

# D&D Open 2017 – Round 1 Special Encounter

## Tier 1

### Vegepygmy Chief

*Small plant, neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 33 (6d6 + 12)

**Speed** 30 ft.

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STR	DEX	CON	INT	WIS	CHA
14 (-2)	14 (+2)	14 (+2)	7 (-2)	12 (+1)	9 (-1)

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**Skills** Perception +3, Stealth +4

**Damage Resistances** lightning, piercing

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Vegepygmy

**Challenge** 2 (450 XP)

Plant Camouflage. The vegepygmy has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The vegepygmy regains 5 points at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the vegepygmy's next turn. The vegepygmy dies only if it starts its turn with 0 hit points and doesn't regenerate.

### Actions

Multiattack. **The vegepygmy makes two attacks with its claws or two melee attacks with its spear.**

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6+1 piercing damage, or 6 (1d8+2) piercing damage if used with two hands to make a melee attack.

**Spores (1/Day).** A 15-foot-radius cloud of toxic spores extends out from the vegepygmy. The spores spread around corners. Each creature in that area that isn't a plant must succeed on a DC 12 Constitution saving throw or be poisoned. While poisoned this way, a target takes 9 (2d8) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## Thorny

*Medium plant, neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

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STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	6 (-2)

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**Skills** Perception +4, Stealth +3

**Damage Resistances** lightning, piercing

**Senses** darkvision 60 ft., passive Perception 14

**Languages** —

**Challenge** 1 (200 XP)

Plant Camouflage. The thorny has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The thorny regains 5 points at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the thorny's next turn. The thorny dies only if it starts its turn with 0 hit points and doesn't regenerate.

**Thorny Body.** At the start of its turn, the thorny deals 2 (1d4) piercing damage to any creature grappling it.

### Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) piercing damage.

## Tier 2

### Vegepygmy Chief

*Small plant, neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 33 (6d6 + 12)

**Speed** 30 ft.

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STR	DEX	CON	INT	WIS	CHA
14 (-2)	14 (+2)	14 (+2)	7 (-2)	12 (+1)	9 (-1)

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**Skills** Perception +3, Stealth +4

**Damage Resistances** lightning, piercing

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Vegepygmy

**Challenge** 2 (450 XP)

Plant Camouflage. The vegepygmy has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The vegepygmy regains 5 points at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the vegepygmy's next turn. The vegepygmy dies only if it starts its turn with 0 hit points and doesn't regenerate.

#### Actions

Multiattack. **The vegepygmy makes two attacks with its claws or two melee attacks with its spear.**

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6+1 piercing damage, or 6 (1d8+2) piercing damage if used with two hands to make a melee attack.

**Spores (1/Day).** A 15-foot-radius cloud of toxic spores extends out from the vegepygmy. The spores spread around corners. Each creature in that area that isn't a plant must succeed on a DC 12 Constitution saving throw or be poisoned. While poisoned this way, a target takes 9 (2d8) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## Wood Woad

*Medium plant, lawful neutral*

**Armor Class** 18 (natural armor, shield)

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft., climb 30 ft.

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STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	10 (+0)	13 (+1)	8 (-1)

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**Skills** Athletics +7, Perception +4, Stealth +4

**Damage Vulnerabilities** fire

**Damage Resistances** bludgeoning, piercing

**Condition Immunities** charmed, frightened

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Sylvan

**Challenge** 5 (1,800 XP)

Magic Club. In the wood woad's hand, its club is magical and deals 7 (3d4) extra damage (included in its attacks).

Plant Camouflage. The wood woad has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The wood woad regains 10 points at the start of its turn if it is in contact with the ground. If the wood woad takes fire damage, this trait doesn't function at the start of the wood woad's next turn. The wood woad dies only if it starts its turn with 0 hit points and doesn't regenerate.

Tree Stride. Once on each of its turns, the wood woad can use 10 feet of its movement to stop magically into one living tree within 5 feet of it and emerge from a second living tree within 60 feet of it that it can see, appearing in an unoccupied space within 5 feet of the second trees. Both trees must be Large or bigger.

#### Actions

Multiattack. The wood woad makes two attacks with its club.

Club. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (4d4 + 4) bludgeoning damage.

## Tier 3

### Treant

*Huge plant, chaotic good*

**Armor Class** 16 (natural armor)

**Hit Points** 138 (12d12 + 60)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

**Damage Resistances** bludgeoning, piercing

**Damage Vulnerabilities** fire

**Senses** passive Perception 13

**Languages** Common, Druidic, Elvish, Sylvan

**Challenge** 9 (5,000 XP)

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

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

### Actions

Multiattack. The treant makes two slam attacks. Slam. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit*: 16 (3d6 + 6) bludgeoning damage. Rock. *Ranged Weapon Attack*: +10 to hit, range 60/180 ft., one target. *Hit*: 28 (4d10 + 6) bludgeoning damage.

Animate Trees (1/Day). The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

### Wood Woad

*Medium plant, lawful neutral*

**Armor Class** 18 (natural armor, shield)

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	10 (+0)	13 (+1)	8 (-1)

**Skills** Athletics +7, Perception +4, Stealth +4

**Damage Vulnerabilities** fire

**Damage Resistances** bludgeoning, piercing

**Condition Immunities** charmed, frightened

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Sylvan

**Challenge** 5 (1,800 XP)

Magic Club. In the wood woad's hand, its club is magical and deals 7 (3d4) extra damage (included in its attacks).

Plant Camouflage. The wood woad has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The wood woad regains 10 points at the start of its turn if it is in contact with the ground. If the wood woad takes fire damage, this trait doesn't function at the start of the wood woad's next turn. The wood woad dies only if it starts its turn with 0 hit points and doesn't regenerate.

Tree Stride. Once on each of its turns, the wood woad can use 10 feet of its movement to stop magically into one living tree within 5 feet of it and emerge from a second living tree within 60 feet of it that it can see, appearing in an unoccupied space within 5 feet of the second trees. Both trees must be Large or bigger.

### Actions

Multiattack. The wood woad makes two attacks with its club.

Club. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 14 (4d4 + 4) bludgeoning damage.

# D&D Open 2017 – Round 2 Special Encounter

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## Tier 1 Encounter 1

### Yuan-ti Malison (Type 3)

*Medium monstrosity (shapechanger, yuan-ti), neutral evil*

**Armor Class** 12

**Hit Points** 66 (12d8+12)

**Speed** 30 ft.

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STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	14 (+2)	12 (+1)	16 (+3)

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**Skills** Deception +5, Stealth +4

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Abyssal, Common, Draconic

**Challenge** 3 (700 XP)

**Shapechanger.** The yuan -ti can use its action to polymorph into a Medium snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

**Innate Spellcasting (Yuan-ti Form Only).** The yuan-ti's innate spellcasting ability is Charisma (spell save DC 13). The yuan-ti can innately cast the following spells, requiring no material components:

At will: animal friendship (snakes only)

3/day: suggestion

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

### Actions

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**Multiattack (Yuan-ti Form Only).** The yuan-ti makes two ranged attacks or two melee attacks, but can constrict only once.

**Bite (Snake Form Only).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

**Constrict.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until the grapple ends, the target is restrained, and the yuan-ti cannot constrict another creature.

**Scimitar (Yuan-ti Form Only).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

**Longbow (Yuan-ti Form Only).** Ranged Weapon

Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

## Tier 1 Encounter 2

### Wight

*Medium undead, neutral evil*

**Armor Class** 14 (studded leather)

**Hit Points** 45 (6d8 + 18)

**Speed** 30 ft.

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STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

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**Skills** Perception +3, Stealth +4

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 13

**Languages** the languages it knew in life

**Challenge** 3 (700 XP)

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### Actions

**Multiattack.** The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

**Life Drain.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This 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 by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

**Longsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

**Longbow.** *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

### Specter

*Medium undead, chaotic evil*

**Armor Class** 12

**Hit Points** 22 (5d8)

**Speed** 0 ft., fly 50 ft. (hover)

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STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

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

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 10

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

**Challenge** 1 (200 XP)

**Incorporeal Movement.** The specter 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.

**Sunlight Sensitivity.** While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### Actions

**Life Drain.** *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

## Tier 2 Encounter 1

### Yuan-ti Pit Master

*Medium monstrosity, neutral evil*

**Armor Class** 14

**Hit Points** 88 (12d8 + 12)

**Speed** 30 ft.

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STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	14 (+2)	12 (+1)	16 (+3)

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**Saving Throws** Wis +3, Cha +5

**Skills** Deception +5, Stealth +4

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft. (penetrates magical darkness), passive Perception 11

**Languages** Abyssal, Common, Draconic

**Challenge** 5 (1,800 XP)

**Shapechanger.** The yuan -ti can use its action to polymorph into a Medium snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

**Innate Spellcasting (Yuan-ti Form Only).** The yuan-ti's innate spellcasting ability is Charisma (spell save DC 13). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day: *suggestion*

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

**Poison's Disciple (2/Day).** The first time the yuan-ti hits with a melee attack on its turn, it can deal an extra 16 (3d10) poison damage to the target.

**Spellcasting (Yuan-ti Form Only).** The yuan-ti is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast* (range 300 ft., +3 bonus to each damage roll), *friends, guidance, mage hand, message, poison spray*

1st-3rd level (2 3rd level slots): *command, counterspell, hellish rebuke, invisibility, misty step, unseen servant, vampiric touch*

### Actions

**Multiattack (Yuan-ti Form Only).** The yuan-ti makes two bite attacks using its snake arms.

**Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

**Merrshaulk's Slumber (1/day).** The yuan-ti targets up to five creatures that it can see within 60 feet of it. Each target must succeed on a DC 13 Constitution saving throw or fall into a magical sleep and be unconscious for 10 minutes. A sleeping target awakens if it takes damage or of someone uses an action to shake or slap it awake. This magical sleep has no effect on a creature immune to being charmed.



## Tier 2 Encounter 2

### Bodak

*Medium undead, chaotic evil*

**Armor Class** 15

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	7 (-2)	12 (+1)	12 (+1)

**Skills** Perception +4, Stealth +6

**Damage Resistances** cold, fire, necrotic; bludgeoning, piercing and slashing damage from nonmagical attacks

**Damage Immunities** lightning, poison

**Condition Immunities** charmed, frightened, poisoned

**Senses** darkvision 120 ft., passive Perception 14

**Languages** Abyssal, the language it knew in life

**Challenge** 6 (2,300 XP)

**Aura of Annihilation.** The bodak can activate or deactivate this feature as a bonus action. While active, the aura deals 5 necrotic damage to any creature that ends its turn within 30 feet of the bodak. Undead and fiends ignore this effect.

**Death Gaze.** When a creature that can see the bodak's eyes starts its turn within 30 feet of the bodak, the bodak can force it to make a DC 13 Constitution saving throw if the bodak isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, a creature takes 16 (3d10) psychic damage on a failed save.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the bodak until the start of its next turn. If the creature looks at the bodak in the meantime, it must immediately make the saving throw.

**Sunlight Hypersensitivity.** The bodak takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

### Actions

**Fist.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 9 (2d8) necrotic damage.

**Withering Gaze.** One creature that the bodak can see within 60 feet of it must make a DC 13 Constitution saving throw, taking 22 (4d10)

necrotic damage on a failed save, or half as much on a successful one.

### Girallon Zombie

*Large undead, chaotic evil*

**Armor Class** 11 (natural armor)

**Hit Points** 59 (7d10 + 21)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	3 (-4)	7 (-2)	5 (-3)

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 8

**Languages** --

**Challenge** 3 (700 XP)

**Aggressive.** As a bonus action, the zombie can move up to its speed toward a hostile creature that it can see.

**Undead Fortitude.** If damage reduces the zombie to 0, 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 zombie drops to 1 hit point instead.

### Actions

**Multiattack.** The zombie makes 5 attacks: one with its bite and four with its claws.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

## Tier 3 Encounter 1

### Yuan-ti Abomination

*Large monstrosity (shapechanger, yuan-ti), neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 127 (15d10 + 45)

**Speed** 40 ft.

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STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	17 (+3)	15 (+2)	18 (+4)

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**Skills** Perception +5, Stealth +6

**Damage immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Abyssal, Common, Draconic

**Challenge** 7 (2,900 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Large snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Innate Spellcasting (Abomination Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 15). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day: *suggestion*

1/day: *fear*

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

### Actions

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Multiattack. The yuan-ti makes two ranged attacks or three melee attacks, but can use its bite and constrict attacks only once each.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one creature. *Hit*: 7 (1d6+4) piercing damage plus 10 (3d6) poison damage.

Constrict. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit*: 11 (2d6+4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

Scimitar (Abomination Form Only). *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 11 (2d6+4) slashing damage.

Longbow (Abomination Form Only). *Ranged Weapon Attack*: +6 to hit, range 150/600 ft., one

target. *Hit*: 12 (2d8+3) piercing damage plus 10 (3d6) poison damage.



## Tier 3 Encounter 2

### Banshee

*Medium undead, chaotic evil*

**Armor Class** 12

**Hit Points** 58 (13d8)

**Speed** 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	12 (+1)	11 (+0)	17 (+3)

**Saving Throws** Wis +2, Cha +5

**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** Common, Elvish

**Challenge** 4 (1,100 XP)

**Detect Life.** The banshee can magically sense the presence of living creatures up to 5 miles away. She knows the general direction they're in but not their exact locations.

**Incorporeal Movement.** The banshee 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.

**Turn Immunity.** While she is within her manor house or on the grounds of her estate, Lady Fidatov is immune to effects that turn undead. Any other undead within 60 feet of Lady Fidatov while her Turn Immunity is active has advantage on saving throws against effects that turn or destroy undead.

### Actions

**Corrupting Touch.** *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. Hit: 12 (3d6 + 2) necrotic damage.

**Horrifying Visage.** Each non-undead creature within 60 feet of the banshee that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the banshee is within line of sight, ending the effect 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 banshee's Horrifying Visage for the next 24 hours.

**Wail (1/Day).** The banshee releases a mournful wail, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other

creatures within 30 feet of her than can hear her must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.

### Alhoon

*Medium undead, any evil alignment*

**Armor Class** 15 (natural armor)

**Hit Points** 120 (16d8 + 48)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	16 (+3)	19 (+4)	14 (+2)	17 (+3)

**Saving Throws** Con +7, Int +8, Wis +7, Cha +7

**Skills** Arcana +8, Deception +7, History +8, Insight +7, Perception +7, Stealth +5

**Damage Resistances** cold, lightning, necrotic

**Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical attacks

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

**Senses** truesight 120 ft., passive Perception 17

**Languages** Deep Speech, Undercommon, telepathy 120 ft.

**Challenge** 10 (5,900 XP)

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

**Innate Spellcasting (Psionics).** The alhoon's innate spellcasting ability is Intelligence (save DC 16). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *levitate*

1/day each: *dominate monster*, *plane shift* (self only)

**Spellcasting.** The alhoon is an 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The alhoon has the following wizard spells prepared: Cantrips (at will): *chill touch*, *dancing lights*, *mage hand*, *prestidigitation*, *shocking grasp*  
1st level (4 slots): *detect magic*, *disguise self*, *magic missile*, *shield*  
2nd level (3 slots): *invisibility*, *mirror image*, *scorching ray*  
3rd level (3 slots): *counterspell*, *fly*, *lightning bolt*  
4th level (3 slots): *confusion*, *Evard's black tentacles*, *phantasmal killer*  
5th level (2 slots): *modify memory*, *wall of force*  
6th level (1 slot): *disintegrate*, *globe of invulnerability*

**Turn Resistance.** The alhoon has advantage on saving throws against any effect that turns undead.

### **Actions**

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**Chilling Grasp.** *Melee Spell Attack:* +8 to hit, reach 5 ft., one target. Hit: 10 (3d6) cold damage.

**Mind Blast (Recharge 5-6).** The alhoon magically emits psychic energy in a 60-foot cone. Each creatures in that area must succeed on a DC 16 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.