

# Beware the WANDERING SOUL!

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## A TRAGIC PAST:

Wandering souls are pitiful beings, caught between the realms of the living and the dead. Punished for their past transgressions, they are doomed to suffer alone in our world.

Twisted and malevolent, they take pleasure in inflicting pain upon others. They revel in the feeling of power that comes with tormenting their unsuspecting victims, savoring every moment of the cruel and sadistic acts they perform.

Their presence is cold and eerie, a chill running down your spine as you sense their malevolent intent.



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STORY  
FORGE

# WANDERING SOUL

## DOOMED FOR ETERNITY:

The human soul, immortal and indestructible, shapes a person's life, determining their behavior. When a being perishes, its soul exits its body and goes to the kingdom of the dead. There, it resides with ancestors and gods of the heavens. In this case, death becomes a pleasurable experience. However, one who does not follow principles of good or "normal" mortal alignments, and grows into a cruel and evil being may be denied access to the afterlife, possibly becoming a wandering soul.

Wandering souls are those who are caught between the world of the living and the dead. Seen as appropriate punishment for the crimes they had committed in a previous life, they were left behind to live a lonely existence in the world. However, ever so sadistic, even if the afterlife was denied to them, they continue finding pleasure in a single thing, that is in the torment of others. Upon stumbling across an unsuspecting victim, they savor every tormenting act they perform upon it.

**Sadists.** Wandering souls prefer to torture and play with their prey before coming in to kill them. The longer the suffering of their victim is, the greater the pleasure they feel from it. As such, they often stalk their prey for days or weeks. Thanks to their ethereal abilities, wandering souls can hide and continue to get their appalling ways in society, unseen by most.

## BECOMING A WANDERING SOUL:

Any creature that has a soul and is neither an undead or a construct can become a wandering soul. It is henceforth referred to as the base creature.

**Challenge Rating.** The base creature's challenge rating (CR) increases by 1 if it is above 1, or to 1 if it was less than 1.

**Type.** The base creature's creature type changes to undead.

**Alignment.** the base creature's alignment changes to Neutral Evil, reflecting the sadistic and selfish nature of the monster.

**Immunities & Resistances.** The base creature gains immunity to bludgeoning, piercing and slashing damage from nonmagical weapons, and immunity to poison damage.

**Condition Immunities.** The base creature becomes immune to being poisoned, exhausted, grappled or restrained. Indeed, a wandering soul can phase out of a creature's hold as a free action.

**New Trait:** Desecrating Touch. The base creature's mere hold of something spoils it. Any nonmagical food, drink or normal plant (Does not have a statblock) that the base creature touches becomes spoiled. A creature that ingests such spoiled food must succeed on a DC15 Constitution saving throw or become poisoned for one hour and take 5 (2d4) poison damage.

**New Trait:** Ethereal Sight. The base creature can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

**New Trait:** Incorporeal Movement. The base creature 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.

**New Trait:** Tormentor. When the base creature deals damage to a creature which can feel pain, it regains 5 (1d10) hit points.

**New Bonus Action:** Ethereal Jaunt. As a bonus action, the base creature can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

**New Full-round Action:** Siphon Life. The base creature attempts to suck out the lifeforce of a living creature it can see within 60ft of it. the creature must succeed on a Constitution saving throw or take necrotic damage, while the base creature regains an amount of hit points equal to the necrotic damage dealt.



# STATS & ACTIONS



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## CHANGING THE THREAT:

The DC for this save and the necrotic damage dealt depends on the base creature's new CR, as shown in the table below:

Challenge Rating	DC	Necrotic Damage
0-2	12	10 (3d6)
3-6	14	17 (5d6)
7-10	16	28 (8d6)
11-15	18	35 (10d6)
15+	20	52 (15d6)

## WANDERING SOUL THUG:

Thugs are some of the most despicable members of society. They steal, have no qualms about many other crimes, are selfish, and do not care about killing or worse. As such, wandering souls thugs are quite common.

These thugs might have been members of a criminal organization, mercenaries hired by a villain, or just individuals looking to cause trouble. They could pose a threat to the players' characters and the success of their mission, leading to combat encounters that require strategy and skill to overcome.

Ultimately, the exact nature of the Wandering Soul Thug will depend on the specific scenario or encounter, you as the DM have designed.

## Wandering Soul Thug

Medium undead (any race), Neutral Evil

**Armour Class** 11 (leather armor)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

**Skills** Intimidation +2

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

**Condition immunities** exhaustion, poisoned, restrained

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 1 (200 XP) Proficiency Bonus: +2

**DESECRATING TOUCH.** The thug's mere hold of something spoils it. Any nonmagical food, drink, or normal plant (Does not have a statblock) that the base creature touches becomes spoiled. A creature that ingests such spoiled food must succeed on a DC15 Constitution saving throw or become poisoned for one hour and take 5 (2d4) poison damage.

**ETHEREAL SIGHT.** The thug can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

**INCORPOREAL.** The thug 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.

**PACK TACTICS.** The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 ft. of the creature and the ally isn't incapacitated.

**TORMENTOR.** When the thug deals damage to a creature which can feel pain, it regains 5 (1d10) hit points.

## ACTIONS

**MULTIATTACK.** The thug makes two melee attacks.

**MACE.** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) bludgeoning damage.

**HEAVY CROSSBOW.** Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

**SIPHON LIFE.** The thug attempts to suck out the lifeforce of a living creature it can see within 60ft of it. The creature must succeed on a DC12 Constitution saving throw or take 10 (3d6) necrotic damage, while the thug regains an amount of hit points equal to the necrotic damage dealt.

## BONUS ACTIONS

**ETHEREAL JAUNT.** As a bonus action, the thug can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

AS I VENTURED INTO THE DARK, TWISTED WOODS, I CAUGHT A GLIMPSE OF HER ETHEREAL FORM. A GHAUSTLY APPARITION WITH FLOWING HAIR AND A TATTERED GOWN, SHE SEEMED TO MATERIALISE OUT OF THIN AIR. BUT AS SHE DREW CLOSER, HER INTENTIONS BECAME CLEAR, A PUNISHMENT FATE WORSE THAN DEATH, A PUNISHMENT BEYOND THE IMAGINATION OF MORTAL MINDS. I FELT HER MALICIOUS SHIVERS DOWN ENVELOPE ME, SENDING ME DEEPER INTO MY SPINE. SHE DRAGGED ME DEEPER INTO THE WOODS, HER CACKLING LAUGHTER ECHOING THROUGH THE TREES AS SHE TORTURED ME WITH HER SINISTER POWERS. AND WHEN SHE WAS DONE, I WAS NOTHING MORE THAN A LIFELESS HUSK, MY SOUL FOREVER TRAPPED BETWEEN REALMS FOREVER WANDERING, NEITHER DEAD OR ALIVE.