

MONSTERS

Fallen Luyarnhian

Medium beast @ humanoid (any race), chaotic evil

Armor Class 12
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	12(+1)	3(-4)	11(+0)	5(-3)

Skills Athletics +4
Senses passive Perception 10
Languages Common (can't speak coherent sentences)
Challenge 1/2 (100 XP)

Keen Hearing and Smell. The fallen has advantage on Wisdom (Perception) checks that rely on hearing or smell.
Pack Tactics. The fallen has advantage on an attack roll against a creature if at least one of the fallen's allies is within 5 feet of the creature and the ally isn't incapacitated.
Visceral Strike. The fallen deals an additional 4 (1d8) piercing damage when determining the extra damage for a critical hit it scores with a melee attack.

ACTIONS

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

RULE: COMBINED MONSTER TYPES

If a creature has two creature types, it is susceptible to all effects that would affect either of its types. For example a creature that is 'Humanoid & Undead', is susceptible to both the *hold person* spell, and the *protection from evil and good* spell.

Effects that can affect both creature types do not stack on top of another. For example if a creature that is 'Fiend & Undead' is hit by a paladin's Divine Smite, it would still only take an additional 1d8 damage, not 2d8.

Finally due to their warped anatomy, creatures that are 'Beast' alongside another creature type **cannot** be transformed into (such as via *polymorph* or a druid's Wildshape).



Art by Rastislav

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Corvian Dweller

Medium beast @ humanoid, chaotic evil

Armor Class 13 (natural armor)
Hit Points 49 (9d8 + 9)
Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
9(-1)	15(+2)	12(+1)	3(-4)	13(+1)	4(-3)

Skills Perception +3, Stealth +4
Senses darkvision 60 ft., passive Perception 13
Languages -
Challenge 1 (200 XP)

Mimicry. The corvian dweller can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 11 Wisdom (Insight) check.

ACTIONS

Multiattack. The corvian dweller makes two attacks: one with its beak and one with its talons.

Beak. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Talons. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage.

REACTIONS

Wing Flutter. If the corvian dweller's speed isn't 0, and it is targeted by a melee attack, it flaps its wings in defense. It moves back 5 feet, and make a Dexterity saving throw with a DC equal to the attacker's attack roll (including modifiers). On a success, it evades completely and take no damage. On a failure, it halve the attack's damage against it. This movement doesn't trigger opportunity attacks.



GM Note:

Remember that the statistics of the monsters are altered by the scorched moon: giving them the following properties:

- Resistance to fire damage
- Their melee weapon attacks deal additional fire damage equal to their CR (minimum of 1).
- Scourge Lycans gain the Fire Charge trait.

Screechwing

Medium beast & humanoid, chaotic evil

Armor Class 17 (half plate)
Hit Points 58 (9d8 + 18)
Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	16(+3)	14(+2)	3(-4)	12(+1)	7(-2)

Damage Resistances acid
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11
Languages —
Challenge 3 (700 XP)

Disorienting Strikes. The screechwing has advantage on attack rolls against deafened creatures.

Echolocative Vision. The screechwing can see creatures it has hit with its Echoing Screech attack within the last minute past its blindsight range, up to 120 feet, and regardless of cover.

Swift Swordsmanship. After the screechwing hits a creature with a weapon attack, the screechwing can take the Disengage action as a bonus action until the end of its turn.

ACTIONS

Multiattack. The screechwing makes two attacks with its shortswords.

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Screech (Recharge 4-6). The screechwing lets out a powerful screech in a 90-foot cone. Each creature in the area must succeed on a DC 12 Constitution saving throw or take 9 (2d8) thunder damage, become stunned until the end of its next turn, and become deafened for 1 minute. A deafened creature can repeat the saving throw at the end of each of its turns, ending the deafened condition on itself on a success.

Revenant Bear

Large beast & undead, chaotic evil

Armor Class 12
Hit Points 110 (13d10 + 39)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	14(+2)	16(+3)	2(-4)	13(+1)	7(-2)

Skills Perception +3
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 4 (1,100 XP)

Emaciated Appetite. The bear is in a state of constant hunger. After hitting a non-construct creature with an attack, the bear eats part of it, regaining 8 (1d10 + 3) hit points.

Spiked Body. Whenever a creature within 5 feet of the bear hits it with a melee attack, the creature takes 5 (2d4) piercing damage.

Hold Breath. The bear can hold its breath for 3 hours.

False Appearance. While motionless and partly submerged in water or acid, the bear is indistinguishable from a normal mound of dirt.

ACTIONS

Multiattack. The bear makes two snapjaw attacks.

Snapjaw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 14 (3d6 + 4) piercing damage, and the target is grappled (escape DC 14). Until this grapple ends, the bear can't make snapjaw attacks against another target, and the target takes an extra 7 (2d6) damage when it's hit by this attack.

Art by Ryan Bittner

Wisp Liege

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	15(+2)	17(+3)	2(-4)	13(+1)	6(-2)

Skills Perception +4, Stealth +5
Damage Resistances necrotic, bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, lightning
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 5 (1,800 XP)

Wispfather. While the liege is within 60 feet of a will-o'-wisp, the will-o'-wisp can use its shock attack an additional time on each of its turns as a bonus action.

Dying Whisper. Whenever a will-o'-wisp is reduced to 0 hit points within 60 feet of the liege, the liege regains 5 hit points and has advantage on its next attack roll before the end of its next turn.

ACTIONS

Multiattack. The liege uses its Create Wisp, then makes two attacks with its claws.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage plus 1 slashing damage for each will-o'-wisp within 5 feet of it.

Create Wisp (Recharge 6). The liege opens its mouth to let out 1d4 will-o'-wisps. They share its initiative, but take their turn immediately after the liege's. The liege can command them telepathically (no action required by the liege), and they will follow its commands.

Art by Ryan Bittner

Skulking Shade

Huge monstrosity, chaotic evil

Armor Class 16 (natural armor)
Hit Points 104 (11d12 + 33)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21(+5)	14(+2)	17(+3)	7(-2)	14(+2)	5(-3)

Saving Throws Str +8
Skills Athletics +8, Perception +5, Stealth +5
Damage Resistances acid, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities poisoned, unconscious
Senses darkvision 60 ft., passive Perception 15
Languages understands Deep Speech but can't speak
Challenge 6 (2,300 XP)

Organ Ripper. Whenever the shade scores a critical hit against a creature with a melee attack, the target takes an additional 11 (2d10) piercing damage. If the attack reduces the target to 0 hit points, the shade rips out a vital organ from the creature (such as the heart or brain), recharges its Death Breath, and the creature dies.

Cull the Herd. The shade has advantage on attack rolls against creatures which are within 5 feet of one of that creature's allies or against creatures that it is grappling.

Shadow Stealth. While in dim light or darkness, the shade can take the Hide action as a bonus action.

ACTIONS

Multiattack. The shade makes three melee attacks, only one of which can be a bite.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) piercing damage. The shade regains hit points equal to the damage dealt.

Crush. Melee Weapon Attack: +8 to hit, reach 5 ft., one target grappled by the shade. Hit: 14 (2d8 + 5) bludgeoning damage.

Snatch. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) slashing damage and the target is grappled (escape DC 16). The shade can then fly up to its speed without triggering opportunity attacks.

Death Breath (Recharge 5-6). The shade lets out a breath of deathly energy in a 30-foot cone. Each creature in the area must make a DC 14 Constitution saving throw, taking 21 (3d10 + 5) necrotic damage on a failure, or half as much damage on a success. All non-creature organic material in the area, such as plants, wood, or food, begin to rot and wither.

Art by Ryan Bittner

Veiled Hunter

Medium aberration, chaotic evil

Armor Class 12 (16 with barkskin)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6(-2)	14(+2)	15(+2)	13(+1)	15(+2)	19(+4)

Saving Throws Wis +5, Cha +7

Skills Perception +5, Stealth +8

Damage Resistances acid, necrotic, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Common, Deep Speech, Sylvan

Challenge 7 (2,900 XP)

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

At will: druidcraft

3/day each: blight, dominate beast, spike growth

Eldritch Mask. The hunter's mask is the source of its power. The mask has AC 22 and 25 hit points. The mask is immune to all damage except bludgeoning, fire, force, piercing, and slashing damage and it doesn't take damage from effects that target an area. While the hunter is wearing its mask, it has advantage on saving throws against spells and other magical effects, can cast speak with animals and plants at will, and can't be magically put to sleep. If the mask is destroyed, it loses these benefits.

Legendary Resistance (1/Day). If the hunter fails a saving throw, it can choose to succeed instead.

They Have Eyes. The hunter can use a bonus action to transport its senses into any tree within 500 miles of it has seen, seeing and hearing as if it occupied the tree's space, until it ends the effect (no action required). During this time, it is blind and deaf in regard to its own senses.

Treestep. Once on its turn, the hunter can use 10 feet of its movement to step magically into one living tree within its reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger. After using this trait, the hunter gains the benefits of the barkskin spell until the start of its next turn.

ACTIONS

Multiattack. The hunter makes two attacks: one with its gravetouch and one with its maggotspit.

Gravetouch. Melee Spell Attack: +7 to hit, reach 15 ft., one target. Hit: 25 (6d6 + 4) necrotic damage.

Maggotspit. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 19 (8d4 + 4) poison damage and the target must succeed on a DC 16 Constitution saving throw or become poisoned for 1 minute. A poisoned creature can repeat this saving throw at the end of each of its turns, ending the effect on a success.


Rootprison (Recharge 4-6). The hunter chooses up to five creatures within 30 feet of a tree the hunter can see. Each creature must make a DC 15 Dexterity saving throw. On a failure, a creature takes 18 (4d8) piercing damage and is restrained for 1 minute. Whenever a restrained creature uses its action to make an attack or cast a spell, it takes 9 (2d8) piercing damage. A creature can use its action to make a DC 15 Dexterity check to break itself or another creature within its reach free, ending the effect on that creature on a success.

Wooden Labyrinth. The hunter chooses a creature it can see within 120 feet of itself. The target must make a DC 15 Wisdom saving throw. On a failure, the creature is magically lost, automatically failing all Intelligence (Nature) and Wisdom (Survival) checks it makes for the next 24 hours and being unable to escape the woods. The creature isn't aware of this effect. On a success, the creature is immune to this effect for the next 24 hours and knows it was targeted by some sort of magic.

REACTIONS

House of Leaves (3/Day). When the hunter is hit by an attack, it turns into a pile of leaves and reappears in the branches of a tree within 60 feet of it, causing the attack to miss.





Razorblade Bitzer

Medium construct, unaligned

Armor Class 16 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	16(+3)	16(+3)	4(-3)	11(+0)	1(-5)

Skills Athletics +5, Investigation +1
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands the languages of its master(s) but can't speak
Challenge 3 (700 XP)

Illumination. The bitzer sheds bright light in a 5-foot radius and dim light in an additional 5 feet.
Immutable Form. The bitzer is immune to any spell or effect that would alter its form.
Instilled Loyalty. The bitzer can't act in a manner that is harmful to its master(s).
Partial Necrotic Negation (1/Day). When the bitzer takes necrotic damage, it instead takes no damage.
Whirligig Saw. A creature that the bitzer is grappling takes 5 (2d4) slashing damage at the start of each of its turns and the bitzer's turns.

ACTIONS

Multiattack. The bitzer makes two melee attacks, only one of which can be with its bite.
Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) piercing damage and the target is grappled (escape DC 13). Until this grapple ends, the bitzer can't bite another target.
Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.
Tail. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

RAZORBLADE BITZER

When the hunts first began, they were kept under wraps, only to be executed under cover of the night. Hunters swore an oath of secrecy to the Radiant Church: none were to speak of the Scourge; rumors would spread more virulently than a plague ever could. But the hunters were warriors, not propagandists, and thus the church tasked the Obitus Scholare with creating a means of removing any trace of the horrors that occurred each night.

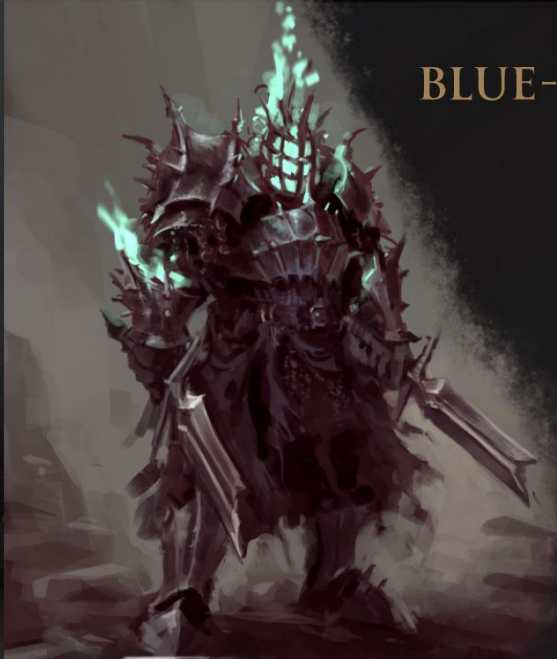
Hunting dogs had been used for centuries in Luyarnha: for retrieving partridges, rounding up wild boar, and even as attack hounds by the city watch. However, all of these canines required a master, and all left the bones and inedible guts of their prey festering in fly-covered mounds. The Obitus Scholare needed an autonomous creature with fewer dietary scruples, one who would lick the cobbles clean of blood and decayed flesh alike.

BLUE-FLAME CUSTODIAN

Creations of the Scions, blue-flame custodians are instrumental tools of the eldritch hunt, as their azure flames reveal even those who lurk beyond. Though their minds are engineered to be unbreakable, their swords often fail under the tremendous force of their blows. The cerulean fire that powers them is manufactured by exposing flames to Scionic lightning, a practice that some in their ranks call blasphemous.

A custodian's sturdy body is used as a shield in the midst of battle, defending the intellectual and frail scientists that are the Scions—a shield that must be held separate from one's body. Indeed, some have tried to create armor from the body of custodians, all were immolated by the azure flames.

In the aftermath of the first hunts, the production of blue-flame custodians came to a halt, as the rare metals required for their construction disappeared, along with entire trade routes, when Luyarnha was cut off from the world. Now, what remains of these living armors is fiercely guarded and protected by the Scions, and their bodies are always sought after, should they fall in battle.



Blue-Flame Custodian

Large construct, unaligned

Armor Class 17 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	9(-1)	20(+5)	3(-4)	11(+0)	1(-5)

Damage Resistances piercing
Damage Immunities fire, poison, psychic
Condition Immunities charmed, exhaustion, frightened, invisible, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 9 (5,000 XP)

Illumination. The custodian sheds bright light in a 10-foot radius and dim light in an additional 10 feet.
Immutable Form. The custodian is immune to any spell or effect that would alter its form.
Inferno (1/Day). Upon approaching death's door, the custodian unleashes its full potential. When the custodian is reduced to 84 hit points or less, its flames consume it for the next minute, and it gains the following benefits:
- At the start of each of its turns, each creature within 5 feet of it takes 5 (2d4) fire damage.
- Its Blue-Flame Blast creates a 30-foot cone and deals an additional 3 (1d6) fire damage.
- Its melee weapon attacks deal an additional 2 (1d4) fire damage on a hit.
- Its speed is doubled.
Magic Resistance. The custodian has advantage on saving throws against spells and other magical effects.

Magic Weapons. The custodian's weapon attacks are magical.
Scorching Azure. Whenever the custodian deals fire damage, its blue flames are unleashed. The target must succeed on a DC 17 Constitution saving throw or be scorched by them for 1 minute or until a creature takes an action to douse the fire. While scorched in this way, a creature sheds dim light in a 10-foot radius, takes 2 (1d4) fire damage at the start of each of its turns, can't benefit from being invisible, and the custodian can see it through full cover while within 300 feet of it.

ACTIONS

Multiattack. The custodian makes two melee attacks.
Sword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 17 (3d8 + 4) slashing damage.

BONUS ACTIONS

Blue-Flame Burst. Ranged Spell Attack: +9 to hit, range 120 ft., one target. Hit: 11 (2d10) fire damage.
Blue-Flame Blast (Recharge 3-6). The custodian releases a burst of flames in a 15-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one. A creature within 5 feet of the custodian can use its reaction to attempt to redirect the flames before creatures make their saving throws. It must make a contested Strength (Athletics) check. On a success, it can choose in which direction the custodian releases the burst of flames.

REACTIONS

Blinding Nova. When the custodian is attacked by a creature within 30 feet of it that it can see, the custodian can impose disadvantage on the attack roll, causing a burst of blinding flames to erupt from itself. An attacker that can't be blinded is immune to this ability.



It is said that Vicar Priscilla is the only person in Luyarhna who was able to tame such a wondrous creature...

ALES NEBULAE

Lone Travelers

From the day it manifests into existence, until the day it is laid to rest, the ales nebulae has but one purpose, to find its lifelong partner, and to protect it until death. They travel the vast cosmos in search of the one to fill the void within, erring through the stars, for centuries, often in vain. Their whole existence could be considered a cruel cosmic joke. Yet, they do not falter, and their search continues.

Vassals of Gravity

Their mysterious birth in the cosmos grants the ales nebulae powerful, and sometimes uncontrollable, gravitational powers. The other-worldly bird is able to invert gravity for a brief moment, bend the fabric of reality to teleport around, yet cannot control the crushing field of gravity it emits, preventing all from approaching them. All, but the one their life was destined for.

Ales Nebulae

Large monstrosity, lawful neutral

Armor Class 14 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	19(+4)	19(+4)	9(-1)	12(+1)	9(-1)

Skills Perception +7, Survival +6
Damage Resistances force, bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning
Condition Immunities exhaustion, frightened
Senses darkvision 180 ft., passive Perception 17
Languages ---
Challenge 6 (2,300 XP)

Flyby. The ales nebulae doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Gravity Field. The ales nebulae emits a gravitational field. The area within 30 feet of it is difficult terrain for other creatures.

Innate Spellcasting. The ales nebulae's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day: misty step
1/day: dimension door

ACTIONS

Multiattack. The ales nebulae makes three attacks: one with its beak and two with its talons or erupting spikes.

Beak. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

Talons. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) slashing damage.

Erupting Spike. The ales nebulae causes the earth to erupt into sharp stones, below the feet of a creature that it can see on the ground within 90 feet of it. The target must succeed on a DC 14 Dexterity saving throw or take 9 (2d8) piercing damage.

Invert Gravity (Recharge 5-6). The ales nebulae's speed becomes 0 until the start of its next turn. Each creature within 15 feet of the ales nebulae must make a DC 14 Dexterity saving throw. On a failed save, a creature is lifted 10 feet in the air and is stunned until the start of the ales nebulae's next turn. Any creature that enters the area during that time must also make the saving throw. At the start of the ales nebulae's next turn, gravity reverts again and all stunned creatures are slammed down, taking 28 (8d6) bludgeoning damage and falling prone. On a successful save, a creature can move up to half its speed until it is no longer in the area.

SCORCHED ADJUDICATOR

Failed Experiments

In their lust for power, the *Obitus Scholare* lead gruesome experimentations, merging the flesh of soldiers with that of eldritch beings. Their labor gave birth to powerful combatants, and a sea of corpses. Scorched adjudicators are the fruits of such experiments, humanoids that couldn't become true warriors, failing to resist the call from beyond and losing their sanity. Yet, the scholars still found a use for these failures: they now act as perfect killers for their creators.

Enforcers of Justice

Adjudicators enforce justice, more specifically the brand of justice approved of by the *Obitus Scholare*. Indeed, these abominations are dispatched to remove any threat to the order; their otherworldly powers trapping the souls of their victims and ensuring an irreversible death. The murderous intent of these monsters is apparent in battle; they delight in causing suffering and their mere presence prevents healing. Deriving a twisted sense of pleasure from their hunts, adjudicators often carry the shrunk, decapitated heads of their victims as horrific mementos.

Scorched Adjudicator

Medium aberration, chaotic evil

Armor Class 14 (natural armor)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	14(+2)	15(+2)	14(+2)	9(-1)	17(+3)

Saving Throws Dex +5
Skills Acrobatics +5, Athletics +7, Perception +5
Damage Resistances fire, necrotic
Condition Immunities blinded
Senses darkvision 120 ft., passive Perception 15
Languages -
Challenge 5 (1,800 XP)

Guiding Light. The adjudicator sheds dim light in a 10-foot radius. When a creature starts its turn in the light, or enters it for the first time on a turn, it has disadvantage on Charisma saving throws until the start of its next turn.

Limited Telepathy. The adjudicator can magically communicate ideas, emotions, and images telepathically with any creature within 120 feet of it. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Reactive. The adjudicator can take one reaction on every turn in combat.

ACTIONS

Multiattack. The adjudicator makes two handaxe attacks.

Handaxe. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 11 (2d6 + 4) slashing damage. On a hit, if the adjudicator isn't within 5 feet of the target, the adjudicator can teleport to an unoccupied space within 5 feet of the target.

Soul Tear. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 22 (4d8 + 4) necrotic damage and the target must succeed on a DC 14 Charisma 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. If this effect reduces a creature's hit point maximum to 0, the creature dies. A creature killed by this reduction can't be resurrected until the adjudicator is killed.

Inferno (Recharge 4-6). Flames pour down from the wings of the adjudicator. Each creature between 10 and 40 feet of the adjudicator must make a DC 14 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

REACTIONS

Snuff out the Light. When a spell that restores hit points is being cast within 120 feet of the adjudicator, the adjudicator teleports to an unoccupied space within 5 feet of the caster and makes a handaxe attack against it with advantage. On a hit, the spell fails and has no effect.



Art by Asher