

Nalfeshnee, L

13

NAME

CR

18

184

11

20/30f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

5

0

6

4

1

2

BONUS

BONUS

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BONUS

SKILLS / TRAITS

Truesight 120', resist: cold, fire, lightning, bps nonmagic, immune: poison

Magic Resistance: Adv on saves vs magic

5

PROF

ACTIONS

Multiattack: Horror Nimbus, 1 bite, 2 claws
Bite: +10, 5d10+5p
Claw: 10', +10, 3d6+5s
Horror Nimbus (5-6): 15', DC 15 Wis save or frightened 1min/untill save, save immune
Teleport: Teleport 120'

Night Hag, M

5

NAME

CR

17

112

16

30

AC

HP

PASSIVE PERCEPTION

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WIS

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BONUS

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BONUS

SKILLS / TRAITS

Darkvision 120', Deception +7, Insight +6, Perception +6, Stealth +6, resist: cold, fire, bps nonmagic/nonsilver, immune: charm
Innate Spellcasting: DC 14, +6, at will: *detect magic*, *magic missile*, 2/day each: *plane shift* (self only), *ray of enfeeblement*, *sleep*
Magic Resistance: Adv on saves vs magic

3

PROF

ACTIONS

Claws (Hag Form): +7, 2d8+4s
Change Shape: Polymorph into female humanoid
Etherealness: Enter/exit Ethereal Plane
Nightmare Haunting (1/day): On Ethereal, touch sleeping humanoid 1 hour, no benefits from rest & HP max reduced 1d10 (die if 0), *greater restoration* removes

Nightmare, L

3

NAME

CR

13

68

11

60/90f

AC

HP

PASSIVE PERCEPTION

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BONUS

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BONUS

SKILLS / TRAITS

Immune: fire
Confer Fire Resistance: Grant fire resistance to rider
Illumination: 10' bright light, 10' dim

2

PROF

ACTIONS

Hooves: +6, 2d8+4b & 2d6 fire
Ethereal Stride: Nightmare & up to 3 willing targets in 5' enter/exit Ethereal Plane

Noble, M

1/8

NAME

CR

15

9

12

30

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SKILLS / TRAITS

Deception +5, Insight +4, Persuasion +5

2

PROF

ACTIONS

Rapier: +3, 1d8+1p
Parry (react): +2 AC vs melee attack

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SKILLS / TRAITS

ACTIONS