one target. *Hit:* 38 (4d12 + 12) piercing damage. If the target is a creature, it is grappled (escape DC 22). Until this grapple ends, the target is restrained, and Jörmungandr can't bite another target.

Swallow. Jörmungandr makes one bite attack against a Huge or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside Jörmungandr, and it takes 56 (16d6) acid damage at the start of each of Jörmungandr's turns.

If Jörmungandr takes 60 damage or more on a single turn from a creature inside it, the tarrasque must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of Jörmungandr. If Jörmungandr dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Slam. *Melee Weapon Attack:* +21 to hit, reach 110 ft., one target. *Hit:* 30 (4d8 + 12) bludgeoning damage and is knocked prone. If the target creature is on Jörmungandr's body this attack automatically hits.

Thrash. All creatures within 100ft of Jörmungandr, or directly on his body must succeed a DC 20 Strength saving throw or take 5d10 + 12 damage and be knocked off of his body and prone. A successful save means that is only takes half the damage and suffer no other conditions.

LEGENDARY ACTIONS

Jörmungandr 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. Jörmungandr regains spent legendary actions at the start of its turn.

Attack. Jörmungandr makes one Bite or Slam attack
Chomp (Costs 2 Actions). Jörmungandr makes one bite attack or uses its Swallow.

Thrash (Costs 3 Actions). Jörmungandr uses its Thrash.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Jörmungandr takes a lair action to cause one of the following effects; Jörmungandr can't use the same effect two rounds in a row:

- A tremor shakes the continent in a 120-foot radius around Jörmungandr. Each creature other than Jörmungandr on the ground in that area must succeed on a DC 16 Dexterity saving throw or be knocked prone. An **Earth Elemental** with 10 HP appears next to each creature that fell prone.
- A boulder from a nearby mountain crashes down in a 30-foot radius in an area 300 feet from Jörmungandr. All creatures in that radius must make a Dexterity saving throw or take 7d8 bludgeoning damage.
- Clouds of poison surround Jörmungandr; all creatures within 60 feet of him must make a DC 16 Constitution saving throw or become poisoned for 1 minute and take 3d6 poison damage.

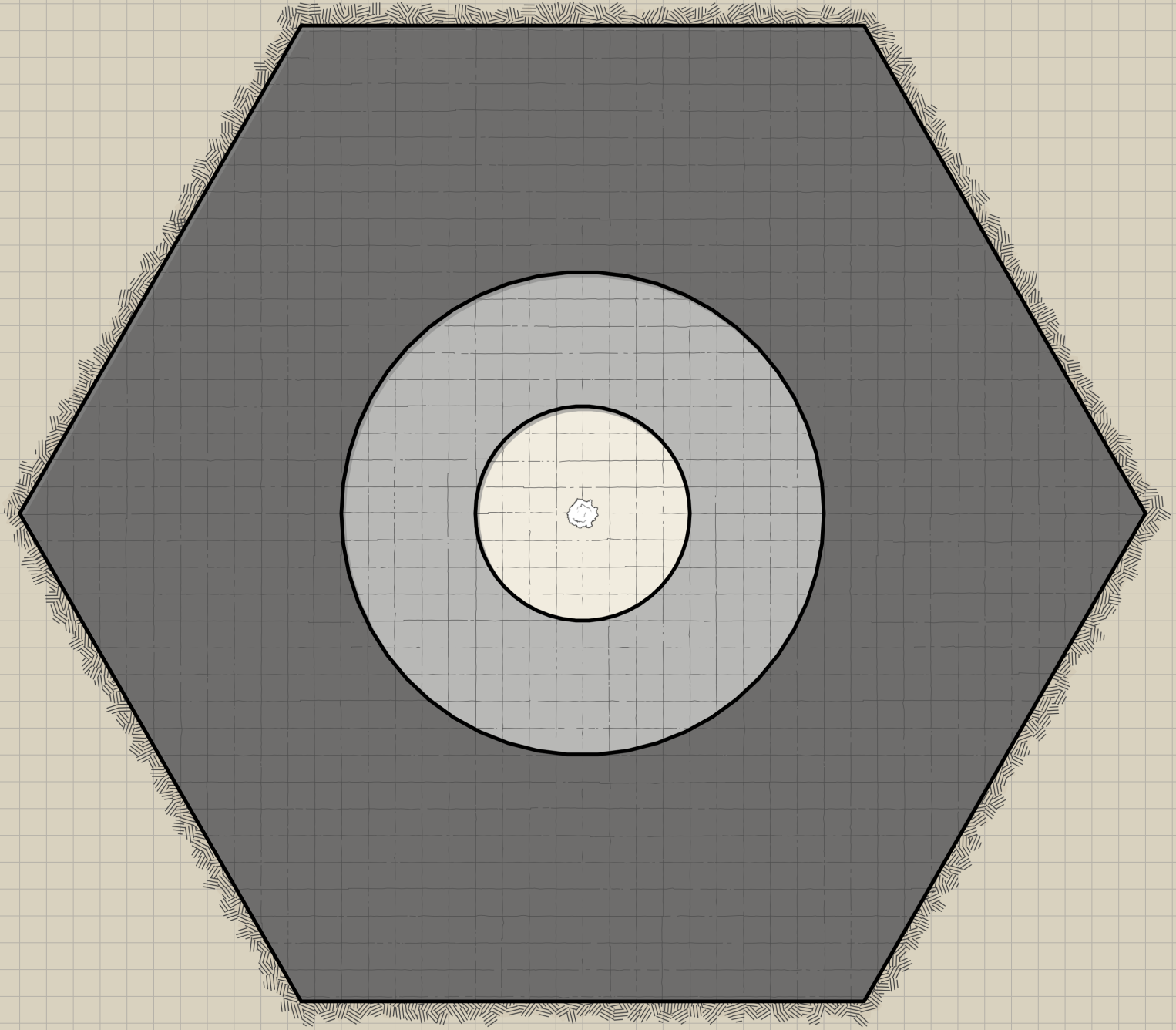
CONTINENTAL EFFECTS

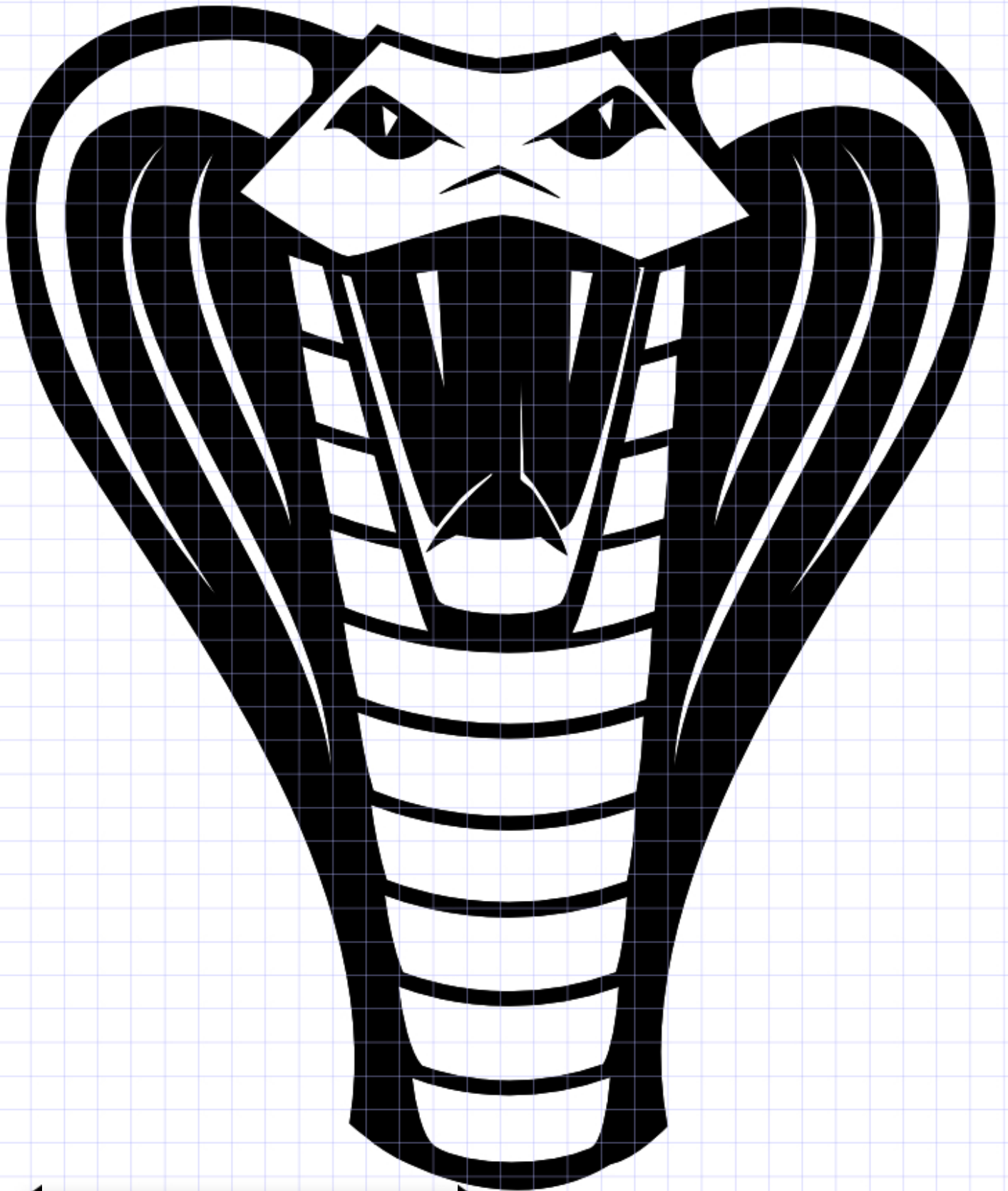
Once Jörmungandr is awake and lets go of his tail, he changes the environment by creating the following effects:

- Earthquakes of different magnitudes start erupting everywhere on the continent.
- A constant tempest rocks the oceans and covers the continent. The rain is tainted by Jörmungandr; a creature that starts its turn in the rain unprotected takes 1 point of poison damage and 1 point of acid damage.
- The oceans that hold Jörmungandr have suffered its poison. A creature that touches the water for the first time, or that starts its turn in the water takes 1d4 poison damage and 1d4 acid damage.

If Jörmungandr dies, these effects fade over the course of 1d10 hours.

APPENDIX A: MAPS





You can download the maps here:
<https://i.imgur.com/fqs1MOR.jpg>
<https://i.imgur.com/hjRgLZl.png>

APPENDIX B: MONSTER STATS

ADULT BLACK DRAGON

Huge dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +7, Con +10, Wis +6, Cha +8

Skills Perception +11, Stealth +7

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 14 (11,500 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) acid damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

EARTH ELEMENTAL

Large elemental, neutral

Armor Class 17 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages Terran

Challenge 5 (1,800 XP)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

APPENDIX B: CONTINUED

NALFESHNEE

Large fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 184 (16d10 + 96)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	22 (+6)	19 (+4)	12 (+1)	15 (+2)

Saving Throws Con +11, Int +9, Wis +6, Cha +7

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 13 (10,000 XP)

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

ACTIONS

Multiattack. The nalfeshnee uses Horror Nimbus if it can. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 32 (5d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Horror Nimbus (Recharge 5-6). The nalfeshnee magically emits scintillating, multicolored light. Each creature within 15 feet of the nalfeshnee that can see the light must succeed on a DC 15 Wisdom saving throw or be frightened 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the nalfeshnee's Horror Nimbus for the next 24 hours.

Teleport. The nalfeshnee magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Variant: Summon Demon (1/Day). The demon chooses what to summon and attempts a magical summoning.

A nalfeshnee has a 50 percent chance of summoning 1d4 vrocks, 1d3 hezrous, 1d2 glabrezus, or one nalfeshnee.

A summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

SHIELD GUARDIAN

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	7 (-2)	10 (+0)	3 (-4)

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages understands commands given in any language but can't speak

Challenge 7 (2,900 XP)

Bound. The shield guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.

Regeneration. The shield guardian regains 10 hit points at the start of its turn if it has at least 1 hit point.

Spell Storing. A spellcaster who wears the shield guardian's amulet can cause the guardian to store one spell of 4th level or lower. To do so, the wearer must cast the spell on the guardian. The spell has no effect but is stored within the guardian. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the guardian casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

ACTIONS

Multiattack. The guardian makes two fist attacks.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

REACTIONS

Shield. When a creature makes an attack against the wearer of the guardian's amulet, the guardian grants a +2 bonus to the wearer's AC if the guardian is within 5 feet of the wearer.

APPENDIX B: CONTINUED

VAMPIRE SPAWN

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +6, Wis +3

Skills Perception +3, Stealth +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the following flaws:
Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

WRAITH

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

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

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

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities necrotic, poison

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 5 (1,800 XP)

Incorporeal Movement. The wraith 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 wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.