

## GLACIER SKELETON

*Medium undead, lawful evil*

**Armor Class** 13      **Hit Points** 15 (2d8+6)  
**Speed** 30 feet  
**STR**   **DEX**   **CON**   **INT**   **WIS**   **CHA**  
10 (+0) 12 (+1) 16 (+3) 5 (-3) 8 (-1) 5 (-3)

**Damage Vulnerabilities** bludgeoning, fire  
**Damage Resistances** cold; bludgeoning, piercing, and slashing if dealt by non-Grim weapons  
**Damage Immunities** poison  
**Conditions Immunity** poisoned, exhaustion  
**Senses** passive Perception 9, Darkvision 18m  
**Languages** understands all the languages he knew in life but cannot speak them.  
**Vile Foe.** DC 10, 1 Soul Point

### ACTIONS

**Multiattack.** A Glacier Skeleton makes two melee attacks.

**Axe. Melee or ranged weapon attack:** +2 to hit, reach 5 feet or range 20/60 feet, one target. Hit: 3 (1d6) slashing damage.

Challenge 1/4 (50 XP), Adventures Book: page

## GURIA

*Medium Undead, chaotic evil*

**Armor Class** 13      **Hit Points** 78 (12d8+24)  
**Speed** 0 feet, fly 50 feet  
**STR**   **DEX**   **CON**   **INT**   **WIS**   **CHA**  
14 (+2) 18 (+4) 14 (+2) 11 (+0) 12 (+1) 10 (+0)

**Skills** Stealth +10

**Damage Resistances** bludgeoning, piercing, and slashing from weapons that aren't grim weapons

**Damage Immunities** necrotic, poison

**Condition Immunities** exhausted, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 feet, passive perception 11

**Languages** understands Common but can't speak

**Favored Terrain.** Populated area.

**Invisibility.** The Guria is invisible.

### ACTIONS

**Multiattack.** The Guria makes a slam attack and uses its telekinesis on each of its turns.

**Slam. Melee Weapon Attack:** +4 to hit, reach 5 feet, one target. Hit: 12 (3d6+2) force damage plus 2 (1d4) Soul Points.

**Telekinesis.** The Guria targets an object that weighs up to 150 pounds within 30 feet of it and hurls it up to 30 feet in any direction. The Guria can use the object as a ranged weapon (+4 to hit), attacking one creature along the object's path and dealing 7 (2d6) bludgeoning damage on a hit.

Challenge 3 (700 XP), Bestiary: page 22

## GLACIER MUMMY

*Medium Undead, chaotic evil*

**Armor Class** 12      **Hit Points** 90 (12d8+36)  
**Speed** 20 feet  
**STR**   **DEX**   **CON**   **INT**   **WIS**   **CHA**  
16 (+3) 8 (-1) 16 (+3) 7 (-2) 10 (+0) 14 (+2)

**Saving Throws** Con +6

**Skills** Athletics +6

**Damage Resistances** bludgeoning, piercing and slashing from weapons that aren't grim weapons

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhausted, frightened, paralyzed, poisoned

**Senses** darkvision 60 feet, passive perception 10

**Languages** The languages it knew in life

**Favored Terrain.** The Glacier Mummy's favored terrain is arctic/snowy.

**Innate Spellcasting.** The Glacier Mummy's spellcasting ability is Charisma (spell save DC 13, +5 to spell attacks). It can innately cast the following spells, requiring no material components:

*At will:* ray of frost *2/day:* sleet storm *1/day:* ice storm

**Revitalizing Ice (works only during ascending moon).** Each time the Glacier Mummy takes cold damage it regains as much hit points up to its maximum.

**Vile Foe.** DC 15, 5 Soul Points

### ACTIONS

**Multiattack.** The Glacier Mummy can use its icy glare and then makes one attack with its icy fist.

**Icy Fist. Melee Weapon Attack:** +6 to hit, reach 5 feet, one target. Hit: 10 (2d6+3) bludgeoning damage plus 18 (4d8) cold damage.

**Icy Glare.** The Glacier Mummy targets one creature that isn't an *Undead* or construct within 60 feet of it. If the target can see the Glacier Mummy, it must succeed on a DC 15 Constitution saving throw or ice forms around its limbs being paralyzed for 1 minute and losing 3 (1d6) Soul Points). At the end of each of its next turns, and affected creature can make another Constitution saving throw, ending the effect on itself on a success. A target that succeeds on the saving throw is immune to the Icing Glare effect of all glacial mummies for the next 24 hours

Challenge 5 (1,800 XP), Bestiary: page 24

## HEATHEN HORROR

*Tiny undead, neutral evil*

**Armor Class** 13      **Hit Points** 45 (10d4 + 20)  
**Speed** 0 feet, fly 40 feet (hover)  
**STR**   **DEX**   **CON**   **INT**   **WIS**   **CHA**  
1 (-5) 16 (+3) 14 (+2) 16 (+3) 10 (+0) 12 (+1)

**Skills** Arcana +5, Perception +2

**Damage Resistances** lightning, necrotic, bludgeoning, piercing, and slashing if dealt by non-Grim weapons

**Damage Immunities** fire, poison, psychic

**Condition Immunities** charmed, frightened, paralyzed, poisoned, prone

**Senses** passive perception 12, Darkvision 60 feet

**Languages** Whispers of the Echies

**Vile Foe.** DC 12, 4 Soul Points

**Illumination.** It sheds either dim light in a 15 feet radius, or bright light in a 15 feet radius and dim light for an additional 15 feet. It can switch between the options as an action.

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

**Ancient curse.** If the Heathen Horror is destroyed, it reforms in the same place after an hour and regains all its hit points, unless its remains are covered in salt and the *remove curse* spell is cast on them.

**Rune magic.** At the beginning of the Heathen Horror turn, roll 1d6 to choose the Runic Invocation damage type. 1,4: fire; 2,5: poison; 3,6: psychic.

### ACTIONS

**Multiattack.** The Heathen Horror makes two attacks with Runic Invocation.

**Runic Invocation. Ranged Weapon Attack:** +5 to hit, range 30 feet, one target. Hit: 14 (4d6) fire, poison or psychic damage (depending on Rune Magic, see above).

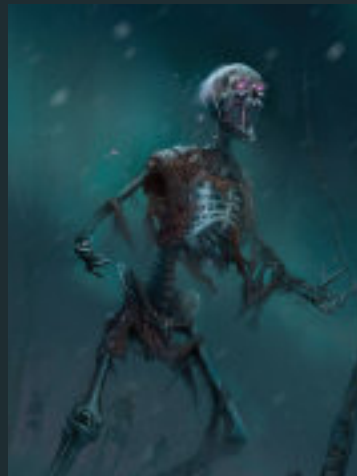
Challenge 4 (1,100 XP), Adventures Book: page

NIGHTFELL



GURIA

NIGHTFELL



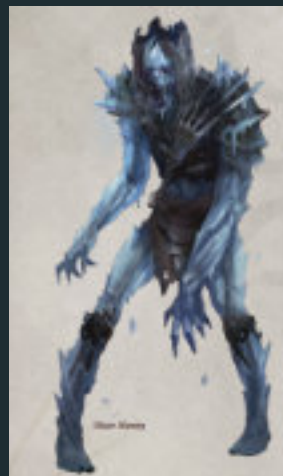
GLACIER SKELETON

NIGHTFELL



HEATHEN HORROR

NIGHTFELL



GLACIER  
MUMMY

## ENCAGED ONE

*Medium Undead, chaotic evil*

**Armor Class** 13 **Hitpoints** 36 (8d8)  
**Speed** 0 feet, fly 50 feet (hover)  
**STR** DEX **CON** **INT** **WIS** **CHA**  
 1 (-5) 16 (+3) 11 (+0) 11 (+0) 12 (+1) 12 (+2)

**Saving Throws** Wis +3, Cha +3  
**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from weapons that aren't magical  
**Damage Immunities** necrotic, poison  
**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained  
**Senses** darkvision 60 feet, passive perception 11  
**Languages** understands all languages it knew in life, but can't speak  
**Favored Terrain.** Graveyards/ mounds.  
**Incorporeal Movement.** The Encaged One 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.  
**Vile Foe.** DC 11, 1 Soul Point

### ACTIONS

**Sucking Life.** *Melee weapon attack:* +5 to hit roll, range 1.5 meters, one target. *Hit:* 14 (5d8+3) necrotic damage and loss of 2 (1d4) Spirit Points. If hit, the target must pass a Constitution saving throw with CD 11 or see its maximum Hit Points reduced by an amount equal to the damage suffered. This reduction lasts until the target has completed a long rest. The target dies if the effect reduces its maximum Hit Points to 0.

Challenge 1 (200 XP), Bestiary: page 19

## LUNAR MILITIA

*Medium humanoid (human), any good*

**Armor Class** 18 **Hit Points** 52 (8d8+16)  
**Speed** 20 feet  
**STR** DEX **CON** **INT** **WIS** **CHA**  
 16 (+3) 14 (+2) 16 (+3) 10 (+0) 16 (+3) 13 (+1)

**Skills** Arcana +2, Intimidation +3, Insight +5  
**Senses** passive perception 13  
**Languages** Common, Primordial Runic  
**Spellcasting.** Lunar Militia's spellcasting ability is Wisdom (spell save DC 13, +5 to spell attack). (see page 47)  
**Merciless Moon.** When they make a weapon attack against an *Aberration*, a *Fiend* or an *Undead*, the Lunar Militia scores a critical hit on a roll of 19 or 20.  
**Moonstrike.** When the Lunar Militia hits a creature with a melee weapon attack, it can expend a spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st level spell slot, plus 1d8 for each spell level higher than 1st. the damage increases by 1d8 if the target is an *Aberration*, a *Fiend* or an *Undead*.  
**Silversight (3/day).** As a bonus action, the Lunar Militia can see invisible creatures within 60 feet of it for 1 minute.

### ACTIONS

**Multiattack.** The Lunar Militia makes two melee attacks.  
**Mace.** *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 8 (1d6+5) bludgeoning damage.  
**REACTIONS**  
**Painful Glow (3/day).** When the Lunar Militia is hit by a melee attack, it can use their reaction to deal 1d6 radiant damage to the attacker.

Challenge 1/2 (100 XP), Bestiary: page 47

## DIPSA

*Tiny beast, unaligned*

**Armor Class** 13 **Hit Points** 14 (4d4+4)  
**Speed** 20 feet, climb 20 feet  
**STR** DEX **CON** **INT** **WIS** **CHA**  
 10 (+0) 16 (+3) 13 (+1) 5 (-3) 10 (+0) 5 (-3)

**Skills** Stealth +5, Perception +2  
**Senses** passive perception 12  
**Languages** -  
**Indiscernible.** When the Dipsa is in a natural environment and doesn't move, it cannot be perceived without magical means.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +2 to hit, reach 5 feet, one target. *Hit:* 2 (1d4) piercing damage. On a hit, target creature must make a DC 13 Constitution saving throw. On a failed save, the target is poisoned and takes 22 (4d10) poison damage at the end of each of its next turn. If the target reaches 0 hit points in that manner, it dies.

Challenge 1/2 (100 XP), Bestiary: page 115

## GIGÀT

*Large monstrosity, unaligned*

**Armor Class** 14, 16 during full moon  
**Hit Points** 51 (6d10+18) **Speed** 50 feet  
**STR** DEX **CON** **INT** **WIS** **CHA**  
 19 (+4) 16 (+3) 17 (+3) 5 (-3) 13 (+1) 7 (-2)

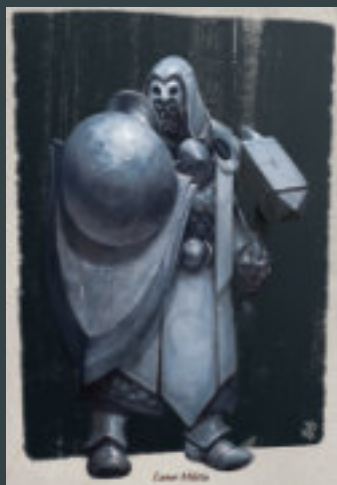
**Saving Throws** Dex +5  
**Skills** Perception +3  
**Damage Resistances (only during full moon)** bludgeoning, piercing and slashing from weapons that aren't magical  
**Senses** darkvision 60 feet, passive perception 13  
**Languages** -  
**Charge.** If the Gigàt moves at least 20 feet straight toward a target and then hits with its gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.  
**Favored Terrain.** The Gigàt's favored terrain is rocky.  
**Keen Senses.** The Gigàt has advantage on Wisdom (Perception) checks that rely on sight or smell.

### ACTIONS

**Multiattack.** The Gigàt makes two attacks: one with its horn and one with its hooves.  
**Horn.** *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. *Hit:* 13 (2d8+4) piercing damage.  
**Hooves.** *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. *Hit:* 11 (2d6+4) bludgeoning damage.

Challenge 3 (700 XP), Bestiary: page 134

NIGHTFELL



LUNAR MILITIA

NIGHTFELL



ENCAGED ONE

NIGHTFELL



GIGAT

NIGHTFELL



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## BLOODTHIRSTY KRAMPUS

*Large Fiend, lawful evil*

<b>Armor Class</b> 14	<b>Hit Points</b> 68 (8d10+24)				
<b>Speed</b> 20 feet					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
18 (+4)	14 (+2)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

**Skills** Deception +2, Intimidation +2, Perception +2  
**Senses** darkvision 60 feet, passive perception 12  
**Languages** Common, Whisper of the Echoes  
***Bless of the Mask.*** When it wears its mask, the Bloodthirsty Krampus has advantage on its attack rolls and on saving throws against being charmed and frightened.  
***Bloodmark.*** When it hits with a weapon attack, the Bloodthirsty Krampus deals 9 (2d8) additional damage (already included in the attack)  
***Favored Terrain.*** Arctic/ snowy.  
***Perchta's Gift.*** The Bloodthirsty Krampus' darkvision operates both in magical and non-magical darkness.  
***Poisonous Whispers.*** As a bonus action, the Bloodthirsty Krampus can mutter some foul words that corrupt body and soul. Each creature that can hear the Bloodthirsty Krampus within 30 feet of it must make a DC 13 Wisdom saving throw. On a failed save, that creature is poisoned until the start of the Bloodthirsty Krampus' next turn.  
***Shame of the Mask.*** A creature within 5 feet of the Bloodthirsty Krampus can remove the mask if it uses its action to succeed on a DC 11 Dexterity (Sleight) Check. When the mask is removed, the Bloodthirsty Krampus only uses its Attack action to attack who holds the mask, but the Krampus has disadvantage on attack rolls while attack rolls against it gain advantage.  
***Vile Foe.*** DC 12, 3 Soul Points

### ACTIONS

***Club.*** *Melee Weapon Attack:* +6 to hit, reach 5 feet, 1 target. *Hit:* 17 (3d8+4) bludgeoning damage.  
***Rock.*** *Ranged Weapon Attack:* + 6 to hit, Range 20/60. *Hit:* 17 (3d8+4) bludgeoning damage.

**Challenge 3 (700 XP), Bestiary: page 124**

## KRAMPUS

*Medium fiend, lawful evil*

<b>Armor Class</b> 12	<b>Hit Points</b> 22 (3d8+9)				
<b>Speed</b> 30 feet					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
16 (+3)	13 (+1)	16 (+3)	10 (+0)	10 (+0)	9 (-1)

**Skills** Deception +1, Perception +2  
**Senses** darkvision 60 feet, passive perception 12  
**Languages** Common, Whisper of the Echoes  
***Bless of the Mask.*** When they wear their mask, the Krampus has advantage on their attack rolls and on saving throws against being charmed and frightened.  
***Favored Terrain.*** Arctic/ snowy.  
***Perchta's Gift.*** The Krampus's darkvision operates both in magical and non-magical darkness.  
***Poisonous Whispers.*** As a bonus action, the Krampus can mutter foul words that corrupt body and soul. Each creature that can hear the Krampus within 30 feet must make a DC 11 Wisdom saving throw. On a failed save, that creature is poisoned until the start of the Krampus's next turn.  
***Shame of the Mask.*** A creature within 5 feet of the Krampus can remove the mask if it uses its action to succeed on a DC 11 Dexterity (Sleight) Check. When the mask is removed, the Krampus only uses their Attack action to attack who holds the mask, but the Krampus has disadvantage on attack rolls while attack rolls against them have advantage.  
***Vile Foe.*** DC 11, 1 Soul Point

### ACTIONS

***Club.*** *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 7 (1d8+3) bludgeoning damage.  
***Branch.*** *Melee or Ranged Weapon Attack:* + 5 to hit, reach 5 feet or Range 20/60. *Hit:* 6 (1d6+3) piercing damage.

**Challenge 1/2 (100 XP), Bestiary: page 123**

## CROCUTOID

*Medium humanoid, chaotic evil*

<b>Armor Class</b> 14	<b>Hit Points</b> 45 (7d18+14)				
<b>Speed</b> 20 feet					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
14 (+2)	14 (+2)	14 (+2)	6 (-2)	10 (+0)	9 (-1)

**Skills** Perception +2  
**Senses:** darkvision 60 feet, passive perception 12  
**Languages** Common, Wild Jargon, Primordial Runic  
***Favored Terrain.*** Cultivated fields.  
***Keen Senses.*** The Crocutoid has advantage on Wisdom (Perception) checks that rely on sight or smell.

### ACTIONS

***Multiattack.*** The Crocutoid makes two attacks. One with its scimitar and one with its bite.  
***Bite.*** *Melee Weapon Attack:* +4 to hit, reach 5 feet, one target. *Hit:* 6 (1d8+2) piercing damage.  
***Scimitar.*** *Melee Weapon Attack.* + 4 to hit, reach 5 feet, one target. *Hit:* 5 (1d6+2) slashing damage

### REACTIONS

***Staff of Parry.*** When the Crocutoid is hit with a melee attack, it can use its staff to increase its AC by 3. If the attack misses, it can then make a bite attack.

**Challenge 1 (200 XP), Bestiary: page 134**

## GNEFRU

*Small fey, neutral evil*

<b>Armor Class</b> 15	<b>Hit Points</b> 18 (4d6+4)				
<b>Speed</b> 20 feet					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
8 (-1)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

**Saving Throws** Dex +4  
**Skills** Stealth +6 Perception +2  
**Condition Immunities** charmed  
**Senses** darkvision 120 feet, passive perception 12  
**Languages** Common, Wild Jargon  
***Blessing of the Dark.*** The Gnefru can normally see in darkness, both magical and non-magical, and can't be charmed.  
***Favored Terrain.*** Forest.  
***Magic Resistance.*** The Gnefru has advantage on saving throws against spells or magical effects.  
***Nimble Escape.*** The Gnefru can take the Disengage or the Hide Action as a bonus action on each of its turns.

### ACTIONS

***Multiattack.*** The Gnefru can make two scimitar or two shortbow attacks on its turn.  
***Scimitar.*** *Melee Weaponl Attack:* +4 to hit, reach 5 feet, one target. *Hit:* 5 (1d6+2) slashing damage.  
***Shortbow.*** *Ranged Weaponl Attack:* +4 to hit, rage 80/120 feet, one target. *Hit:* 5 (1d6+2) piercing damage.

**Challenge 1/2 (100 XP), Bestiary: page 95**

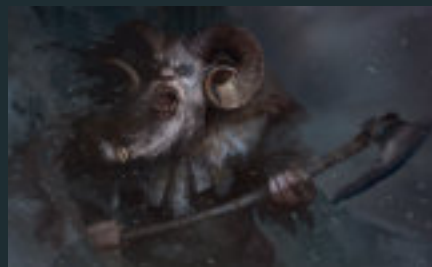


NIGHTFELL



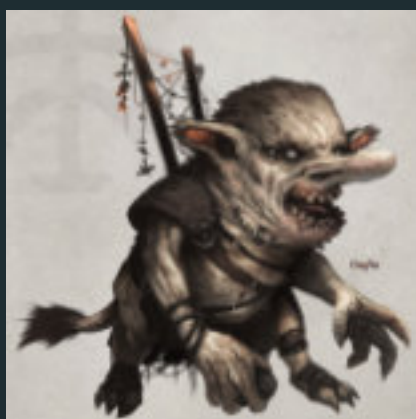
KRAMPUS

NIGHTFELL



BLOODTHIRSTY KRAMPUS

NIGHTFELL



GNERFU

NIGHTFELL



CROCUTOID

BAFARDEJO

Medium fey, chaotic neutral

Armor Class 13	Hit Points 22 (4d8+4)
Speed 20 feet	
STRDEXCONINTWISCHA	
10 (+0) 17 (+3) 12 (+1) 10 (+0) 13 (+1) 14 (+2)	

Saving Throws Dex +3  
Skills Stealth +5, Deception +4, Perception +3, Sleight of Hand +5  
Condition Immunities charmed  
Senses darkvision 120 feet, passive perception 13  
Languages understands Common but can speak only using the Mimicry feature  
Blessing of the Dark. The Bafardejo can normally see in darkness, both magical and non-magical, and can't be charmed.  
Favored Terrain. Cultivated fields.  
Innate Spellcasting. The Bafardejo's spellcasting ability is Charisma (spell save DC 12, + 4 to spell attack). The Bafardejo can innately cast the following spells, requiring only verbal components:  
At will: minor illusions, mage hand, ray of frost, vicious mockery  
3/day: disguise self  
2/day each: sleep, fog cloud  
1/day each: invisibility, misty step  
Magic Resistance. The Bafardejo has advantage on saving throws against spells or other magical effects.  
Mimicry. The Bafardejo can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations if it succeeds on a DC 14 Wisdom (Insight) check.  
Stealth of Darkness. The Bafardejo can take the Hide Action as a bonus action, and it has advantage while hiding in dim light or darkness.

ACTIONS  
Skullstaff. Melee Weapon Attack: +5 to hit, reach 5 feet, one creature. Hit: 6 (1d6+3) bludgeoning damage. On a hit the sockets of the skulls glow of a greenish light and some tiny ghosts get in the target's head. The target must make a DC 12 Wisdom saving throw, taking 7 (2d4) psychic damage on a failed save or half as much damage on a successful one.

Challenge 1/2 (100 XP), Bestiary: page 93

MAZAPEGÙL

Small fey (shapechanger), neutral evil

Armor Class 13	Hit Points 27 (6d6+6)
Speed 20 feet	
STRDEXCONINTWISCHA	
10 (+0) 15 (+2) 12 (+1) 12 (+1) 14 (+2) 15 (+2)	

Saving Throws Dex +4  
Skills Acrobatics +4, Stealth +4, Perception +4  
Senses darkvision 60 feet, passive perception 14  
Languages Common, Whisper of the Echoes  
Favored Terrain. Urbanized area.  
Innate Spellcasting. The Mazapegùl's spellcasting ability is Charisma (spell save DC 12, +4 to spell attacks). The Mazapegùl can innately cast the following spells, requiring only verbal components:  
At will: chill touch, prestidigitation, vicious mockery  
2/day each: bane, hideous laughter  
Magic Resistance. The Mazapegùl's has advantage on saving throws against magic or magical effects.  
Moonlight's Reveal. When it is in humanoid form, if it's in moonlight, it returns to its true form. At the start of each of its turns, if it is in moonlight it takes 3 (1d6) radiant damage.  
Shapechanger. The Mazapegùl can use its action to polymorph into a small or medium humanoid or back to its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies or if it is moonlight (see Moonlight's Reveal).

ACTIONS  
Claw (only in its true form). Melee Weapon Attack: +4 to hit, reach 5 feet, one target. Hit: 5 (1d6+2) slashing damage.  
Dagger (only in its humanoid form). Melee Weapon Attack: +4 to hit, reach 5 feet, one target. Hit: 4 (1d4+2) piercing damage.  
Torment. The Mazapegùl chooses a creature that it can see within 60 feet of it. Target creature must make a DC 14 Wisdom saving throw, taking 9 (2d8) psychic damage on a failed save, or half as much damage on a successful one. If a saving throw is successful, that creature is immune to the Mazapegùl's Torment for the next 24 hours

Challenge 1/2 (100 XP), Bestiary: page 122

MUNACIELLO

Small fey, neutral evil

Armor Class 14	Hit Points 27 (8d6)
Speed 0 feet, fly 20 feet (hover)	
STRDEXCONINTWISCHA	
9 (-1) 15 (+2) 10 (+0) 12 (+1) 14 (+2) 16 (+3)	

Saving Throws Dex +4  
Skills Deception +5, Perception +4  
Damage Resistances necrotic, poison; bludgeoning, piercing and slashing from weapons that aren't magical  
Senses darkvision 60 feet, passive perception 14  
Languages Common, Whisper of the Echoes  
Favored Terrain. Unholy site.  
Innate Spellcasting. The Munaciello's spellcasting ability is Charisma (spell save DC 13, +5 to spell attacks). The Munaciello can innately cast the following spells, requiring only verbal components:  
At will: chill touch, fire bolt  
2/day each: bane, inflict wounds  
1/day each: hold person, spiritual weapon  
Magic Resistance. The Munaciello's has advantage on saving throws against magic or magical effects.  
Mimicry. The Munaciello can mimic the voice of a little child. A creature that hears the voice can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

ACTIONS  
Necrotic Touch. Melee Weapon Attack: +5 to hit, reach 5 feet, one target. Hit: 8 (1d8+3) necrotic damage

Challenge 1 (200 XP), Bestiary: page 100

MAZZAMURELLO

Small fey, neutral evil

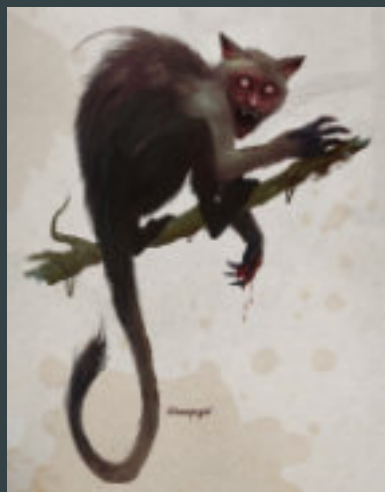
Armor Class 12	Hit Points 14 (4d6)
Speed 20 feet	
STRDEXCONINTWISCHA	
10 (+0) 14 (+2) 10 (+0) 8 (-1) 9 (-1) 12 (+1)	

Saving Throws Dex+4  
Skills Stealth +4, Sleight of Hand +4  
Senses darkvision 20 feet, passive perception 9  
Languages Common, Wild Jargon  
Favored Terrain. Cave.  
Innate Spellcasting. The Mazzamurello's spellcasting ability is Charisma (spell save DC 11, +3 to spell attacks). The Mazzamurello can innately cast the following spells, requiring only verbal components:  
At will: mage hand, prestidigitation  
1/day each: hellish rebuke, magic missile  
Magic Resistance. The Mazzamurello's has advantage on saving throws against spells or other magical effects.  
Pack Tactics. The Mazzamurello has advantage on an attack roll against a creature if at least one of the Mazzamurello's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS  
Club. Melee Weapon Attack: +2 to hit, reach 5 feet, one target. Hit: 2 (1d4) bludgeoning damage.  
Sling. Ranged Weapon Attack: +4 to hit, range 30/120 feet, one target. Hit: 4 (1d4+2) bludgeoning damage.

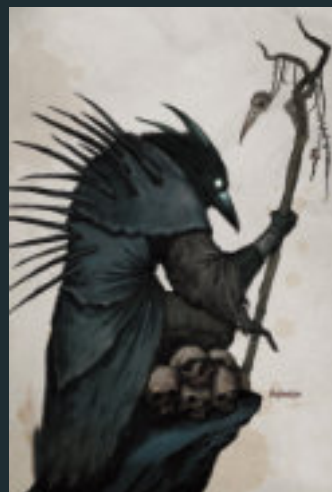
Challenge 1/4 (50 XP), Bestiary: page 99

NIGHTFELL



MAZAPEGÙL

NIGHTFELL



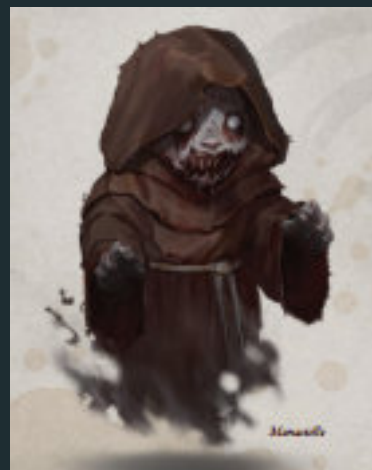
BAFARDEJO

NIGHTFELL



MAZZAMURELLO

NIGHTFELL



MUNACIELLO



## ROTTEN ARISEN

*Medium Undead, neutral evil*

<b>Armor Class</b> 12	<b>Hit Points</b> 22 (3d8+9)				
<b>Speed</b> 20 feet					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
13 (+1)	8 (-1)	16 (+3)	6 (-2)	8 (-1)	5 (-3)

**Saving Throws** Con +5

**Damage Resistances** (only during ascending moon) bludgeoning, piercing and slashing from weapons that aren't grim weapons

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 feet, passive perception 9

**Languages** The languages it knew in life but can't speak

**Favored Terrain.** Graveyards/mounds.

**Undead Fortitude.** If damage reduces the Rotten Arisen to 0 Hit Points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the Rotten Arisen drops to 1 hit point instead

**Vile Foe.** DC 12, 1 Soul Point

### ACTIONS

**Slam.** *Melee Weapon Attack:* +3 to hit, reach 5 feet, one target. *Hit:* 4 (1d6+1) bludgeoning damage. On a hit, target creature must make a DC 12 Wisdom Saving throw. On a failed save it loses 1 (1d2) Soul Points.

Challenge 1/4 (50 XP), Bestiary: page 17

## HORRID MUSTELA

*Small beast, unaligned*

<b>Armor Class</b> 13	<b>Hit Points</b> 27 (6d6+6)				
<b>Speed</b> 50 feet					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
12 (+1)	16 (+3)	13 (+1)	5 (-3)	12 (+1)	6 (-2)

**Saving Throws** Dex +5

**Skills** Stealth +5, Perception +3

**Senses** darkvision 60 feet, passive perception 13

**Languages** -

**Challenge** 1/2 (100 XP)

**Aggressive.** The Horrid Mustela can use a bonus action to move up to its movement towards a hostile creature it can see.

**Beastly Nimbleness.** The Horrid Mustela can use a bonus action to take the Disengage or Dodge action.

**Favored Terrain.** Forest

### ACTIONS

**Multiattack.** The Horrid Mustela makes two attacks: one with its bite and one with its claw.

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 feet, one target. *Hit:* 5 (1d8+1) piercing damage. On a hit, target creature is grappled until the Horrid Mustela bites another creature or dies. At the start of each of its next turns, a grappled creature, instead of being bitten again, automatically takes another 5 (1d8+1) piercing damage. At the end of each of its next turns, a grappled creature can use its action to make a DC 13 Strength (Athletics) check, freeing itself on a success.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 6 (1d6+3) slashing damage.

Challenge 1/2 (100 XP), Bestiary: page 122

## ANIMATED BRAMBLE

*Medium plant, neutral evil*

<b>Armor Class</b> 11	<b>Hit Points</b> 39 (6d8+12)				
<b>Speed</b> 20 feet					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
14 (+2)	10 (+0)	14 (+2)	6 (-3)	10 (+0)	3 (-4)

**Skills** Perception +2

**Damage Resistances** poison

**Condition Immunities** blinded, deafened, frightened

**Senses** blindsight 60 feet (blind beyond this radius), passive perception 12

**Languages** -

**False Appearance.** Until it makes an attack roll, the Animated Bramble is indistinguishable from a normal bush.

**Favored Terrain.** Forest.

**Poison Resistance.** The Animated Bramble has advantage on saving throws against poison.

### ACTIONS

**Constrict.** *Melee Weapon Attack:* +4 to hit, reach 10 feet, one target. *Hit:* 8 (2d6+2) bludgeoning damage. If the target is a creature Large or smaller, that creature is grappled (Escape DC 13). Until this grapple ends, the target is restrained. At the start of each of its next turn, a restrained target takes additional 4 (1d8) bludgeoning damage. The Animated Bramble can constrict up to 3 creatures at the same time.

**Poisonous Spores (Recharge 6).** The Animated Bramble emits poisonous spores in a 20-foot-diameter sphere centered on it. Each creature in that area must make a DC 13 Constitution saving throw, taking 9 poison damage and being poisoned for 1 minute on a failed save, or half as much damage and no other ill effects on a successful one. At the end of each of its next turns, an affected creature can make another Constitution saving throw, ending the effect on itself on a success.

Challenge 1/2 (100 XP), Bestiary: page 142

## SBILF

*Tiny fey, true neutral*

<b>Armor Class</b> 13	<b>Hit Points</b> 20 (8d4)				
<b>Speed</b> 20 feet					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
6 (-2)	16 (+3)	10 (+0)	16 (+3)	12 (+1)	14 (+2)

**Saving Throws** Cha +6

**Skills** Perception +3, Sleight of Hand +5, Stealth +5

**Senses** darkvision 60 feet, passive perception 13

**Languages** Common, Wild Jargon

**Favored Terrain.** Forest.

**Innate Spellcasting.** The Sblif's innate spellcasting ability is Charisma (save DC 12, +4 to spell attacks). It can innately cast the following spells, requiring no material components:

*At will:* chill touch, mage hand, minor illusions, pass without trace, prestidigitation, produce flame, vicious mockery

*2/day:* invisibility

*1/day:* vampiric touch

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

**Nimble Escape.** The Sblif can take the Disengage or Hide Action as a bonus action on each of its turns.

### ACTIONS

**Necrotic Dagger.** *Melee Weapon Attack:* +5 to hit, reach 5 feet, 1 target. *Hit:* 5 (1d4+3) slashing damage. If the target is a creature, it must make a DC 12 Constitution saving throw, taking additional 7 (2d6) necrotic damage on a failed save, or half as much damage on a successful one.

Challenge 1/4 (50 XP), Bestiary: page 101

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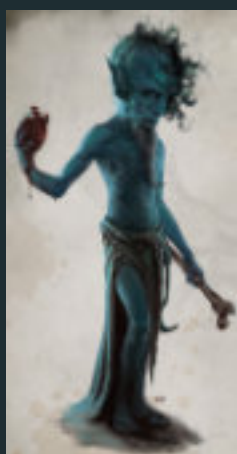
HORRID MUSTELA

NIGHTFELL



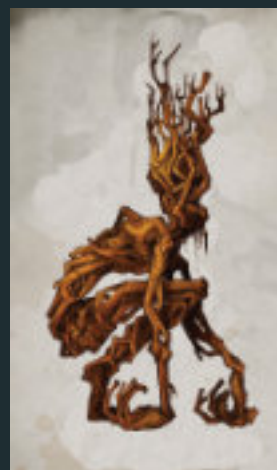
ROTTEN ARISEN

NIGHTFELL



SBILF

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ANIMATED BRAMBLE