



GRAVEMAN

Gravemen are gaunt, blackened creatures with glowing white eyes. They lack noses, mouths, and ears. And although referred to as "gravemen", these undead creatures have no discernible anatomy and are effectively genderless.

Ancient Undead. It is unknown how long the gravemen have been on Casar. The elves of Imfe Aiquas report that gravemen (known as the oshnaluna in the elven tongue) were seen in the Wallingmiotta even before the reign of the ten. Undead scholars suspect that the gravemen may even predate the time of the dulons. Some suspect their origins are found among the elemental forces that created Casar and that the gravemen may be the progenitors of all humanoids.

Children of Vapul. Despite their lengthy tenure on Casar, the gravemen have an affinity for the demon-god Vapul and his followers. The gravemen appeared at the Battle of Imfe Mythse Anore, supporting the dark elves, and were later found defending Vapul during the battle at Camor's Hill. *Ai'Skoom-Vapul*, the unholy book of Vapul, contains rites that can summon gravemen to do one's bidding. Because of these connections, gravemen frequently carry the nickname Children of Vapul.

The Study of Gravemen. A trio of acolytes in the town of Haver captured a graveman and studied the creature. They discovered that gravemen lack humanoid physiologies. In fact, they reported that gravemen share more in common with elementals than undead. Where a graveman's heart and lungs would normally be, there is a core of intangible cold that glows with a dull, white-blue light. Once the core is removed, the graveman's form crumbles into black ash and dry cork. Fey scholars at Pexia noticed a connection between the graveman's cold core and the light that binds the fey, particularly sprites and fairies.

Undead Nature. A graveman does not require air, food, drink, or water.

GRAVEMAN

Medium undead, chaotic evil

Armor Class 15

Hit Points 15 (2d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	16 (+3)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Wis +5

Skills Perception +7

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 17

Languages understands the languages it knew in life but does not speak

Challenge 1 (200 XP)

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

Turn Resistance. The graveman has advantage on saving throws against being turned.

Actions

Cold Touch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one living creature. *Hit:* 5 (2d4) cold damage.

Reaction

Damage Transference. When the graveman takes damage, it can transfer up to half of the damage it takes to any other graveman within 60 feet of it.