

LEMURE

Medium Undead, neutral evil

Armor Class 13 **Hit Points** 60 (8d8+24)
Speed 25 feet
STR **DEX** **CON** **INT** **WIS** **CHA**
16 (+3) 10 (+0) 16 (+3) 9 (-1) 10 (+0) 13 (+1)

Saving Throws Con +5
Skills Athletics +5, Perception +2
Damage Resistances bludgeoning, piercing and slashing from weapons that aren't grim weapons
Damage Immunities (only during new moon) necrotic, poison; bludgeoning, piercing and slashing from weapons that aren't grim weapons
Condition Immunities poisoned
Senses darkvision 60 feet, passive perception 12
Languages The languages it knew in life but can't speak
Bless of the Dark Moon. During the new moon, the Lemure is immune to bludgeoning, piercing, and slashing damage from weapons that aren't grim weapons.
Death by Fire. When the Lemure reaches 0 hit points, it becomes unconscious and regenerates 6 hit points at the start of each of its next turn. When it reaches 12 hit points, it's no longer unconscious and can take actions. The Lemure can die only if fire damage takes it to 0 hit points or if it's burned while unconscious.
Favored Terrain. Graveyard.
Moonlight Sensitivity. During full, waxing or waning moon, the Lemure has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.
Vile Foe. DC 11, 2 Soul Points

ACTIONS
Multiattack. The Lemure makes two Life Drain attacks.
Life Drain. *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 7 (1d8+3) necrotic damage. On a hit, target creature must make a DC 14 Wisdom Saving throw. On a failed save, it loses 2 (1d4) Soul Points.

Challenge 2 (450 XP), Bestiary: page 17

GARNAR BEAR WARRIOR

Medium humanoid (Garnar), Neutral

Armor Class 13 **Hit Points** 52 (7d8+21)
Speed 30 feet
STR **DEX** **CON** **INT** **WIS** **CHA**
16 (+3) 12 (+1) 16 (+3) 9 (-1) 12 (+1) 8 (-1)

Speed 30 feet
Skills Athletics +5, Perception +3, Survival +3
Senses passive perception 13
Languages common, primordial runic
Rash. At the beginning of their turn, a Garnar Bear Warrior can have Advantage on any attack roll made with melee weapons in that turn, but any attack roll made against them has Advantage until the beginning of their next turn.
Sturdy arms. By virtue of their superior strength, Garnar Bear Warriors can wield greatswords, mauls or greataxes with one hand; held with one hand, these weapons deal 1d10 damage.

ACTIONS
Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 8 (1d10+3) slashing damage.

REACTIONS
Parry. A Garnar Bear Warrior add 2 to their AC against any melee attack dealt by attackers they can see.
Alpha Beast: When the Garnar Bear Warrior takes melee damage lower than 5, they can use their Reaction to make a melee attack against the attacker.

Challenge 2 (450 XP), Adventure Book: page

FERAL OM SPELLCASTER

Medium monstrosity, chaotic evil

Armor Class 14 **Hit Points** 90 (12d8+36)
Speed 40 feet, climb 20 feet
STR **DEX** **CON** **INT** **WIS** **CHA**
19 (+4) 14 (+2) 16 (+3) 9 (-1) 13 (+1) 16 (+3)

Saving Throws Con +6
Skills Athletics +7, Stealth +5, Perception +4, Survival +4
Damage Resistances cold
Condition Immunities (works only during full moon) exhausted
Senses darkvision 60 feet, passive perception 13
Languages Wild Jargon
Favored Terrain. The Feral Om's favored terrain is rocky.
Immunity to Diseases. The Feral Om is immune to any non-magical disease.
Regeneration. The Feral Om regains 10 hit points at the start of its turn. If it takes fire damage, this trait doesn't function at the start of the its next turn. The Feral Om dies only if it starts its turn with 0 hit points and doesn't regenerate.
Relentless Tracker. The Feral Om has advantage on Wisdom (Survival) checks to track prey
Innate Spellcasting. The Feral Om's spellcasting ability is Charisma (spell save DC 14, +6 to spell attacks). It can innately cast the following spells, requiring no material components:
At will: ray of frost
2/day each: faerie fire, hunter's mark, thunderwave
1/day: cone of cold

ACTIONS
Multiattack. The Feral Om makes three bone club attacks.
Bone Club. *Melee Weapon Attack:* +7 to hit, reach 5 feet, one target. *Hit:* 11 (2d6+4) bludgeoning damage.

Challenge 6 (2,300 xp), Bestiary: page 118

FERAL OM

Medium monstrosity, chaotic evil

Armor Class 14 **Hit Points** 90 (12d8+36)
Speed 40 feet, climb 20 feet
STR **DEX** **CON** **INT** **WIS** **CHA**
19 (+4) 14 (+2) 16 (+3) 9 (-1) 13 (+1) 12 (+1)

Saving Throws Con +6
Skills Athletics +7, Stealth +5, Perception +4, Survival +4
Damage Resistances cold
Condition Immunities (works only during full moon) exhausted
Senses darkvision 60 feet, passive perception 13
Languages Wild Jargon
Favored Terrain. The Feral Om's favored terrain is rocky.
Immunity to Diseases. The Feral Om is immune to any non-magical disease.
Regeneration. The Feral Om regains 10 hit points at the start of its turn. If it takes fire damage, this trait doesn't function at the start of the its next turn. The Feral Om dies only if it starts its turn with 0 hit points and doesn't regenerate.
Relentless Tracker. The Feral Om has advantage on Wisdom (Survival) checks to track prey

ACTIONS
Multiattack. The Feral Om makes three bone club attacks.
Bone Club. *Melee Weapon Attack:* +7 to hit, reach 5 feet, one target. *Hit:* 11 (2d6+4) bludgeoning damage.

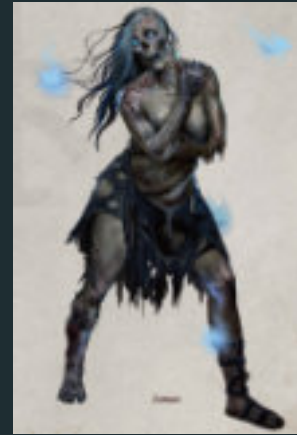
Challenge 5 (1,800 XP), Bestiary: page 118

NIGHTFELL



GARNAR BEAR WARRIOR

NIGHTFELL



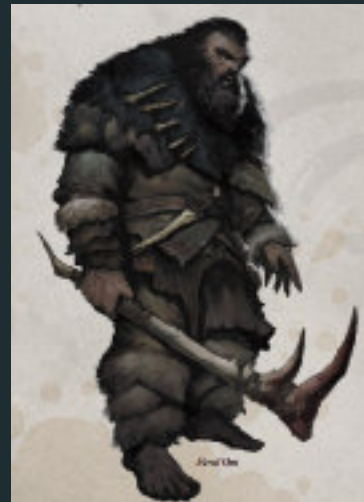
LEMURE

NIGHTFELL



FERAL OM

NIGHTFELL



FERAL OM SPELLCASTER

CURSED FANATIC

Medium Undead, neutral evil

Armor Class 14 **Hit Points** 37 (5d8+15)
Speed 20 feet
STR **DEX** **CON** **INT** **WIS** **CHA**
 15 (+2) 13 (+1) 16 (+3) 10 (+0) 10 (+0) 14 (+2)

Skills Intimidation +4, Religion +2
Damage Resistances necrotic; bludgeoning, piercing and slashing from weapons that aren't magical
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 feet, passive perception 10
Languages Common, First Tongue, Whisper of the Echoes
Dark Resistance. The Cursed Fanatic has advantage on saving throws against being charmed or frightened.
Fanatical Attack. The Cursed Fanatic gains strength from the dark powers it serves. On each of their turns, they can have advantage on one of their attacks. If they hit, target creature suffers additional 7 (2d6) damage.
Vile Foe. DC 11, 2 Soul Points

ACTIONS

Multiattack. The Cursed Fanatic makes three attacks. Two with their longsword and one with their bite.
Bite. *Melee Weapon Attack:* +4 to hit, reach 5 feet, one target. *Hit:* 7 (2d4+2) piercing damage.
Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 feet, one target. *Hit:* 6 (1d8+2) slashing damage

Challenge 2 (450 XP), Bestiary: page 52

SHADOW OF THE ECHOES

Medium undead, chaotic evil

Armor Class 13 **Hit Points** 60 (11d8+11)
Speed 0 feet, fly 60 feet (hover)
STR **DEX** **CON** **INT** **WIS** **CHA**
 6 (-2) 17 (+3) 12 (+1) 14 (+2) 14 (+2) 16 (+3)

Skills Stealth +8 (+10 in darkness), Intimidation +8
Damage Vulnerabilities radiant
Damage Resistances acid, cold, lightning, fire, thunder; bludgeoning, piercing, and slashing if dealt by non-Grim weapons
Damage Immunities necrotic, poison
Condition Immunities charmed, grappled, poisoned, exhausted, paralyzed, petrified, prone, restrained
Senses passive perception 12, Darkvision 60 feet
Languages whispers of the echoes
Shadow constitution. A Shadow of the Echoes can move through a narrow (minimum 1 inch) by simply reshaping. In addition, as long as it is in dim light or darkness condition, the Shadow of the Echoes can Hide as bonus action.
Moonlight weakness. A Shadow of the Echoes cannot withstand the Moon's radiance. As long as they are exposed directly to moonlight, a Shadow of the Echoes has Disadvantage on Attack rolls, Ability checks and saving throws.
Vile Foe. DC 12, 5 Soul Points

ACTIONS

Shadow claw. *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. *Hit:* 21 (4d8+3) necrotic damage.
Lesser infestation (recharge 6). Any humanoid a Shadow of the Echoes can see within 5 feet must make a successful dc 15 Charisma saving throw or let their body become a host for the Shadow. The Shadow disappears in their body, but cannot control it. Yet, it cannot be targeted by any attack, spell or other features except those that can turn the undead. This lesser form of possession lasts until the end of the Shadow's following turn: meanwhile, the host loses 12 (1d8+8) Soul Points. If the host's Soul Points reach 0, the Shadow leaves the host's body, that is now Possessed.

Challenge 5 (1800 XP), Adventure Book: page 162

LAURO

Small fey, neutral evil

Armor Class 13 **Hit Points** 21 (6d6)
Speed 20 feet
STR **DEX** **CON** **INT** **WIS** **CHA**
 10 (+0) 14 (+2) 10 (+0) 10 (+0) 12 (+1) 15 (+2)

Saving Throws Des +4
Skills Acrobatics +4, Stealth +4, Sleight of Hand +4
Senses darkvision 60 feet, passive perception 12
Languages Common, Whisper of the Echoes
Favored Terrain. Cultivated fields/plains.
Favor of the Dark. The Lauro has advantage on Dexterity (Stealth) checks while in darkness or dim light.
Innate Spellcasting. The Lauro's spellcasting ability is Charisma (spell save DC 12, +4 to spell attacks). The Lauro can innately cast the following spells, requiring only verbal components:
At will: chill touch, mage hand, prestidigitation
2/day each: darkness, sleep
1/day each: dream
Magic Resistance. The Lauro has advantage on saving throws against magic or magical effects.
Pack Tactics. The Lauro has advantage on an attack roll against a creature if at least one of the Lauro allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

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

Challenge 1/2 (100 XP), Bestiary: page 96

SQUASC

Small fey, chaotic evil

Armor Class 14 **Hit Points** 33 (6d6+12)
Speed 20 feet
STR **DEX** **CON** **INT** **WIS** **CHA**
 14 (+2) 15 (+2) 14 (+2) 8 (-1) 10 (+0) 9 (-1)

Skills Stealth +4, Perception +2, Survival +2
Senses darkvision 60 feet, passive perception 12
Languages Common, Wild Jargon
Aggressive. As a bonus action, the Squasc can move up to its speed toward a hostile creature that it can see.
Favored Terrain. Rocky.
Fury of the Small. When it hits a creature larger than its size with a weapon attack, the Squasc deals 3 (1d6) additional damage.
Magic Resistance. The Squasc has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The Squasc makes two greatclub attacks.
Greatclub. *Melee Weapon Attack:* +4 to hit, reach 5 feet, one target. *Hit:* 6 (1d8+2) bludgeoning damage.

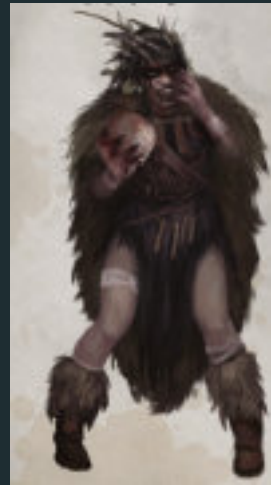
Challenge 1 (200 XP), Bestiary: page 103

NIGHTFELL



SHADOW OF THE ECHOES

NIGHTFELL



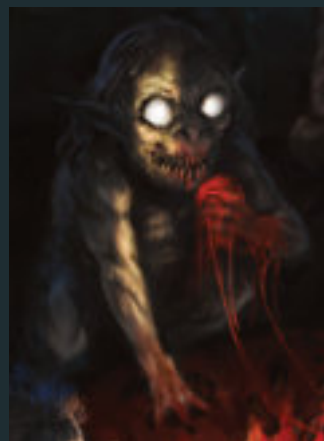
CURSED FANATIC

NIGHTFELL



SQUASC

NIGHTFELL



LAURO

ORCOLAT

Gargantuan elemental, chaotic neutral

Armor Class 18 **Hit Points** 333 (18d20+144)
Speed 40 feet, burrow 40 feet
STR **DEX** **CON** **INT** **WIS** **CHA**
 25 (+7) 10 (+0) 27 (+8) 8 (-1) 13 (+1) 16 (+3)

Saving Throws Str +13, Con +14, Wis +7

Skills Athletics +13

Damage Resistances (works only during descending moon); bludgeoning, piercing and slashing from weapons that aren't magical

Damage Immunities (doesn't work during descending moon); bludgeoning, piercing and slashing from weapons that aren't magical

Senses blindsight 120 feet, tremorsense 120 feet, passive perception 11

Languages -

Favored Terrain. Cave.

Magic Resistance. The Orcolat has advantage on saving throw against spells and other magical effects.

Magic Weapons. The Orcolat's attacks are magical.

Siege Monster. The Orcolat deals double damage to objects and structures.

ACTIONS

Multiattack. The Orcolat makes two slam attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 15 feet, one target.

Hit: 29 (4d10+7) bludgeoning damage.

Rockfall (*Recharge 5-6, 6 during descending moon*). Boulders and rocks fall off and roll from the Orcolat. The rock fall originates from the Orcolat and is centered on it and is 30 feet wide and 90 feet long. Each creature in that area must make a DC 20 Strength saving throw, taking 33 (6d10) bludgeoning damage and be knocked prone on a failed save, or half as much damage and no other ill effects on a successful save.

Challenge 17 (18,000 XP), Bestiary: page 137

SYLVAN BEHEMOTH

Huge plant, chaotic evil

Armor Class 16 **Hit Points** 161 (14d12+70)
Speed 20 feet
STR **DEX** **CON** **INT** **WIS** **CHA**
 24 (+7) 8 (-1) 20 (+5) 14 (+2) 18 (+4) 14 (+2)

Saving Throws Con +9

Skills Athletics +11, Nature +6, Perception +8

Damage Vulnerabilities (doesn't work during ascending moon) fire

Damage Resistances (doesn't work during descending moon) bludgeoning, piercing, and slashing from weapons that aren't magical

Senses darkvision 120 feet, passive perception 18

Languages Common, Wild Jargon

False Appearance. While the Sylvan Behemoth remains motionless, it is indistinguishable from a normal tree.

Favored Terrain. Wood.

Imitate Spellcasting. The Sylvan Behemoth's spellcasting ability is Charisma (spell save DC 14, +6 to spell attacks). It can innately cast the following spells, requiring no material components:

2/day each: faerie fire, speak with animals, plant growth

1/day each (doesn't work during descending moon): awaken, blight, dominate beast

Magic Weapons. The Sylvan Behemoth's melee weapon attacks are magical.

Siege Monster. The Sylvan Behemoth deals double damage to objects and structures

ACTIONS

Multiattack. The Sylvan Behemoth makes two slam attacks.

Slam. *Melee Weapon Attack:* +11 to hit, reach 15 feet, one target.

Hit: 17 (3d6+7) bludgeoning damage. On a hit, if it is a creature, the target must make a DC 16 Strength saving throw. On a failed save, the target is knocked prone.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/180 feet, one target. *Hit:* 29 (4d10+7) bludgeoning damage.

Challenge 9 (5,000 XP), Bestiary: 143

CROCUTA

Large monstrosity, unaligned

Armor Class 13 **Hit Points** 51 (6d10+18)
Speed 50 feet
STR **DEX** **CON** **INT** **WIS** **CHA**
 19 (+4) 16 (+3) 16 (+3) 5 (-3) 12 (+1) 9 (-1)

Saving Throws Des +5

Skills Perception +3

Damage Resistances (only during descending moon) bludgeoning, piercing, and slashing from weapons that aren't magical

Senses darkvision 60 feet, passive perception 13

Languages -

Favored Terrain. Cultivated fields/plains.

Keen Senses. The Crocuta has advantage on Wisdom (Perception) checks that rely on sight or smell.

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

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. *Hit:* 13 (2d8+4) piercing damage.

Challenge 2 (450 XP), Bestiary: page 133

CENTICORE

Large monstrosity, unaligned

Armor Class 14 **Hit Points** 85 (10d10+30)
Speed 40 feet
STR **DEX** **CON** **INT** **WIS** **CHA**
 16 (+3) 18 (+4) 17 (+3) 7 (-2) 12 (+1) 9 (-1)

Saving Throws Des +6 Con +5

Damage Resistances (only during descending moon) bludgeoning, piercing, and slashing from weapons that aren't magical

Senses darkvision 60 feet, passive perception 11

Languages -

Charge. If the Centicore moves at least 20 feet straight toward a target and then hits it with a horn attack in the same turn, the target takes an extra 10 (3d6) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Favored Terrain. Desert.

Keen Senses. The Centicore has advantage on Wisdom (Perception) checks that rely on sight or smell.

Trample. If a creature that is prone is within 5 feet of the Centicore, then the Centicore can use a bonus action to make a hoof attack.

ACTIONS

Multiattack. The Centicore makes two attacks: one with its gore and one with its tail.

Horn. *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 13 (3d6+3) piercing damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. *Hit:* 8 (1d8+4) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 12 (2d8+3) bludgeoning damage.

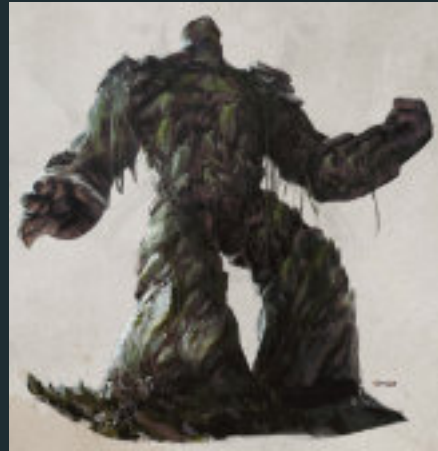
Challenge 3 (700 XP), Bestiary: page 132

NIGHTFELL



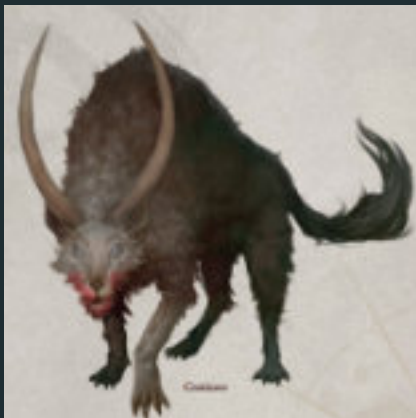
SYLVAN BEHEMOTH

NIGHTFELL



ORCOLAT

NIGHTFELL



CENTICORE

NIGHTFELL



CROCUTA

PROGENY OF ACIRENZIA

Small Undead, neutral evil

Armor Class 15 Hit Points 105 (14d8+42)
Speed 40 feet, climb 20 feet
STR DEX CON INT WIS CHA
16 (+3) 16 (+3) 16 (+3) 13 (+1) 10 (+0) 16 (+3)

Speed 40 feet, climb 20 feet
Saving Throws Dex +6, Con +6
Skills Athletics +6, Stealth +6, Perception +3
Damages Resistances bludgeoning, piercing and slashing from weapons that aren't grim weapons
Senses darkvision 60 feet, passive perception 13
Languages The languages it knew in life
Moon Tormented Progeny (doesn't work during new moon). The Progeny of Acirenzia has disadvantage on attack rolls and sightbased Wisdom (Perception) checks when themselves or their target are directly hit by moonlight.
Threat from above. The Progeny of Acirenzia can climb at half their speed and is able to climb completely smooth surfaces and even upside down.
Superhuman Prowess. As a bonus action, the Progeny of Acirenzia can have advantage on the next Strength check made in that turn.
Vile Foe. DC 14, 5 Soul Points
Vampire Weaknesses. The Progeny of Acirenzia has several vampiric weaknesses; Forbiddance, Harmed by Running Water, Stake to the Heart and Moonlight Hypersensitivity.

ACTIONS
Multiattack. The Progeny of Acirenzia makes two claw attacks. Alternatively, the Progeny of Acirenzia can try to grapple a target and then makes a bite attack.
Bite: Melee Weapon Attack: +6 to hit, reach 5 ft., one willing creature, or a creature that is Grappled by the Progeny, Incapacitated, or Restrained. Hit: 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the Vampire regains Hit Points equal to that amount. The reduction lasts until the target finishes a Long Rest. The target dies if this Effect reduces its hit point maximum to 0.
Claws: Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 8 (2d4 + 3) slashing damage. Instead of dealing damage, the Progeny can grapple the target (escape DC 13).

Challenge 5 (1.800 XP), Bestiary: page 35

LUNAR PREDATOR

Huge monstrosity, neutral evil

Armor Class 18 Hit Points 189 (18d12+72)
Speed 50 feet
STR DEX CON INT WIS CHA
19 (+4) 16 (+3) 18 (+4) 13 (+1) 13 (+1) 14 (+2)

Saving Throws Str +9, Con +9
Skills Athletics +9, Perception +5
Damage Vulnerability bludgeoning, piercing, and slashing from weapons that aren't magical (only during new moon)
Damage Resistances bludgeoning, piercing, and slashing from weapons that aren't magical
Damage Immunities poison
Condition Immunities poisoned; frightened (only during full moon)
Senses darkvision 60 feet, passive perception 15
Languages understands Common, Abyssal, and Infernal
Fearless (only during full moon). The Lunar Predator receives strength and confidence from the moon. It cannot be frightened during the full moon.
Ghostly Swiftness (only during full moon). The Lunar Predator's body becomes translucent during the full moon, and it moves unnaturally. Its movement speed is doubled, and it can take the Dodge Action as a bonus action.
Keen Smell. The Lunar Predator has advantage on Wisdom (Perception) checks that rely on smell.
Innate Spellcasting (only during full moon). The Lunar Predator receives magical powers from the moon. Its spellcasting ability is Charisma (spell save DC 15, +7 to spell attack). It can innately cast the following spells, requiring only verbal components:
3/day: eagle hunter's mark, misty step
1/day: hypnotic pattern
Legendary Resistance (3/day). If the Lunar Predator fails a saving throw, it can choose to succeed instead.
Pounce. If the Lunar Predator moves at least 20 feet straight toward a creature and then hits with a claw attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the Lunar Predator can make one bite attack against it as a bonus action.

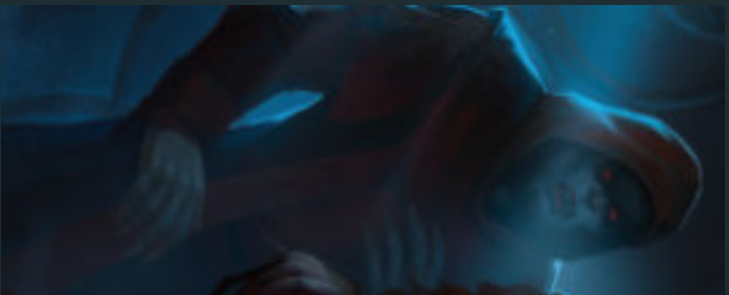
Rotting Corpses. The Lunar Predator always wears the dreadful remnants of its previous victims tied to its horns. The first time a creature that isn't an Undead sees the rotting corpses, it must make a DC 17 Wisdom saving throw. On a failed save, that creature takes 9 (2d8) psychic damage and is frightened for 1 minute. At the end of each of its next turns, that creature can make another saving throw, ending the effect on itself on a success.
Running Leap. With a 10-foot running start, the Lunar Predator can long jump up to 30 feet.

ACTIONS
Multiattack. The Lunar Predator makes 2 claw attacks and 1 bite attack.
Bite. Melee Weapon Attack: +9 to hit, reach 5 feet, one target. Hit: 20 (3d10+4) slashing damage.
Claw. Melee Weapon Attack: +9 to hit, reach 10 feet, one target. Hit: 17 (3d8+4) slashing damage

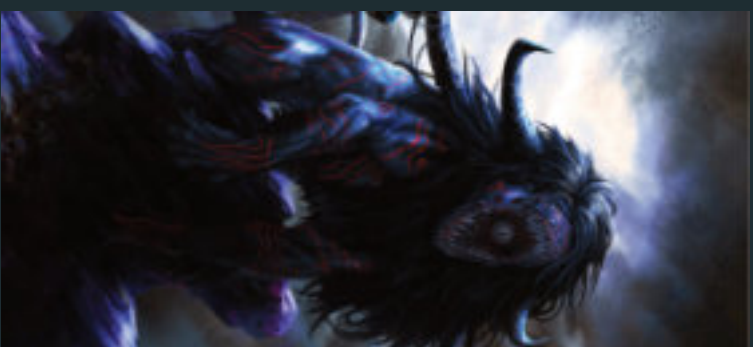
REACTIONS
Dreadful Response (doesn't work during new moon). When hit by a melee attack, the Lunar Predator can use its reaction to force the target opponent to roll a DC 17 Wisdom saving throw. On a failed save, the target experiences the pain of the Lunar Predator's previous victims and is frightened for 1 minute. If the target rolls a successful saving throw, it's immune from that effect for the next 24 hours.

LEGENDARY ACTIONS
The Lunar Predator can take 3 Legendary Actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary actions are regained at the start of each of its turns.
Claw. The Lunar Predator makes a claw attack.
Cast a Spell (only during full moon). The Lunar Predator casts one of its spells.
Lunar Beam (Costs 2 Actions, only during full moon). The Lunar Predator receives magical energies from the moon and releases them from its central orb. Each creature in a 60-foot cone must make a DC 17 Dexterity saving throw. On a failed save, a creature takes 33 (6d10) radiant damage and is blinded until the end of its next turn or takes half as much damage and no other ill effects on a successful one.
Lunar Evascesence. The Lunar Predator becomes incorporeal and ghostly-like until the start of its next turn. While in this form attacks against the Lunar Predator are made with disadvantage.

Challenge 13 (10.000 XP), Bestiary: page 128



PROGENY OF ACIRENZIA



LUNAR PREDATOR

GHOST WITCH

Medium undead, chaotic evil

Armor Class 13 (16 w Mage Armor)
Hit Points 99 (18d8 + 18)
Speed 0 feet, fly 60 feet (hover)
STR **DEX** **CON** **INT** **WIS** **CHA**
6 (-2) 17 (+3) 12 (+1) 20 (+5) 17 (+3) 22 (+6)

Saving Throws Dex +8, Int +10, Wis +8, Cha +11

Skills Arcana +10, History +10, Perception +8

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non-magical attacks; damage from spells

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 feet, passive Perception 18

Languages Common, Draconic

Vile Foe. DC 16, 13 Soul Points

Dreadful Visage. Each non-undead creature within 120 feet of the ghost witch that can see it must succeed on a DC 19 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target is also stunned for as long as it remains frightened. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the ghost witch's Dreadful Visage for the next 24 hours.

Ethereal Sight. The ghost witch can see into the Ethereal Plane when she is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost witch can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

Magic Resistance. The ghost witch has advantage on saving throws against spells and other magical effects.

Spellcasting. The ghost witch is an 18th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). She has the following wizard spells prepared.

Cantrips (at will): fire bolt, mage hand, message, ray of frost, shocking grasp

1st level (4 slots): fog cloud, mage armor*, shield, witch bolt

2nd level (3 slots): blindness/deafness, blur, ray of enfeeblement, scorching ray

3rd level (3 slots): bestow curse, fear, fireball, lightning bolt

4th level (3 slots): greater invisibility, ice storm, phantasmal killer, wall of fire

5th level (3 slots): cloudkill, cone of cold, hold monster

6th level (1 slot): chain lightning, disintegrate

7th level (1 slot): finger of death, teleport

8th level (1 slot): incendiary cloud

9th level (1 slot): power word kill

*The ghost witch casts these spells on herself before combat.

ACTIONS

Draining Touch. Melee Weapon Attack: +8 to hit, reach 5 feet, one creature. Hit: 34 (8d6 + 6) necrotic damage.

Etherealness. The ghost witch enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on either plane.

Sanity Blast (Recharge 6). Each non-undead creature within 60 feet of the ghost witch must make a DC 19 Charisma saving throw. A creature takes 55 (5d10) psychic damage and becomes frightened for 1 minute on a failed save, or just takes half this damage on a successful one.

Challenge 13 (10,000 XP), Adventures Book: page 155

ACIRENZIA'S ACOLYTE

Medium Undead, lawful evil

Armor Class 17, 19 (new moon) **Hit Points** 190 (20d8+100) **Speed** 40 feet, climb 20 feet
STR **DEX** **CON** **INT** **WIS** **CHA**
18 (+4) 18 (+4) 18 (+4) 20 (+5) 16 (+3) 19 (+4)

Saving Throws Dex +9, Con +9, Int +10, Wis +8
Skills Arcana +10, Athletics +9, History +10, Religion +10, Perception +8,

Stealth +9

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

Senses darkvision 120 feet, passive perception 18

Languages the languages they knew in life

Legendary Resistance (3/day). If the Acirenzia's Acolyte fails a saving throw, she can choose to succeed instead.

Moon Tormented Progeny (works only during full moon). The Acirenzia's Acolyte has disadvantage on attack rolls and sight-based Wisdom (Perception) checks when herself or her target are directly hit by moonlight.

Shapechanger. If the Acirenzia's Acolyte isn't in sun light or running water, she can use her action to Polymorph into a Tiny bat or a Medium cloud of mist, or back into her true form. While in bat form, the Acirenzia's Acolyte can't speak, her walking speed is 5 feet, and she has a flying speed of 30 feet. Her Statistics, other than her size and speed, are unchanged. Anything she is wearing transforms with it, but nothing she is carrying does. She reverts to her true form if she dies. While in mist form, the Acirenzia's Acolyte can't take any Actions, speak, or manipulate Objects. She is weightless, has a flying speed of 20 feet, can hover, and can enter a Hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and she can't pass through water. She has advantage on Strength, Dexterity, and Constitution Saving Throws, and she is immune to all nonmagical damage, except the damage she takes from sunlight.

Spellcasting. The Acirenzia's Acolyte is a 10th level spellcaster. Her spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). She has the following spells prepared.

Cantrips: chill touch, fire bolt, mage hand, poison spray, ray of frost

1st level (4 slots): charm person, fog cloud, magic missile, shield

2nd level (3 slots): invisibility, misty step, suggestion

3rd level (3 slots): counterspell, fireball, hypnotic pattern

4th level (3 slots): blight, greater invisibility, resilient sphere

5th level (2 slots): dominate person, cone of cold

Threat from above. The Acirenzia's Acolyte can climb at half her speed, being able to climb completely smooth surfaces and even upside down.

Superhuman Prowess. As a bonus action, the Acirenzia's Acolyte can have advantage on the next Strength check made in that turn.

Vile Foe. DC 17, 15 Soul Points

Vampire Weaknesses. The Acirenzia's Acolyte has the following flaws: **Forbiddance**, **Harmed by Running Water**, **Stake to the Heart**, **Moonlight Hypersensitivity**.

ACTIONS

Multiattack (Vampire Form Only): The Acirenzia's Acolyte makes two attacks, only one of which can be a bite Attack.

Unarmed Strike (Vampire Form Only): *Melee Weapon Attack:* +9 to hit, reach 5 feet, one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the Acirenzia's Acolyte can grapple the target (escape DC 17).

Bite (Bat or Vampire Form Only): *Melee Weapon Attack:* +9 to hit, reach 5 feet, one willing creature, or a creature that is Grappled by the vampire, Incapacitated, or Restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage and target loses 5 (2d4) Soul Points. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the Acirenzia's Acolyte regains Hit Points equal to that amount. The reduction lasts until the target finishes a Long Rest. The target dies if this effect reduces its hit point maximum to 0. A Humanoid slain in this way and then buried in the ground rises the following night as a Vampiric Offspring under the Acirenzia's Acolyte's control.

Charm. The Acirenzia's Acolyte targets one Humanoid she can see within 30 feet of it. If the target can see the Acirenzia's Acolyte, the target must succeed on a DC 16 Wisdom saving throw against this magic or be Charmed by the Acirenzia's Acolyte. The Charmed target regards the Acirenzia's Acolyte as a trusted friend to be heeded and protected. Although the target isn't under the Acirenzia's Acolyte's control, it takes the Acirenzia's Acolyte's requests or Actions in the most favorable way it can, and it is a willing target for the vampire's bite Attack.

Each time the Acirenzia's Acolyte or the Acirenzia's Acolyte's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the Acirenzia's Acolyte is destroyed, is on a different plane of existence than the target, or takes a Bonus Action to end the Effect

Night creatures Supremacy (1/day, works only during new moon): The Acirenzia's Acolyte summons a Swarm of Bats or 1d4 wolves.

They arrive in 1d4 rounds and remain at her service and obey her verbal orders for 1 hour, or until they die or are dismissed.

REACTIONS

Body of Mists (recharges after a long rest). When it's hit by a weapon attack made with a weapon that isn't grim, the Acirenzia's Acolyte can cast the *gaseous form spell*.

LEGENDARY ACTIONS

The Acirenzia's Acolyte can take 3 Legendary Actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary Actions are regained at the start of her turn.

Move. The Acirenzia's Acolyte moves up to her speed without provoking Opportunity Attacks.

Unarmed Strike: The Acirenzia's Acolyte makes one Unarmed Strike.

Bite (Costs 2 Actions): The Acirenzia's Acolyte makes one bite Attack.

Cast a spell. The Acirenzia's Acolyte cast a spell of 3rd level or lower.

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GHOST WITCH



ACIRENZIA'S ACOLYTE