

Creatures from the

SHADEWOOD



BONE BEHEMOTH

When a portion of land has become decrepit and filled with rot, the very soil has been known to birth abominations. One of these obscene horrors is the bone behemoth. A tall humanoid-like thing, formed from an amalgamation of different corpses. Its body is held together by clay and fungus, and its bones are reinforced with broken branches. These monstrosities are manifestations of what the land has become and act on behalf of nature, often spreading the death and decay that plagues the realm.

Wicked Creation. A bone behemoth can also be raised from the land by knowledgeable mages whose magic stems from nature, such as Hags, Druids and, some Witches.



BONE BEHEMOTH

Huge giant, neutral evil

Armor Class 15

Hit Points 159 (14d12 + 68)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21(+5)	11(+0)	10 (+0)	9 (-1)

Saving Throws CON +9, INT +4

Skills Athletics +10, Perception +4, Stealth +3

Damage immunities Necrotic

Damage resistances Piercing

Senses Passive Perception 14

Languages none

Challenge 9 (5,000 XP)

ACTIONS

Multiattack. The behemoth makes two greatsword attacks.

Greatsword. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 25 (3d12 +6) slashing damage.

Body Chuck. If a creature is within 10 feet of the behemoth and is medium or smaller, the behemoth may use its action to make a contested grapple check against the creature. For every 5 feet, the creature is thrown it takes 1d6 bludgeoning damage. The Behemoth may choose to throw the grappled creature at another target within range. The targeted creature must make a dexterity saving throw DC 14 or suffer half damage and be knocked prone.

BONE WYVERN

Large undead, unaligned

Armor Class 13 (Natural Armor)

Hit Points 93 (11 d10 + 32)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	14 (+2)	5 (-3)	10 (+0)	6 (-2)

Saving Throws CON +5, Dex +3

Skills Perception +3

Senses Darkvision 60 ft., Passive Perception 14

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The Wyvern makes two attacks: one with its bite and one with its rib cage. While flying, the claw attack may be used in place of one of the other attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. Hit: 12 (2d6 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. Hit: 14 (2d8 + 5) slashing damage

Rib Cage. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. Hit: 14 (2d8 + 5) piercing damage. The target must make a Strength saving throw, DC 15, or suffer 17 (5d6) bludgeoning damage on a failed save; half damage on a successful one. If the target fails its save it is pulled into the Bone Wyvern's chest and is considered grappled until the Bone Wyvern breaks concentration. Standard concentration rules apply. While the bone wyvern has a creature grappled in its chest it carries the creature as it moves. On subsequent turns, as a bonus action, the bone wyvern may use the rib cage to automatically deal (2d8+5) to the grappled creature. The current target is released from the grapple if the bone wyvern uses this ability again and targets a different creature.



BONE WYVERN

High above the forest canopy, the sporadic sound of two leathery wings thrashing back and forth can be heard throughout the Shadewood. The sharp and piercing cries of the foul creature are only slightly dampened by the screams of its prey.

Deformed Corpse. Bone wyverns appear as distorted versions of their past selves. The process of rebirth is slow and often causes horrific deformities.

Wither Cap. Little is known about the Wither Cap, other than its fey origins. The violet fungus that grows within the bodies of the deceased and sparks corpses to life, is widely considered a myth, though some adventurers say otherwise.



SPIRIT GUIDE

Deep within the corrupt lands and twisted forests of Shadewood, where nature spirits run wild, and unseen horrors await you at every turn, a mysterious cat-like creature may be an unprepared traveler's last hope. These otherworldly beings are servants of a greater power,

whose will is to counteract and balance the evil that fills the world.. What provokes the strange beasts to guide some and let others perish is still unknown. Their likeness is often used in symbols of travel and knowledge, but few have truly seen them. This does little to stop the legends from spreading.

SPIRIT GUIDE

Large beast, fey, neutral good

Armor Class 13 (Natural Armor)

Hit Points 75 (10d10 + 20)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	9 (-1)	13 (+1)	8 (-1)

Skills Perception +5, Stealth +4, Insight +3

Damage resistances Necrotic

Senses Passive Perception 17

Languages Telepathy

Challenge 3 (700 XP)

True Flame Lantern. A spirit guide's lantern casts a light blue flame

that illuminates a 10 ft. area with a soft blue glow. All invisible creatures within that area are framed with this magical light. If the lantern is taken from a spirit guide, it ceases to work.

Telepathic Nature. Spirit guides cannot speak any language, but they do possess the ability to communicate telepathically with any creature they can see.

Spirit Sight. Not only does the spirit guide have darkvision up to 60 ft., but it also has the ability to see through minor illusions.

ACTIONS

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 10 (2d6 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target.
Hit: 12 (2d8 +3) piercing damage.



GAL GAHON “BREAKER OF MEN”

Medium humanoid, chaotic evil

Armor Class 20 (Magical Plate)

Hit Points 200 (20d8 + 110)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	12 (+1)	15 (+2)	18 (+4)

Saving Throws DEX +6, WIS +8, CHA +10

Skills Athletics +10, Perception +4, Stealth +3

Damage immunities Exhaustion, Frightened

Damage resistances Non Magical weapons,

Senses Passive Perception 12

Languages Common

Challenge 18 (20,000 XP)

Magic Resistance. The Breaker of Men has advantage on saving throws against spells and other magical effects.

Mark of the Wicked. The Breaker of Men may cast Hunter’s Mark at will without using a spell slot or breaking concentration.

Spellcasting. The Breaker of Men is a 19th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). she has the following spells prepared:

1st level (4 slots): *Command, Shield, Inflict Wounds, Thunderwave*

2nd level (3 slots): *Hold person, Branding Smite, Misty Step*

3rd level (3 slots): *Dispel Magic, Haste, Counterspell, Slow*

4th level (3 slots): *DimensionDoor*

5th level (2 slots): *Telekinesis*

ACTIONS

Multiattack. The Breaker of Men can make 3 attacks with her Longsword, “Iron Demise”

Iron Demise. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) slashing damage, or 11 (1d10 + 6) slashing damage if used with two hands, plus 18 (5d6) bludgeoning damage.

Commanding Strike (3/day) When the Breaker of Men takes the Attack action on her turn, she may forgo one of her attacks to direct a companion to strike as a bonus action. Choose a willing creature that can see or hear the Breaker of Men; that creature may immediately use their reaction to make one weapon attack.

Disarming Attack (2/day) When the Breaker of Men hits a creature with a weapon attack, she can expend one use of this ability to attempt to disarm the target, forcing it to drop one item of her choice that it’s holding. The target must make a Strength saving throw DC 18. On a failed save, it drops the object you choose. The object lands at its feet.

Spinning Strike (2/day) The Breaker of Men can choose to forgo her three weapon attacks and instead make one spinning attack with Iron Demise. Make one melee attack roll, +14 to hit, all creatures within 5 ft. of her are targeted by the attack. Each creature hit by the attack takes 17 (3d10) slashing, plus 17 (3d10) bludgeoning damage, and is pushed up to 10 feet away.

Tripping Sweep (2/day) When the Breaker of Men hits a creature with a weapon attack, she can expend one use of this ability to attempt to knock the target down. If the target is Large or smaller, it must make a Strength saving throw DC 18. On a failed save, the target is knocked prone.

REACTIONS

Parry. The Breaker of Men adds 6 to her AC against one melee attack that would hit it. To do so, the Breaker of Men must see the attacker and be wielding a melee weapon



SHADEWOOD GARGOYLE

Medium monstrosity, chaotic evil

Armor Class 14 (Natural Armor)

Hit Points 70 (10d8 + 35)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	6 (-2)	9 (-1)	7 (-2)

Damage Resistances Melee weapon attacks from Nonmagical Attacks that aren't silvered

Condition Immunities Petrified

Senses Darkvision 60 ft., Passive Perception 10

Challenge 5 (1,250 XP)

Unhallowed Creatures. If a gargoyle would take damage that would reduce its hit points below zero, it instead begins its next turn with 1 hit point, unless the source of damage is silvered, magical, or radiant.

ACTIONS

Multiattack. The gargoyle makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) slashing damage.

Stones Curse. When a gargoyle successfully bites or claws a target, you may roll a d20. On 19 or 20 the target is marked with Stone's Curse. The cursed target now has a number of days equal to their Constitution modifier (minimum 1 day), to have the curse removed. During this time the curse slowly begins to turn their body to stone. If the curse is not removed within the prescribed amount of time, the next time moonlight touches their skin they turn to solid stone. This curse can be removed by the spell Remove Curse, or by bathing in a river with a small blood sacrifice.

FORTUNE TELLER

Medium human, lawful neutral

Armor Class 15 (Enchanted Robes)

Hit Points 74 (13d6 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	14 (+2)	17 (+3)	14 (+2)	13 (+1)

Saving Throws INT +6, WIS +5

Skills Arcana +6, Perception +5, Persuasion +4, Insight +4

Senses Passive Perception 15

Languages Common plus any one language

Challenge 6 (2,100 XP)

Spellcasting. The Fortune Teller is an 8th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The Fortune teller has the following wizard spells prepared:

Cantrips (at will): *Light, Message, Mage Hand, Prestidigitation, Minor Illusion, Thaumaturgy*

1st level (4 slots): *Charm Person, Find Familiar, Unseen Servant, Detect Magic, Identify*

2nd level (3 slots): *Detect Thoughts, Magic Mouth, Locate Object*

3rd level (3 slots): *Clairvoyance, Dispel Magic, Continual Flame*

4th level (2 slots): *Locate Creature, Greater Invisibility*

ACTIONS

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

Crystal Ball (1/day) Once per day the Fortune teller can cast *Divination* or *Scrying* through her crystal ball.





THE CURIOUS

It's insidious laughter heard throughout the night.
Is echoed through tales told to delight.

Mothers grab their babes, hold them close, hold
them tight.

For this creature does not crawl back to its cave at
first light.

It walks among you, and your loved ones in the
guise of your friend.

but those who know, know it's just a means to an
end.

For when you're alone in the woods with no chance
to defend,

It deals a wound so fatal no cleric could mend.

THE CURIOUS

Medium aberration (shapechanger), chaotic neutral

Armor Class 16 (Natural Armor)

Hit Points 115 (20d6 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	13(+1)	14(+2)	13 (+1)	18 (+4)

Saving Throws CON +9, INT +4

Skills Arcana +6, Perception +5, Deception +8, Stealth +7

Damage immunities. Psychic

Condition immunities. Charmed, frightened

Senses Blindsight 60 ft., Darkvision 60 ft., Passive Perception 13

Languages Any language spoken

Challenge 10 (7,100 XP)

The Soul Bind. The Curious has an innate ability that allows it to bind the soul of a creature to a wooden mask. If a creature is targeted by this ability they must make a constitution or wisdom saving throw DC 16. On a failed save, roll 8d10 and if the number is equal to or greater than the target's current hp their soul is sucked from their body and placed into the mask. The target then drops to zero hp and is considered dead

Anyone who dons the mask will wear an illusion over their body of whomever was trapped inside the cursed item.

The Masks of the Damned.

"Those who are cursed by the Curious are damned to spend an eternity watching others live in their body."

When a creature's soul is placed into a mask, the mask immediately takes on the likeness of the creature. Inside the mask their

consciousness stays active, their prison acting like a window to the world just beyond their reach.

Anyone who dons the disguise will wear an illusion over their body of whomever was trapped inside the cursed item.

Shapechanger. The Curious can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed, except for its own mask. It reverts to its true form if it dies.

Innate Spellcasting. The Curious's innate spellcasting ability is Charisma (spell save DC 16). The Curious can innately cast the following spells, requiring no material components:

At will: *Detect Thoughts, Invisibility, Mage Hand, Major Image, Prestidigitation, Thaumaturgy*

2/day each: *Tongues, Mirror Image, Heat Metal, Polymorph, Levitate*

1/day each: *Dream, Mislead, Modify Memory*

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

ACTIONS

Psychic Strike. *Ranged spell Attack:* +8 to hit, reach 30 ft., one target.
Hit: 14 (3d6 + 4) psychic damage.

REACTIONS

Body Swap. (3/day) If the curious is struck by an attack, before the damage is dealt the curious can swap places with a creature that is within 30 feet and can be seen by the Curious. When this happens the damage from that attack is instead dealt to the new creature.



LUCIAN DARSOL

THE VAMPIRE LORD

Medium human, lawful neutral

Armor Class 16 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 60 ft., 80 ft. flying while on Nightmare

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	20 (+5)	15 (+2)	18 (+4)

Saving Throws Dex +9, Wis +7, Cha +9

Skills Arcana +15, Perception +12, Religion +10, Stealth +14

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses Darkvision 120 ft., passive Perception 22

Languages Abyssal, Common, Draconic, Elvish, Giant, Infernal

Challenge 15 (13,000 XP)

Unnatural Body. As long as Lucian is not in running water or sunlight, he can use his action to polymorph into a Tiny bat, a Medium cloud of mist, or back into his true form. While polymorphed his statistics, other than his size and speed, are unchanged. He reverts to his true form if he dies.

While in mist form, Lucian can't take any actions, speak, or manipulate objects. He is weightless, has a flying speed of 20 feet, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing. He is immune to all nonmagical damage, except the damage he takes from sunlight, and he can't pass through water.

Legendary Resistance (3/Day). If Lucian fails a saving throw, he can choose to succeed instead.

Escape from Death. When Lucian drops to 0 hit points and the damage that causes it isn't from a wooden stake to the heart or by some sort of radiant damage, he still gains the effects of his regeneration ability at the start of his next turn. If his body were to be quartered or his head separated from his torsos. The following night all severed parts would turn to mist and reconnect with each other. Lucian would then return to his Vampire form with 1 hitpoint.

Regeneration. Lucian regains 15 hit points at the start of his turn if he has at least 1 hit point and isn't in running water or sunlight.

Spider Climb. Lucian can climb difficult surfaces, including upside down on ceilings, without having to make an ability check.

Weaknesses. Lucian has the following flaws:

Forbiddance. He can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. He takes 15 acid damage if he ends his turn in running water.

Sunlight Hypersensitivity. While in sunlight, Lucian takes 15 radiant

damage at the start of his turn, and has disadvantage on attack rolls and ability checks..

ACTIONS

Multiattack (Vampire Form Only). Lucian makes two attacks, only one of which can be a bite attack.

Longsword. (Vampire Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 4) slashing damage, plus 14 (3d8) necrotic damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., Hit: 9 (1d8 + 4) piercing damage plus 10 (3d6) necrotic damage. Lucian gains hit points equal to the amount of damage dealt by this attack. If this would heal him above maximum hit points Lucian may immediately deal another (2d6) necrotic damage as he becomes enthralled by his target's lifeforce..

Charm. Lucian targets one humanoid within 100 feet of him that can hear his voice. The target must succeed on a DC 16 Wisdom saving throw or be charmed. If the creature has been bitten by Lucian in the past 24 hours, their DC is 18. The charmed target regards Lucian as a trusted friend to be heeded and protected. The target isn't under Lucian's control, but it takes Lucian's requests and actions in the most favorable way and lets Lucian bite it. This effect lasts 24 hrs., and is ended early if the target is harmed by Lucian in any other way besides his bite.

Ancient Mists. As an action Lucian may call a dark mist to his side, filling a 30 ft. radius circle. The mist churns and wails with the horrific cries and terrible visage of all the tortured souls Lucian has slain. Any creature besides Lucian that starts their turn within the mist must make a wisdom saving throw DC 17 or take (1d10) Psychic damage. Additionally, all attacks made against Lucian while in the mist are made at disadvantage.

Once this ability has been used, it can't be used again until the next dawn.

LEGENDARY ACTIONS

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

Move. Lucian moves up to his speed without provoking opportunity attacks.

Unarmed Strike. Lucian makes one unarmed strike.

Bite (Costs 2 Actions). Lucian makes one bite attack.

REACTIONS

Shifting Body. If Lucian were to be hit by weapon attack, he may instead use his reaction to briefly turn to mist. Allowing to the stike to pass harmlessly through him. All damage from the attack is negated.



ALENTHRIEL THE “MISTRESS OF BRUTALITY”

Medium humanoid, chaotic evil

Armor Class 15 (Natural Armor)

Hit Points 156 (20d8 + 62)

Speed 30 ft., levitate 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	20 (+5)	17 (+3)	13 (+1)

Saving Throws Wis +7 Dex +6

Skills Arcana +13, intimidation +5

Senses passive Perception 13

Languages Abyssal, Common

Challenge 11 (7,200 XP)

Connected by the Weave. If Alenthriel would take damage from an attack, she may instead choose to have one of her ghouls take the damage. This ability only works if she still has ghouls alive

Spellcasting Alenthriel is a 16th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). She has the following spells prepared:

At will : *Sword Burst, Arms of Hadar, Cause Fear*

1st level (4 slots): *Hellish Rebuke, Magic Missile*

2nd level (3 slots): *Shatter, Ray of Enfeeblement, Detect Thoughts*

3rd level (3 slots): *Dispel Magic, Counter Spell, Fear, Animate Dead, Vampiric Touch*

4th level (3 slots): *Blight, Black Tentacles, Phantasmal Killer*

5th level (2 slots): *Cloudkill, Geas, Telekinesis*

6th level (1 slot): *Circle of Death, Harm*

7th level (1 slot): *Finger of Death, Force Cage*

8th level (1 slot): *Incendiary Cloud*

ACTIONS

Multiattack. Alenthriel and any ghouls alive may take an action on her turn.

Ghoul Strike. Melee Attack: +8 to hit, reach 5 ft., one target.
Hit: 10 (1d10 + 4) Slashing Damage.

Smoke Tendril. Melee Attack: +9 to hit, reach 10 ft., one target.
Hit: 12 (2d6+5) Necrotic Damage.

REACTIONS

Bound by Shadow. If any creature leaves melee with Alenthriel's large base and doesn't disengage, all 3 of her ghouls may make opportunity attacks



SHADEWOOD WEREWOLF

Medium humanoid, chaotic evil

Armor Class 13 (Natural Armor)

Hit Points 65 (9d8 + 18)

Speed 30 ft., 40 ft. in wolf form

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Saving Throws CON +5, Dex +3

Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Skills Perception +4, Stealth +3

Senses Passive Perception 14

Challenge 4 (1,100 XP)

Beastial Fury. Whenever a Shadewood Werewolf drops below half its HP, it becomes enraged and extremely volatile. If a Shadewood Werewolf starts its turn below half health, it may make one extra attack with its claws.

Body of the Dark Red Moon. If the Shadewood Werewolf starts its turn below full health, you may roll 1d4 + 2 and add the result to its HP.

Keen Hearing and Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack. The shadewood werewolf makes two attacks, one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 8 (2d4 + 3) slashing damage.

REACTIONS

Brutal Reaction. If a Shadewood Werewolf is hit by a creature within 5 feet of it, it may use its reaction to immediately strike the target with its claws.



THE CANDLE PRIEST

Locked away in the Tower of Dread a masked figure watches over his ancient relics and wards the tower from intrusion. Like their protector, the relics and tower have faded away to distant memory. Though few have seen the priest and can picture his appearance, all who travel through the Shadwood have heard this creature. At dusk and dawn, the clanging of the priest's bells are an ever present sound, forging the background noise of the Shadwood; as familiar to the inhabitants as rushing water or snapping branches.

Weight of Time. Some say that bells seen on the back of the priest were placed there himself. Centuries of life began to affect his body, warping and distorting his spine. So he strapped the bell from the top of his tower to his back, in order to straighten it. He has kept up this practice and must add another bell every few decades, continually adding to his bizarre appearance and clanging footsteps.

THE CANDLE PRIEST

Medium monstrosity, lawful evil

Armor Class 15 (Natural Armor)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	16 (+3)	12 (+1)	17 (+3)	15 (+2)

Skills Deception +5, Insight +4, Perception +4, Persuasion +5

Damage immunities Fire Damage

Senses Darkvision 60 ft., Blind Sight 20 ft., Passive Perception 14

Languages Common

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Ill Tone. When a creature that can hear the candle priest begins its turn within 30 feet of the candle priest, and the candle priest has moved within the last round, that creature must succeed a DC 14 Constitution saving throw or suffer one of the Bells Effects.

Bell Effects. When a creature fails their saving throw roll 1d4 to determine how the bells sound effects them.

- 1- The eerie, and off putting tone, reverberates throughout their body. Targeted creatures' attacks and ability checks are rolled at disadvantage until the start of their next turn.
- 2- The overwhelming tone begins to burst their eardrums and pierce their minds. Target creature suffers 1d10 psychic damage.
- 3- The sickening sounds of the candle priest's bells begin to shut down the targeted creature's body. For the next round the target creature may only move half their movement speed and may take an action or bonus action, but not both.
- 4- The twisted tone causes your muscles to tighten and your stomach to turn. Target creature must expend 2 hit dice or spend their turn shaking and vomiting on the ground.

ACTIONS

Multiattack. The Candle Priest makes 2 attacks. One with his Snake and the other with his censer.

Snake. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage plus 10 (3d6) poison damage.

Censer. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage plus 4 (2d4) fire damage.

Extinguish. As an action the candle priest can extinguish up to two of the candles on its crown. For each candle snuffed, the candle priest may target one creature within 60 ft. All creatures targeted are blinded while within 60 ft. of the candle priest. This effect is lost if dispel magic is cast on the affected creature or if the corresponding candles are lit again. The candle priest may have 7 creatures under this effect at a time.

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