

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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CHA

4

2

3

3

2

3

BONUS

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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

SPEED

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CHA

4

2

3

0

1

2

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

AC

HP

PASSIVE PERCEPTION

SPEED

STR

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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

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SKILLS / TRAITS

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SKILLS / TRAITS

PROF

ACTIONS