

Nalfeshnee, L 13
NAME CR

AC: 18 HP: 184 PASSIVE PERCEPTION: 11 SPEED: 20/30f

STR: 5 DEX: 0 CON: 6 INT: 4 WIS: 1 CHA: 2
BONUS BONUS BONUS BONUS BONUS 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

AC: 17 HP: 112 PASSIVE PERCEPTION: 16 SPEED: 30

STR: 4 DEX: 2 CON: 3 INT: 3 WIS: 2 CHA: 3
BONUS BONUS BONUS BONUS BONUS 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

AC: 13 HP: 68 PASSIVE PERCEPTION: 11 SPEED: 60/90f

STR: 4 DEX: 2 CON: 3 INT: 0 WIS: 1 CHA: 2
BONUS BONUS BONUS BONUS BONUS 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

AC: 15 HP: 9 PASSIVE PERCEPTION: 12 SPEED: 30

STR: 0 DEX: 1 CON: 0 INT: 1 WIS: 2 CHA: 3
BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
 Deception +5, Insight +4, Persuasion +5

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

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SKILLS / TRAITS

ACTIONS

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SKILLS / TRAITS

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SKILLS / TRAITS

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SKILLS / TRAITS

ACTIONS