



CHARON, FERRYMAN OF THE RIVER STYX

A solitary soul arrives on a dark, misty shore. Nothing but black and gray is visible for as far as their eyes can see. They feel sad and alone, yet strangely they suffer no cold, hunger, or thirst. The soul wanders the shore for hours, searching for something, but even they are unable to articulate exactly it is that they are looking for. They repeatedly ask the question silently to themselves, but no answer comes.

After what seems like days of hopeless searching, the poor soul sees something out across the dark gray water. A light. A faint orange glow. The first actual color they've seen since they arrived in this place. The light flickers like a distant candle, barely visible through the fog.

Before long, another appears out over the silent sea, closer than the other. Followed by another, closer still. And another. Soon dozens of these flickering motes of light exist loom ominously in the fog.

Then at last, like the crescendo of an inaudible symphony, an imposing black silhouette appears through the mist. The humanoid figure stands nearly ten feet tall, not including the sturdy wooden barge he rides atop.

The man is motionless as the boat continues to carry him toward the shore. Just when his ship seems about to run ashore, it lifts itself upon the land, exposing the churning mass of ghostly forms that carry it. Wordlessly, the man beckons to the lost soul.

Before they know what has occurred, the soul finds themselves upon the ship, looking upon the desolate shore, as the silent ferryman shoves off once more.

~WRITTEN BY ITSADNDMONSTERNOW



STYXIAN SOUL

Medium undead, neutral evil

Armor Class 11

Hit Points 13 (2d8 + 4)

Speed 0 ft., fly 15 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	14 (+2)	5 (-3)	11 (+0)	15 (+2)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages any languages it knew in life

Challenge 1 (200 XP)

Desperation Made Manifest. The ghost uses its Charisma bonus for grappling checks and for weapon attack rolls.

Incorporeal Movement. The ghost 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.

Actions

Ghostly Grasp. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) necrotic damage. If the target is a Medium or smaller creature, it is grappled (escape DC 13). This attack is made with advantage against a creature the ghost is already grappling. The ghost can't have more than one creature grappled at a time.



STYXIAN SOUL

Charon does not suffer fools politely. Those bound for the beyond who refuse passage on his ship are "persuaded" to do so in short order by less-than-gentle means. They are the lucky ones.

Those who manage to escape Charon's vigilant shepherding eventually die of the sheer existential weight of the in-between. These souls are eventually drawn back to Charon's crossing, mere husks of the souls they once were. Now bound to Charon, they are cursed to eternally carry the same boat they refused as conscious souls.

What little glimmer of sentience that remains within these souls is in their desperate grasps toward any other souls who may be so unwise as to attempt the same horrible mistake.



CHARON, THE FERRYMAN

Charon's only concern is his eternal charge to ferry newly departed souls to the afterlife across the river Styx. Charon has performed these duties unwaveringly since the beginning of time, and will not entertain any alternative to a soul's crossing.

Charon lights the way to his ferry with magical flames, guiding lost souls to his landing. If necessary, he may take a more direct approach to encouraging souls to disembark with him, including shepherding souls with swift strikes from his oar and blocking their escape with magical embers. Failing all else, Charon's hollow gaze can overcome the will of even the most resolute souls, forcing them to surrender to fate.

CHARON, THE FERRYMAN

Large undead, lawful neutral

Armor Class 14 (natural armor)
Hit Points 184 (16d10 + 96)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	22 (+6)	11 (+0)	15 (+2)	17 (+3)

Saving Throws Str +8, Con +10, Wis +6, Cha +7
Skills Athletics +8, Insight +6, Perception +6, Survival +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, petrified, poisoned, prone
Senses darkvision 120 ft., passive Perception 16
Languages all, telepathy 120 ft.
Challenge 12 (8,400 XP)

Charon's Ferry. Charon can summon or dismiss his magical ferry as a bonus action on each of his turns. When Charon summons his ferry, he can have it appear underneath or around him, such that he is considered to be riding it when it appears. Alternatively, Charon can choose to do this for any creatures he can see within 120 feet of him that could be contained within it. While Charon is aboard his ferry and isn't incapacitated, he has advantage on saving throws against any effect that would remove him from it against his will.

Shepherding Strikes. When Charon hits a creature with an attack using his oar and that creature isn't prone, he can force the target to make a DC 16 Strength saving throw. On a failed save, the creature is pushed in a straight line up to 10 feet in a direction of Charon's choice. If the creature failed its save by 5 or more, it then falls prone. On a successful save, the creature suffers no extra effects, and is immune to this trait until the start of Charon's next turn.

Innate Spellcasting Charon's spellcasting ability is Charisma (spell save DC 15). He can innately cast the following spells, requiring only somatic components:

At will: *continual flame*, *dancing lights*, *water walk*
3/day: *compulsion*

Actions

Multiattack. Charon makes three attacks with his oar.

Oar. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 4 (1d8) piercing damage.

Dispatch Souls (Recharge 5–6) Charon commands some of the souls carrying his boat to assail hostiles. Charon summons 1d3 Styxian Souls which appear in unoccupied spaces within 5 feet of Charon. These souls are loyal to Charon and follow his mental commands. Each soul summoned this way remains for 1 minute, or until it is reduced to 0 hit points.

Piercing Stare (2/Day) Charon's wide eyes emit an entrancing flash of light in a 90-foot cone as he issues a telepathic command. Each creature in the area that can see Charon must succeed on a DC 15 Wisdom saving throw or become charmed by him for 1 minute.

Any time a charmed creature would move or act in a way that contradicts the perceived intent of any of Charon's commands since the effect began (even through inaction on that creature's turns), the creature must first succeed on a DC 15 Wisdom saving throw. On a failed save, the creature takes 9 (2d8) psychic damage, and is compelled to abide with all such commands until the start of its next turn.

Once a charmed creature succeeds on two of its saves against this effect, the condition ends for it, and the creature is immune to Charon's piercing stare for 24 hours.

Legendary Actions

Charon 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. Charon regains spent legendary actions at the start of his turn.

Quick Strike. Charon makes a melee attack with his oar.

Command Ferry. Charon summons or dismisses his ferry. If Charon's ferry is already summoned, he can instead cause it to move up to half its speed using Charon's Will.

Floating Ember. Charon swings his lantern, creating a Tiny floating ember which hovers in an unoccupied space of his choice within 15 feet of him. The ember remains motionless and sheds dim light in a 10-foot radius. If a living creature moves within 5 feet of an ember, the ember explodes in a sudden burst of flames, forcing each creature within 10 feet of it to succeed on a DC 14 Dexterity saving throw or take 14 (4d6) fire damage. A conjured ember lasts until it explodes, or until Charon dispels it (no action required).

Wake of Souls (Costs 2 Actions, Requires Summoned Ferry). Charon's ferry moves up to its speed in a straight line, forcing aside any obstacles in its way. Any creature or object not fastened down whose space the ferry enters during this move is pushed to the nearest unoccupied space outside the ferry's path. Each creature that is within 10 feet of the ferry at any point during this movement must succeed on a DC 16 Dexterity saving throw or take 9 (2d8) necrotic damage and be knocked prone. If a target was pushed by the ferry, it takes an additional 7 (2d6) bludgeoning damage on a failed save.

CHARON'S FERRY

Gargantuan Vehicle (25 ft. by 15 ft.)

Creature Capacity 12 Medium creatures

Cargo Capacity 1 ton

Travel Pace 4 miles per hour (96 miles per day)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	18 (+4)	0	0	0

Damage Immunities necrotic, poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Bound to Charon. Charon knows the location of his ferry at all times as long as they are on the same plane of existence.

Buoyed By Souls. While not on liquid, Charon's ferry carries itself on the backs of souls that refused Charon's passage, allowing it to move unimpeded across dry land and even across short gaps. If Charon's ferry is midair at the end of a turn, it begins to fall at a rate of 40 feet per round. The ferry always lands upright from an undisturbed descent, and its occupants suffer no damage from falling while inside it.

Greater Immunity. Charon's Ferry can't be targeted by spells of 8th level or lower unless Charon wishes it to be. It is immune to all damage not caused by either a 9th level spell or a magic item of Legendary or Artifact rarity. As such, Charon's ferry can float on any liquid with no consequences for it or its passengers, including dangerous liquids such as lava or acid.

Actions

On its turn, Charon's Ferry can take the telepathic command

action if Charon is on the same plane of existence and isn't incapacitated. Otherwise, it can take the move action if it has at least one crew with an oar.

Telepathic Command. The boat can move up to its speed using Charon's Will.

Move. The boat can move up to its speed using its oar.

Hull

Armor Class 17

Hit Points 80 (damage threshold 10)

Large creatures inside the ferry are considered to have half cover against attacks originating from outside the ferry that aren't from above it. This increases to three-quarters cover for Medium creatures, and total cover for Small or smaller creatures.

Control and Movement: Charon's Will

Speed (magical) 40 ft.; swimming speed 40 ft.; flying speed 40 ft.

Move up to the ferry's speed, with one 90-degree turn. If the ferry is floating in midair at the end of a turn, it begins to fall at a rate of 40 feet per round.

Control and Movement: Oar

Armor Class 17

Hit Points 50

Speed 20 ft.; swimming speed 20 ft.; flying speed 5 ft.

Move up to the ferry's speed, with one 90-degree turn. If the ferry is floating in midair at the end of a turn, it begins to fall at a rate of 40 feet per round.

