

Wraith, Blazing

Medium undead, chaotic evil

Armor Class 14

Hit Points 90 (12d8 + 36)

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

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

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

Damage Immunities fire, 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 6 (2,300 XP)

Fiery Incorporeal Movement. The blazing wraith can move through other creatures and objects as if they were difficult terrain. It deals 5 (1d10) fire damage to any creature or object occupying a space it moves through. It takes 5 (1d10) force damage if it ends its turn inside an object.

Illumination. The blazing wraith sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Actions

Fiery Life Drain. *Melee Weapon Attack:* +7 to hit, reach 5ft., one creature. *Hit:* 22 (4d8 + 4) necrotic damage, 5 (1d10) fire damage, and 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.

Fire Ray. *Ranged Spell Attack:* +7 to hit, range 50ft., one creature. *Hit:* 14 (4d6) fire damage.

Create Specter. The blazing 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 blazing wraith's control. The blazing wraith can have no more than eight specters under its control at one time.

Wraith, Blazing Dread

Medium undead, chaotic evil

Armor Class 16

Hit Points 209 (22d8 + 110)

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

STR	DEX	CON	INT	WIS	CHA
8 (-1)	23 (+6)	20 (+5)	12 (+1)	16 (+3)	17 (+3)

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

Damage Immunities fire, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 14 (11,500 XP)

Fiery Incorporeal Movement. The blazing dread wraith can move through other creatures and objects as if they were difficult terrain. It deals 10 (2d10) fire damage to any creature or object occupying a space it moves through. It takes 5 (1d10) force damage if it ends its turn inside an object.

Illumination. The blazing wraith sheds bright light in a 60-foot radius and dim light in an additional 60 feet.

Actions

Multiattack: The blazing dread wraith can make two attacks.

Fiery Life Drain. *Melee Weapon Attack:* +11 to hit, reach 5ft., one creature. *Hit:* 28 (5d8 + 6) necrotic damage, 10 (2d10) fire damage, and the target must succeed on a DC 18 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.

Fire Ray. *Ranged Spell Attack:* +11 to hit, range 50ft., one creature. *Hit:* 24 (7d6) fire damage.

Delayed Blast Fireball (2/day). The blazing dread wraith casts *delayed blast fireball*.

Create Wraith. The dread blazing 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 blazing wraith in the space of its corpse or in the nearest unoccupied space. The blazing wraith is under the blazing dread wraith's control. The blazing dread wraith can have no more than eight blazing wraith's under its control at one time. The target's corpse is burned and reduced to a pile of ash.

Wraith, Dread

Medium undead, chaotic evil

Armor Class 16

Hit Points 170 (20d8 + 80)

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

STR	DEX	CON	INT	WIS	CHA
8 (-1)	22 (+6)	19 (+4)	12 (+1)	16 (+3)	17 (+3)

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 13

Languages the languages it knew in life

Challenge 13 (10,000 XP)

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

Actions

Multiattack. The dread wraith can make two attacks.

Life Drain. *Melee Weapon Attack:* +11 to hit, reach 5ft., one creature. *Hit:* 28 (5d8 + 6) necrotic damage and the target must succeed on a DC 17 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 Wraith. The dread 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 wraith in the space of its corpse or in the nearest unoccupied space. The wraith is under the dread wraith's control. The dread wraith can have no more than eight wraiths under its control at one time.