

*You have a debt to pay, and he's here to collect it.*

## THE GRIM HUNTER

*Medium undead (elf), lawful evil*

**Armor Class** 19 (natural armor)

**Hit Points** 129 (14d8 + 56)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	23 (+6)	18 (+4)	15 (+2)	17 (+3)	22 (+6)

**Saving Throws** Dex +11, Wis +8

**Skills** Deception +11, Insight +8

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical weapons, necrotic, poison

**Senses** darkvision 300 ft., passive Perception 13

**Languages** Common, Elvish, Infernal

**Challenge** 15 (13,000 XP)

**Partial Magic Immunity.** The hunter can't be affected or detected by spells of 4th level or lower unless she wishes to be. He has advantage on saving throws against all other spells and magical effects.

**Magic Weapons.** The hunter weapon attacks are magical.

**Innate Spellcasting.** The Hunter's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *detect thoughts, misty step, mage hand, minor illusion*

3/day each: *detect magic, invisibility, suggestion, darkness*

1/day each: *dominate person, fly, plane shift, synaptic static*

**Grim Strikes.** The hunter can augment the power of his weapons, at the start of his turn he can select one of the following abilities to infuse his weapons with. His next hit is improved (Note: this does affect his Hail of Arrows action). He cannot use the same ability two rounds in a row.

- **Constraining strike:** The hunter next hit with a weapon attack deals an additional 2d6 piercing damage and the target must succeed a DC 19 Strength saving throw or be restrained until the start of the hunter's next turn.

In the distance you hear an ethereal voice: "The king has sent me after you, you have a debt to pay, either you come with me, either you'll pay in blood." He chuckles. "Oh and one thing, a proof of the seriousness of the request, here this is for you" as he throws something wrapped in linens. As you open it, you realise with horror its the severed hand of someone. "This one belongs to your brother, if you don't want to find his head in a similar wrapping, I suggest you follow along, but I beg you, please resist, it only makes the hunt more fun for me." he says chuckling.

- **Blinding strike:** The hunter next hit with a weapon attack deals an additional 2d6 necrotic damage and the target must succeed a DC 19 Constitution saving throw or be blinded until the start of the hunter's next turn.

- **Thunderous strike:** The hunter next hit with a weapon attack deals an additional 2d6 thunder damage and the target and all creatures within 5 feet of it (other than the hunter) must succeed a DC 19 Strength saving throw or be knocked back 15 feet and fall prone.

- **Banishing strike:** The hunter next hit with a weapon attack deals an additional 1d6 psychic damage and the target must succeed a DC 19 Charisma saving throw or be banished into a harmless demi-plane where it is incapacitated, until the start of the hunter's next turn.

### ACTIONS

**Multiattack.** The hunter makes three attacks

**Longbow. Ranged Weapon Attack:** +11 to hit, range 300/900 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

**Dagger. Melee Weapon Attack:** +11 to hit, reach 5 ft., one target. *Hit:* 11 (2d4 + 6) slashing damage.

**Hail of Arrows (Recharge 6).** The hunter fires a never ending stream of arrows in a 60-foot cone in front of him. All creatures in that area must make a DC 19 Dexterity saving throw, taking 36 (8d8) piercing damage on a failed save, or half as much damage on a successful one.

### LEGENDARY ACTIONS

The hunter can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The hunter regains spent legendary actions at the start of his turn.

**Attack.** The hunter makes one weapon attack.

**Teleport.** The hunter teleports up to 30 feet to an unoccupied space that he can see.

**Infused Strike (Costs 2 actions).** The hunter uses his Grim Strikes ability and then makes one weapon attack.