

BEINGS FROM THE FOG

COMPENDIUM OF KILLERS FROM DEAD BY DAYLIGHT

THE TRAPPER

Medium Human, neutral evil

Armor Class 18

Hit Points 200

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	12 (+1)	8 (-1)	14 (+2)

Condition Immunities Frightened, Charmed, Petrified, Unconscious

Senses passive Perception 9

Languages Common

Challenge

Brutal Strength The trapper scores critical hits on dice rolls of 18 and above.

Unnerving Presence When creatures make a saving throw, check, or attack roll while within 30ft. of The Trapper, roll a d6 and reduce their roll by that much.

Agitation The Trapper can move up to 30ft. while grappling a creature.

Opportunistic The Trapper can grapple creatures caught in his bear traps without needing to make a grapple check.

Actions

Set Trap The Trapper sets one bear trap he is holding on the ground and arms it. Creatures caught in these bear traps take 1d10 damage and are restrained. To attempt to escape from a bear trap, creatures must make a DC16 Strength saving roll or remain restrained. If the creature breaks free, their movement speed is halved.

Multiattack The Trapper makes any combination of 2 actions he knows.

Machete Melee weapon attack, +8 to hit, reach 5ft., one target. Hit: 12(2d6+6) slashing damage.

Lunge Attack The Trapper moves forward 5ft. and makes a lunge attack with his machete. Melee weapon attack, +8 to hit, reach 5ft., one target. Hit: 12(2d6+6) slashing damage.

Grapple The Trapper attempts to grapple a creature within 5ft of him.

DM's note: When doing an encounter with the trapper, you can choose to have a number of his traps already armed in the area when the players arrive. Up to 7 traps can be in play at any given time. In the original game, the Trapper can hold up to 2 bear traps by default, but you can have him hold as many as 7 at a time if you wish.

THE WRAITH

Medium Human, neutral evil

Armor Class 17

Hit Points 175

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	16 (+3)	20 (+5)	10 (+0)

Resistances Bludgeoning, Piercing and Slashing from nonmagical sources.

Weaknesses Fire

Condition Immunities Frightened, Charmed, Petrified, Unconscious

Senses passive Perception 17

Languages None

Challenge -

Predator The Wraith has advantage on survival (tracking) checks.

Bloodhound The Wraith gets a +2 bonus to survival (tracking) checks against creatures under half HP.

Shadowborn The Wraith has advantage on perception (sight) checks.

Silent Hunter While cloaked, The Wraith's movement speed is increased to 50ft. Additionally, while cloaked, creatures have disadvantage on perception checks to detect The Wraith. Additionally his exact location cannot be determined by magical means while cloaked.

Actions

Multiattack The Wraith can make any combination of 2 actions he knows.

Cloak The Wraith rings his wailing bell, rendering him silent and nearly invisible. When this action is performed, it creates a noise that can be heard from up to 25 ft away, the direction of which can be determined. Additionally, this creates a wooshing sound that can be heard from up to 40ft. away, but the direction cannot be determined. The Wraith cannot attack while cloaked. Taking fire damage while cloaked will remove cloak and stun the wraith until the end of his next turn. The Wraith cannot attack while cloaked.

Uncloak The Wraith rings the Wailing Bell, revealing his relative location within 25 ft. The Wraith can move up to 5ft. while uncloaking. After uncloaking fully, The Wraith can move up to 20 additional feet. If you manage to get within 5ft. of a survivor after uncloaking, you can make an attack with Azarov's Skull.

Azarov's Skull Melee weapon attack, +5 to hit, reach 5ft., one target. Hit: 9(2d6+3) slashing damage.

Lunge Attack The Wraith moves forward 5ft. and makes a lunge attack with Azarov's Skull. Melee weapon attack, +5 to hit, reach 5ft., one target. Hit: 9(2d6+3) slashing damage.

Grapple The Wraith attempts to grapple a creature within 5ft of him.

DM's Note: The Wraith's kit is best suited for a hit and run encounter than direct confrontation. Wraith is at his strongest when he is disappearing from sight and reappearing when least expected to make surprise attacks,

THE HILBILLY

Medium Human, chaotic evil

Armor Class 17

Hit Points 175

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	20 (+5)	8 (-1)	10 (+0)	6 (-2)

Resistances Bludgeoning, Piercing and Slashing from nonmagical sources.

Condition Immunities Frightened, Charmed, Petrified, Unconscious, Blinded

Senses passive Perception 10

Languages None

Challenge -

Lightborn When a creature attempts to blind The Hilbilly, he knows their exact location and has advantage on attack rolls against them until the end of his next turn.

Enduring The Hilbilly has advantage on saving throws against being stunned.

Tinkerer When The Hilbilly is below 1/4 HP, attack rolls against him are made with disadvantage. The Hilbilly's next attack roll is made with advantage

Actions

Multitack The Hilbilly makes any combination of 2 actions and 1 bonus action he knows.

Chainsaw Rev As a bonus action, The Hilbilly revs up his chainsaw, allowing him to use the Chainsaw Sprint ability.

Chainsaw Sprint The Hilbilly runs up to 80ft. in a straight line and makes a chainsaw attack. Melee weapon attack, +6 to hit, reach 5ft., one target. Hit: 20(4d8+4) slashing damage. After using this ability, The Hilbilly can only use actions or a bonus action on his next turn.

Hammer Melee weapon attack, +8 to hit, reach 5ft., one target. Hit: 14(2d8+6) bludgeoning damage.

Lunge Attack The Hilbilly moves forward 5ft. and makes a lunge attack with his hammer. Melee weapon attack, +8 to hit, reach 5ft., one target. Hit: 14(2d8+6) bludgeoning damage.

Grapple The Hilbilly attempts to grapple a creature within 5ft of him.

THE NURSE

Medium Human, Neutral evil

Armor Class 17

Hit Points 150

Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-2)	12 (+1)	16 (+3)	22 (+6)	10 (+0)

Resistances Bludgeoning, Piercing and Slashing from nonmagical sources.

Weaknesses Fire

Condition Immunities Frightened, Charmed, Petrified, Unconscious

Senses passive Perception 18

Languages None

Challenge -

A Nurse's Calling When a creature heals another creature, The Nurse knows the exact location of both creatures, and has advantage on attack rolls against them until the end of her next turn.

Thanatophobia For every creature within 100ft. of the nurse that is below half health, all creatures within 100ft. of The Nurse suffer from a -1 penalty to attack rolls and saving throws.

Stridor Stridor: The nurse is aware of all creatures hidden and invisible within 10ft. of her.

Levitation The Nurse is immune to the effects of difficult terrain.

Quick Blink Creatures can trigger The Nurse's opportunity attack from up to 10ft. away.

Actions

Multiattack The Nurse makes any combination of 2 actions and one bonus action.

Blink The nurse can teleport as either an action or a bonus action. If she teleports as a bonus action, she can teleport up to 35 ft. away. If she blinks as an action, she can teleport up to 70ft. away. When The Nurse uses blink on her turn, she can only use an action or a bonus action on her next turn. Blinking does not provoke opportunity attack.

Bonesaw Melee weapon attack, +5 to hit, reach 5ft., one target. Hit: 11(2d8+3) slashing damage.

Lunge Attack The Nurse moves forward 5ft. and makes a lunge attack with her Bonesaw. Melee weapon attack, +5 to hit, reach 5ft., one target. Hit: 11(2d8+3) slashing damage. After performing a blink, The Nurse can move forward 10ft. when making a lunge attack.

THE SHAPE

Medium Human, neutral evil

Armor Class 18

Hit Points 200

Speed 35ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	24 (+7)	10 (+0)	16 (+3)	8 (-1)

Resistances Bludgeoning, Piercing and Slashing from nonmagical sources.

Condition Immunities Frightened, Charmed, Petrified, Unconscious

Senses passive Perception 13

Languages None

Challenge

Evil Within. The nature of The Shape's powers change as he stalks more creatures. Use the stalk as an action or a bonus action to gain Evil Within points.

Evil Within Tier 1: (Base) The Shape cannot be detected by any magical means. The shape's movement speed is 35ft.. The Shape cannot use Lunge attack

Evil Within Tier 2: (Total Points Needed: 10) The shape can now be detected by magical means. The shape's movement speed is 40ft.. The shape can now use the Lunge attack.

Evil Within Tier 3 (Total Points Needed:25) The shape's attacks deal double damage. Lunge attack's range is increased by 10ft. Stalk cannot be used while in this tier. Evil Within loses 5 points per round until it has 10 points.

Play With Your Food Play with your food gains a point for every attack The Shape misses, up to a maximum of three. Each token grants an additional 10ft. of movement speed. Play With Your food loses a point upon a successful attack.

Dying Light Whenever The Shape reduces a creature's HP to 0, his AC increases by 1.

Save The Best For Last Save The Best For Last gains 1 point every time The Shape makes a successful melee attack, up to a maximum of 8. For every 4 points Save The Best For Last has, The Shape can make an additional attack whenever he makes the multiattack action.

Actions

Multiattack The Shape makes any combination of 2 actions he knows.

Stalk The Shape observes creatures from a distance, growing its power. You can stalk as an action or a bonus action. Stalking as a bonus action Evil Within gains 1 point for every creature The Shape can see within 60ft. of him. If The Shape stalks as an action, Evil Within gains 2 points for every creature he can see within 60ft. of him.

Knife Melee weapon attack, +7 to hit, reach 5ft., one target. Hit: 9(2d6+3) slashing damage.

Lunge Attack The Shape moves forward 5ft. and makes a lunge attack with Azarov's Skull. Melee weapon attack, +7 to hit, reach 5ft., one target. Hit: 9(2d6+3) slashing damage.

THE HAG

Medium Witch, chaotic evil

Armor Class 17

Hit Points 150

Speed 35ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	8 (-1)	22 (+6)	6 (-2)

Condition Immunities Frightened, Charmed, Petrified, Deafened

Senses passive Perception 15

Languages None

Challenge TBD

The Third Seal Creatures below Maximum HP within 100ft. of The Hag have their ability to know the location of objects and creatures by magical means restricted for 1 minute.

Ruin The Hag heals 1d4 HP at the start of every turn.

Devour Hope This Ability gains 1 point every time a creature is healed by any means within 120ft. of The Hag. At 2 points, The Hag gains an additional 10ft. of movement speed. At 3 points The Hag's attacks deal damage. At 5 points, when a creature is hit by the Hag's melee attack, they must make a DC16 constitution saving throw. On a failure, their health is reduced to 0.

Actions

Claw Multiattack The Hag makes any combination of 2 actions and one bonus action.

Set Trap As a bonus action, The Hag sets one phantasm trap on the ground, up to a maximum of 10. These traps create a projection of the hag when a creature moves within 5ft. of this trap. Once per round, as a reaction, The Hag can instantly teleport to a trap that was triggered within 40 ft. of her and make a claw attack. She has advantage on this attack.

Claw Melee weapon attack, +5 to hit, reach 5ft., one target. Hit: 9(2d6+3) slashing damage.

Lunge Attack The Hag moves forward 5ft. and makes a lunge attack with her claw. Melee weapon attack, +5 to hit, reach 5ft., one target. Hit: 9(2d6+3) slashing damage.

DM's note: While in the original game the Hag has to set all her traps manually, you can have the area where you intend to have your players encounter the Hag already have traps set. Additionally, in the original game, Devour Hope allows The Hag to kill players outright. If you would rather have the ability do this than just reduce a creature's HP to 0, you can do that.

THE DOCTOR

Medium Human, chaotic evil

Armor Class 17

Hit Points 200

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	22 (+6)	18 (+4)	10 (+0)

Resistances Bludgeoning, Piercing and Slashing from nonmagical sources.

Condition Immunities Frightened, Charmed, Petrified, Unconscious

Senses passive Perception 14

Languages None

Challenge -

Monitor & Abuse While not in combat, creatures further than 25ft. from The Doctor have disadvantage on perception checks to detect The Doctor's presence and Overwhelming Presence's effective range is 25 ft.. While in combat, the effective range of Overwhelming presence is 35ft.

Overwhelming Presence When a creature within a certain range (see Monitor & Abuse) of The Doctor uses an ability that has a limited number of uses per day or per long rest, an additional use of that ability is consumed.

Overcharge When a creature within 120ft. of The Doctor heals another creature, the healer must make a Constitution saving throw or take 2d6 lightning damage, or half as much on a successful save.

Madness The Doctor's abilities inflict creatures with various negative side effects depending on their tier of Madness. Whenever a creature enters the next tier of Madness, The Doctor knows their exact location at that moment. Creatures can have a maximum of 5 point of Madness at a time.

Madness Tier 1 (One point of Madness) When a creature makes a saving throw, skill check, or attack roll, roll a d4. On a 1, the creature has disadvantage on the roll.

Madness Tier 2 (Three points of Madness). When a creature makes a saving throw, skill check, or attack roll, roll a d4. On a 1-2, the creature has disadvantage on the roll. Creature's see an illusion that appear as The Doctor. Creatures must make a DC16 wisdom saving throw to determine if it is an illusion. On a failure, they believe the illusion is real. The Illusion disappears for this creature after they succeed on the saving throw or take a hostile action against the illusion.

Madness Tier 3 (Five points of Madness) Creatures in Madness Tier 3 are unable to make any actions other than the Break Out of It action. When a creature makes the Break Out of It action, they must make a Wisdom saving throw with disadvantage. Upon a success, the creature loses 4 points of Madness.

Actions

Multiattack The Doctor makes any combination of 2 actions and 1 bonus action.

Static Blast (Recharge 5-6) The Doctor blasts all creatures within a range of him with electricity as an action. Creatures in this range must make a wisdom saving throw or gain 2 points of Madness, or 1 point on a success. While out of combat, this has a 25ft. radius. While in combat, this has a 35 ft. radius.

Shock Therapy The Doctor blasts all creatures in a 10ft. cone with electricity as a bonus action. Creatures in this range must make a DC16 wisdom saving throw or gain 2 points of madness, or 1 on a success.

Metal Stick Melee weapon attack, +5 to hit, reach 5ft., one target. Hit: 9(2d6+3) bludgeoning damage.

Lunge Attack The Doctor moves forward 5ft. and makes a lunge attack with his metal stick. Melee weapon attack, +5 to hit, reach 5ft., one target. Hit: 9(2d6+3) bludgeoning damage.

THE HUNTRESS

Armor Class 17

Hit Points 200

Speed 35ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	8 (-1)	14 (+2)	8 (-1)

Condition Immunities Charmed, Frightened, Unconscious, Petrified,

Senses Passive Perception 12

Languages Common

Challenge -

Abilities

Huntress Lullaby (Recharge 5-6) When an attack roll against The Huntress misses, she can turn it into a critical failure.

Beast of Prey Every time The Huntress's turn starts, she gains an additional 5 feet of movement speed, up to a maximum of 15 additional movement speed.

Territorial Imperative The Huntress knows the exact location of all creatures within a predetermined area with a 20ft radius.

Actions

Multiattack The Huntress performs any combination of 2 actions or 1 Action and 1 Bonus action that she knows.

Broadaxe Melee weapon attack, +6 to hit, reach 5ft., one target. Hit: 10(2d6+4) slashing damage.

Hatchet Charge As a bonus action, The Huntress focuses her aim, increasing the range, damage and accuracy of her Hatchet Toss

Uncharged Hatchet Toss Ranged Weapon attack, +6 to hit, range 20ft/60ft., single target. Hit 10 (2d6+4) slashing damage.

Charged Hatchet Toss Must be preceded by a Hatchet Charge. Ranged Weapon attack, +8 to hit, range 40ft/120ft, single target. Hit 12 (2d6+6) slashing damage.

THE CANNIBAL

Medium Person, Chaotic Evil

Armor Class 17

Hit Points 200

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	22 (+6)	22 (+6)	6 (-2)	8 (-1)	5 (-3)

Condition Immunities Charmed, Frightened, Paralyzed, Petrified, Unconscious

Languages None

Challenge -

BBQ & Chili After reducing a creature's HP to 0, The Cannibal has advantage on attack rolls against all creatures until the end of his next turn.

Knock Out Targets hit by The Cannibal's melee attack must make a constitution saving throw or be stunned until the end of their next turn.

Franklin's Demise Creatures hit by The Cannibal's hammer must succeed on a DC 17 strength saving throw or drop their equipped weapon as it is knocked 15 feet away. On a critical failure, the dropped weapon gains a -1 damage penalty to damage dice rolled.

Actions

Multiattack The Cannibal makes any combination of 2 actions he knows.

Hammer Melee weapon attack. +8 to hit, 5 ft. reach., one target. Hit: 14 (2d8+6) bludgeoning damage.

Lunge Attack The Cannibal moves forward 5 ft. and makes a lunge attack with his hammer. Melee weapon attack. +8 to hit, reach 5 ft., one target. Hit: 14 (2d8+6) bludgeoning damage.

Bubba's Chainsaw (Recharge 4-6) The Cannibal swings his chainsaw back and forth while moving up to 20ft. All creatures within a 10ft. cone of The Cannibal at any point during his movement must make a DC 17 Dex saving throw. Creatures takes 26 (4d10+6) slashing damage on a failed save, or half as much damage on a successful save.

Grapple The Cannibal attempts to grapple a creature within 5ft of him.

THE NIGHTMARE

Medium Human, chaotic evil

Armor Class 16

Hit Points 200

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	14 (+2)	14 (+2)	18 (+4)

Resistances Bludgeoning, Piercing and Slashing from nonmagical sources.

Weaknesses Fire

Condition Immunities Frightened, Charmed, Petrified, Unconscious

Senses passive Perception 12

Languages None

Challenge

Dream Demon The Nightmare is invisible to creatures further than 35ft. from him. Creatures have disadvantage on perception checks to see him when he is within 35ft. and 15ft. from them. The Nightmare can place dream objects around the world, that can only be perceived by and interacted with by creatures in the Dream world. The Nightmare can have up to 6 of these active at once. Creatures hit by The Nightmare's melee attacks must make a DC16 wisdom saving throw or enter the dream world.

Micro-Sleep Every round, creatures within 120ft. of The Nightmare must make a DC14 Wisdom saving throw or enter the Dream World.

Fire Up Every time The Nightmare loses 1/4 of his maximum HP, he may perform one additional attack when using the multiattack action.

Remember Me When combat begins, choose one creature at random. Every succesful attack against this creature increases the temporary HP gained from Blood Warden by 10 points.

Blood Warden When The Nightmare would be reduced to 0 HP, he is instead reduced to 1 HP and gains 10 temporary HP.

Actions

Multiattack The Wraith makes any combination of 2 actions and 1 bonus action.

Dream Snare As a bonus action, The Nightmare can place a dream snare that covers a 5ftx5ft area. Creatures in the dream world that step on these have their remaining movement speed reduced by 15ft.

Dream Pallet As a bonus action, The Nightmare can place a dream pallet, which creatures in the dream world can attempt to use as cover. However, creatures attempting to use this as cover do not gain bonus AC, and The Nightmare can move and attack through this cover as if it did not exist.

Blade Glove Melee weapon attack, +5 to hit, reach 5ft., one target. Hit: 9(2d6+3) slashing damage.

Lunge Attack The Nightmare moves forward 5ft. and makes a lunge attack with his Blade Glove. Melee weapon attack, +5 to hit, reach 5ft., one target. Hit: 9(2d6+3) slashing damage.

Grapple The Nightmare attempts to grapple one creature within 5ft of him.

DM's Note: creatures in the dream world can be woken up as an action by creatures not in the dream world.

THE PIG

Medium Human, lawful evil

Armor Class 16

Hit Points 175

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	20 (+5)	18 (+4)	10 (+0)

Resistances Bludgeoning, Piercing and Slashing from nonmagical sources.

Condition Immunities Frightened, Charmed, Petrified, Unconscious

Senses passive Perception 14

Languages None

Challenge TBD

Surveillance Upon performing a succesful melee attack, The Pig has advantage on her next melee attack against the creature she hit.

Make Your Choice When a creature within 100ft. of you heals another creature, the healer becomes exposed. Exposed creatures take double damage from the next attack that hits them.

Hangman's Trick The Pig has advantage on attack rolls while grappling a creature.

Actions

Multiattack The Pig makes any combination of 2 actions and 1 bonus action.

Hidden Blade Melee weapon attack, +6 to hit, reach 5ft., one target. Hit: 10(2d6+4) slashing damage.

Lunge Attack The Pig moves forward 5ft. and makes a lunge attack with her Hidden Blade. Melee weapon attack, +6 to hit, reach 5ft., one target. Hit: 10(2d6+4) slashing damage.

Crouch As a bonus action, you can crouch. While crouched, creatures cannot gain advantage on attack rolls against The Pig. While crouched, The Pig's movement speed is reduced to 30ft and she cannot be detected by magical means.

Dash Attack While crouched, The Pig can perform a Dash Attack. The Pig moves up to 60ft. and performs a hidden blade attack. Creatures hit by the Dash Attack must make a DC 15 Strength Saving throw or be knocked prone.

Reverse Bear Trap Reaction. After knocking a creature prone, The Pig can place a reverse bear trap on the creature's head. If this is not removed in 1 minute, the creature's HP drops to 0. The trap can be removed if they find the key in a jigsaw box.

DM's note: When doing an encounter with The Pig, the area should include 4 jigsaw boxes, each assigned a number 1 through 4. When a reverse bear trap is placed on a creature's head, roll a d4 to determine which Jigsaw Box will have the key to that trap. Creatures can search these Jigsaw boxes as an action. When a player searches a Jigsaw Box, roll a d4. The player must make that many sleight of hand checks. Each failure damages the player for 1d4 piercing damage. Regardless of the results of these checks, the player will finish searching the box in that turn.

THE CLOWN

Armor Class 16
Hit Points 200
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	16 (+3)	10 (+0)	16 (+3)

Condition Immunities Charmed, Frightened, Fatigued, Petrified, Paralyzed, Unconscious
Senses passive Perception 10
Languages Common
Challenge -

Abilities

Afterpiece Bottles The Clown can throw up to 4 afterpiece bottles of any kind before he needs to reload his bottles. Additionally, if The Afterpiece Tonic and Antidote occupy the same space, neither effect is triggered.

Built Immunity The Clown is immune to the effects of his Afterpiece Tonic.

Pop Goes The Weasel When the clown reduces a creature's HP to 0, his next succesful hit deals double damage.

Coulrophobia Creatures within 35ft. of The Clown receive half healing from all healing sources.

Bamboozle While moving, The Clown's AC is increased to 24.

Actions

Multiattack The Clown makes any combination of 2 Actions he knows.

Madme Butterfly Melee weapon attack, +6 to hit, reach 5ft., one target. Hit: 10(2d6+4) slashing damage.

Butterfly Lunge The Clown moves forward 5ft. and makes a lunge attack with his Butterfly Knife. Melee weapon attack, +6 to hit, reach 5ft., one target. Hit: 10(2d6+4) slashing damage.

Afterpiece tonic The Clown tosses a bottle of noxious gas up to 50 feet. This bottle creates a cloud with a 15 ft radius that persists until the start of The Clown's next turn. The area inside this cloud is considered difficult terrain. Creatures inside this cloud have their vision limited to 10ft. in any direction.

Afterpiece Antidote The clown tosses a bottle of invigorating gas up to 50 feet. This bottle creates a white cloud with a 15ft radius that turns yellow at the start of The Clown's next turn. While this cloud is yellow, creatures can move through it without using any movement speed. Once it has turned yellow it disappears at the start of The Clown's next turn.

Reload The Clown reloads his afterpiece bottles.

THE SPIRIT

Medium Spectre, Neutral Evil

Armor Class 17

Hit Points 175

Speed 35ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	16 (+3)	16 (+3)	20 (+5)	12 (+1)

Condition Immunities Charmed, Frightened, Paralyzed, Petrified, Unconscious

Senses passive Perception 17

Languages Common

Challenge -

Rancor Rancor has 5 charges. As a bonus action, The Spirit can use one of these charges. Until the start of The Spirit's next turn, The Spirit has advantage on attack rolls against all creatures in the battle, and the Obsession has advantage on attack rolls against The Spirit. Once all charges have been used up one randomly chosen creature takes double damage from The Spirit's attacks for the remainder of combat.

Spirit Fury Every 4th attack that lands on The Spirit triggers a Katana attack from the Spirit as a reaction.

Hex: Haunted Grounds Once the Spirit's HP falls below half, her attacks deal double damage for 1 minute.

Passive Phasing The Spirit slips between planes at random. Roll a d20 at the end of each turn where The Spirit is not using Yamaoka's Haunting. On a 15 or above, all creatures have disadvantage on attack rolls against the spirit.

Actions

Multiattack The spirit makes any combination of 2 actions and 1 bonus action.

Katana Melee attack, +8 to hit, reach 5 ft. one target. Hit: 12(2d6+6) slashing damage.

Lunge Attack The Spirit moves forward 5 ft and makes a lunge attack with her katana. Melee Weapon Attack. +8 to hit, reach 5ft., one target. Hit: 12(2d6+6) slashing damage.

Grapple The Spirit attempts to grapple a creature within 5ft of her.

Yamaoka's Haunting (Recharge 5-6) As a bonus action, The Spirit enters another plane of existence. While in this plane of existence, The Spirit leaves behind a husk of her body while her true self moves freely. This husk can be attacked, but takes no damage. While Yamaoka's Haunting is active, The Spirit cannot be targeted by attacks. The spirit cannot attack or see other creatures and her movement speed is increased to 60 ft. Yamaoka's Haunting ends at the start of The Spirit's next turn. When Yamaoka's haunting ends, the husk vanishes and The Spirit becomes visible again.

DM's Note: In Dead By Daylight, Rancor allows The Spirit to immediately kill a survivor bleeding out on the ground. Whether or not you wish to use Rancor this way is up to you.

THE LEGION

Frank, Julie, Susie and Joey

Armor Class 16

Hit Points 150

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	14 (+2)	12 (+1)	12 (+1)	18 (+4)

Condition Immunities Charmed, Frightened, Petrified, Paralyzed, Unconscious

Senses passive Perception 11

Languages Common

Challenge -

Killer Instinct Hitting a creature while using feral frenzy will allow The Legion to know the location of all creatures within 30 ft of them.

Iron Maiden Creatures that exit from stealth take double damage for 2 rounds.

Mad Grit While grappling, The Legion can attack up to 4 times per turn, and landing a hit on a target that is not being grappled gives the target currently grappled disadvantage on breaking out until the end of their next turn.

Discordance The Legion has advantage on attack rolls against creatures within 10 feet of another creature.

Actions

Multiattack The Legion makes any 2 actions from Stab, Lunge Attack and Grapple.

Stab Melee weapon attack, +8 to hit, reach 5ft., one target. Hit: 12(2d6+6) slashing damage.

Lunge Attack The Legion moves forward 5ft. and makes a lunge attack with their hunting knife. Melee weapon attack, +8 to hit, reach 5ft., one target. Hit: 12(2d6+6) slashing damage.

Grapple The Legion attempts to grapple a target within 5ft of them.

Frenzy (Recharge 5-6) The Legion frenzies, entering a crazed bloodlust, increasing movement speed to 45ft. While using Feral Frenzy, succesful attacks replenish all movement speed, actions, and causes hit creatures to take 4 bleed damage per turn. If The Legion hits 4 creatures in one use of Feral Frenzy, the next succesful attack used in Feral Frenzy deals an extra 2d6 damage. Missing any attacks while using feral frenzy ends feral frenzy. Creatures have disadvantage on attack rolls against The Legion while they are in frenzy.

DM's Note: The Legion is a group of 4 people, but due to the nature of the original game they're from, only one will ever be faced at a time. If you wish, you can have multiple Legion characters show up during an encounter, but do so with caution, as this stat block was not designed around there being multiple of theres per encounter.

THE PLAGUE

Medium Human, lawful neutral

Armor Class 17

Hit Points 175

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	20 (+5)	20 (+5)	12 (+1)	22 (+6)

Resistances Bludgeoning, Piercing and Slashing from nonmagical sources.

Condition Immunities Frightened, Charmed, Petrified, Poisoned, Unconscious

Senses passive Perception 11

Languages Common

Challenge -

Sickness Creatures who have 10 sickness are unable to be healed by any means. Creatures can remove sickness by cleansing at a fountain, turning it into a corrupt fountain. Creatures that cleanse at a fountain regain 2d4+2 HP.

Corrupt Intervention For the first 2 rounds of combat, The Plague's AC is 25.

Infectious Fright When a creature's HP is reduced to 0, all creatures within 35 ft. of them scream, and lose concentration.

Dark Devotion (Recharge 5-6) Performing a succesul melee attack allows you to move without provoking opportunity attack until the end of your next turn.

Actions

Multiattack The Plague makes any combination of 2 actions she knows.

Vile Purge The Plague spews a spray of projectile vomit in a 15ft. cone. Creatures in this cone must make a DC17 dex save or take 1d6 poison damage and gain 1d10 sickness, or half of each on a success.

Ingest The Plague drinks from a Corrupted fountain, replacing her Vile Purge ability with the Corrupt Purge ability for 3 rounds.

Corrupt Purge The Plague spews a spray of corrosive vomit in a 15ft. conce. Creatures in this cone must make a DC17 dex save, taking 2d10 poison damage on a failure, and half as much on a success.

Censer Attack Melee weapon attack, +2 to hit, reach 5ft., one target. Hit: 10(2d8+2) bludgeoning damage.

Lunge Attack The Plague moves forward 5ft. and makes a lunge attack with her Censer. Melee weapon attack, +2 to hit, reach 5ft., one target. Hit: 10(2d8+2) slashing damage.

Grapple The Plague attempts to grapple a creature within 5ft. of her.

DM's Note: Wherever you plan to have an encounter with The Plague around, make sure to include 6 pools of cleansing, a small 5x5 fountain. These allow creatures inefected with Sickness to get rid of all their stacks of Sickness and heal a small amount. When a creature uses a pool of cleansing, this turns it into a corrupt pool, which The Plague can ingest from to use her corrupt purge power. This turns the corrupt pool back into a pool of cleansing. Make sure to have 1 of these pools be a corrupt pool already. If creatures manage to turn every pool of cleansing into a corrupt pool, The Plague immediately gains access to her Corrupt Purge ability. If The Plague is stunned while Corrupt Purge is active, it immediately ends.

THE GHOSTFACE

Medium Human, chaotic evil

Armor Class 17

Hit Points 175

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	18 (+4)	20 (+5)	18 (+4)

Resistances Bludgeoning, Piercing and Slashing from nonmagical sources.

Condition Immunities Frightened, Charmed, Petrified, Unconscious

Senses passive Perception 17

Languages Common

Challenge -

Night Shroud While in Night Shroud, The Ghostface cannot be detected by magical means and attacking creatures cannot benefit from advantage for attack rolls against The Ghostface. Creatures can make a DC16 perception check as an action to end Night Shroud. Night Shroud also ends if The Ghostface successfully makes a melee attack, or is hit by a melee attack.

Thrilling Tremors While grappling a creature, The Ghostface's AC is increased by 2.

I'm All Ears When a creature takes the dash action within 60ft of The Ghostface, he knows their exact location and has advantage on attack rolls against them.

Furtive Chase Creatures further than 30ft. from The Ghostface have disadvantage on attack rolls against him. Every time a creature within 100ft of him is healed by another creature, Furtive chase's range shrinks by 5ft.

Actions

Multiattack The Ghostface makes any combination of 2 actions and 1 bonus action.

Night Cloak (Recharge 4-6) As a bonus action, The Ghostface activates Night Shroud

Stalk While Night Shroud is active The Ghostface carefully observes a creature he can see within 60ft. of him. Stalking a survivor exposes them, making them take double damage from the next attack that hits them.

Hunting Knife Melee weapon attack, +5 to hit, reach 5ft., one target. Hit: 9(2d6+3) slashing damage.

Lunge Attack The Ghostface moves forward 5ft. and makes a lunge attack with his Hunting Knife. Melee weapon attack, +5 to hit, reach 5ft., one target. Hit: 9(2d6+3) slashing damage.

THE DEMOGORGON

Medium Monstrosity, chaotic evil

Armor Class 17

Hit Points 200

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	4 (-3)	18 (+4)	4 (-3)

Resistances Bludgeoning, Piercing and Slashing from nonmagical sources. -

Condition Immunities Frightened, Charmed, Petrified, Unconscious

Senses passive Perception 14

Languages None

Challenge

Surge After reducing a creature to 0 HP, all creatures within 30ft. of the demogorgon must make a constitution saving throw or take 2d6 lightning damage, or half as much on a success.

Mindbreaker Creatures that start their turn within 30ft. of The Demogorgon must make a constitution saving throw or gain a level of exhaustion.

Cruel Limits Each time The Demogorgon loses 1/4 of its maximum HP, it's AC is raised to 25 until the end of its next turn.

Killer Instinct The Demogorgon know the exact location of all creatures within 10ft. of an active portal.

Actions

Multiattack The Demogorgon makes any combination of two actions he knows.

Shred You lunge up to 15ft. forward in a straight line to attack one creature. The targeted creature must make a DC 17 dex saving throw. They take 11 (2d6+5) slashing damage on a failed save, and half as much on a successful save.

Set Portal The Demogorgon creates one portal at his current location, up to a maximum of 6. This portal does not become active until it has been traveled to or from.

Traverse Upside-Down The Demogorgon travels through another plane from a portal it is currently standing on to any other portal on the map. If either of these portals is not active, they become active.

Barbarous Claw Melee weapon attack, +7 to hit, reach 5ft., one target. Hit: 14(3d6+5) slashing damage.

Lunge Attack The Demogorgon moves forward 5ft. and makes a lunge attack with its Barbarous Claw. Melee weapon attack, +7 to hit, reach 5ft., one target. Hit: 14(3d6+5) slashing damage.

Grapple The Demogorgon attempts to grapple a creature within 5ft of it.

DM's Note: Whil in Dead By Daylight, the Demogorgon has to place all its portals manually, you can have portals already set up in the area where you plan to have players encounter The Demogorgon.

THE ONI

Medium Warrior, lawful Evil

Armor Class 18

Hit Points 200

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	18 (+4)	13 (+1)	14 (+2)	10 (+0)

Saving Throws STR: +10, Dex: +10, Con: +8

Condition Immunities Charmed, Frightened, Paralyzed, Petrified, Unconscious

Senses passive Perception: 12

Languages Common

Challenge -

Yamaoka's Wrath Successfully damaging a target will grant The Oni 5 blood orbs. Creatures below half HP also drop 2 blood orbs at the start of their turn and every time they make an attack action. 20 Blood orbs are required to activate Blood Fury, which are consumed upon activation. Blood Orbs cannot be gained while in Blood Fury. The Oni cannot have more than 20 blood orbs collected at a time.

Nemesis After recovering from a stun, The Oni has advantage on attack rolls against the opponent that stunned them until the end of The Oni's turn. The creature that stunned The Oni has disadvantage on attack rolls against The Oni until the end of his next turn. This debuff can only apply to one creature at a time.

Blood Echo After reducing a target's HP to 0, all other creatures that are below max HP gain a level of exhaustion and begin to take 4 bleed damage per turn.

Zanshin Tactics The Oni has advantage on hitting targets behind half cover.

Actions

Multiattack The Oni makes any combination of 2 standard actions and 1 standard bonus action he knows

Katana Melee Weapon Attack, +8 to hit, reach 5ft. one target. Hit: 12(2d6+6) slashing damage.

Lunge Attack The Oni moves forward 5 ft and makes a lunge attack with his katana. Melee Weapon Attack. +8 to hit, reach 5ft., one target. Hit: 12(2d6+6) slashing damage.

Grapple The Oni attempts to grapple a creature within 5 ft of him.

Blood Absorption As a bonus action, The Oni absorbs all blood orbs within 15ft. of him.

Blood Fury The Oni activates blood fury. Bloody fury lasts 4 rounds. The Oni gains access to and can only use Blood Fury Actions for the duration.

Blood Fury Actions

Blood Fury Multiattack The Oni makes any combination of 2 Blood Fury actions.

Kanabo Melee Weapon Attack. +8 to hit, reach 5ft., one target. Hit: 18(2d12+6) bludgeoning damage.

Demon Strike The Oni moves forward 5 ft and makes a melee weapon attack. +8 to hit, reach 10 ft., one target. Hit: 18(2d12+6) bludgeoning damage. Can be used as a bonus action after a demon dash.

Demon Dash The Oni moves up to twice it's movement speed (80ft.).

THE DEATHSLINGER

Medium Human, lawful evil

Armor Class 16

Hit Points 200

Speed 35ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	20 (+5)	14 (+2)	14 (+2)

Resistances Bludgeoning, Piercing and Slashing from nonmagical sources.

Condition Immunities Frightened, Charmed, Petrified, Unconscious

Senses passive Perception 12

Languages Common

Challenge -

Gearhead When a creature within 100ft. of The Deathslinger gets a success on a check or saving throw of any kind, The Deathslinger has advantage on attack rolls against them until the end of his next turn.

Dead Man's Switch When The Deathslinger reduces a creature's HP to 0, all creatures within 100ft. of The Deathslinger must succeed on a DC15 Constitution saving throw at the start of their turn or become incapacitated for 30 seconds. This effect repeats every round for 30 seconds. Creatures that fail this save can attempt the save again at the end of their turns. When a creature succeeds on the saving throw, they become immune to Dead Man's Switch's effects for this instance.

Retribution Each time The Deathslinger loses 1/4 of his max HP, he gains advantage on attack rolls and knows the location of all creatures within 100ft. of him until the end of his next turn. Creatures within 100ft. of The Deathslinger have disadvantage on Dexterity saving throws until the end of The Deathslinger's next turn.

Chains of Hate You have advantage on attack rolls against speared survivors. Speared survivors that are hit by a Redeemer attack or Lunge Attack take 4 bleed damage per turn.

Actions

Multiattack The Deathslinger makes any combination of 2 actions and 1 bonus action.

Chain Shot Ranged Weapon attack, +7 to hit, reach 20ft., one target. Hit: 5 (1d4+3) piercing damage. Creatures hit with this attack are speared. Speared survivors are unable to move away from you. After making a chain shot, you must reload as a bonus action before you can use this ability again.

Reel Bonus action. Forcefully pull Speared creatures up to 15ft. closer to you. Speared creatures can contest the spear with a DC17 strength saving throw. Creatures that succeed break free from the spear, but take 2 bleed damage per turn.

Redeemer Melee weapon attack, +6 to hit, reach 5ft., one target. Hit: 10(2d6+4) slashing damage.

Lunge Attack The Deathslinger moves forward 5ft. and makes a lunge attack with The Redeemer. Melee weapon attack, +6 to hit, reach 5ft., one target. Hit: 10(2d6+4) slashing damage.

Grapple The Deathslinger attempts to grapple a creature within 5ft of him.

THE EXECUTIONER

Medium Human, lawful evil

Armor Class 17

Hit Points 200

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	24 (+7)	6 (-2)	8 (-1)	4 (-3)

Resistances Bludgeoning, Piercing and Slashing from nonmagical sources.

Condition Immunities Frightened, Charmed, Petrified, Unconscious

Senses passive Perception 9

Languages None

Challenge -

Trail of Torment After making a succesful melee attack, attack rolls against The Executioner are made with disadvantage until his next succesful melee attack.

Forced Penance When The Executioner makes a succesful melee attack while grappling a creature, or against a creature within 5ft of another creature, that creature cannot be healed by any means until the end of The Executioner's next turn.

Deathbound When a creature heals another creature further than 30ft from The Executioner, the first creature has disadvantage on attack rolls for 2 rounds.

Actions

Multiattack The Executioner makes any combination of 2 actions and 1 bonus action.

Great Knife Melee weapon attack, +8 to hit, reach 5ft., one target. Hit: 12(2d6+6) slashing damage.

Lunge Attack The Trapper moves forward 5ft. and makes a lunge attack with his Great Knife. Melee weapon attack, +8 to hit, reach 5ft., one target. Hit: 12(2d6+6) slashing damage.

Trails of Torment As a bonus action, The Executioner digs his great knife into the ground, leaving a torment trail behind him as he moves. This leaves a trail where me moves that inflicts creatures with Torment if they walk on it. (Recharge 5-6)

Punishment of The Damned While using the trail of torment, The Executioner can perform Punishment of The Damned in a 15ft line. Creatures in this range must make a DC16 Dexterity saving throw or take 3d8 necrotic damage or half as much on a success.

Downing Strike Melee weapon attack, +8 to hit, reach 5ft., one target. Hit: 9(1d6+6) slashing damage. Creatures hit must make a DC18 saving throw or be knocked prone.

Cage of Atonement As a bonus action, The Executioner digs his great knife into a creature that is both prone and tormented. This puts them into a cage of atonement in a randome location between 60ft and 120ft from The Executioner. Creatures in a Cage of Atonement are incapacitated and take 4 piercing damage every turn until another creature uses their action to pull them from the cage.

THE BLIGHT

Medium Human, neutral evil

Armor Class 16

Hit Points 175

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	20 (+5)	18 (+4)	10 (+0)	8 (-1)

Resistances Bludgeoning, Piercing and Slashing from nonmagical sources.

Condition Immunities Frightened, Charmed, Petrified, Unconscious

Senses passive Perception 10

Languages None

Challenge TBD

Dragon's Grip Each round, the first creature to damage The Blight with a melee attack becomes Exposed. You deal an extra 2d6 damage to exposed creatures. Hitting an Exposed creature removes Exposed.

Blood Favor When The Blight hits another creature with a melee attack, the ground surrounding that creature in a 30ft. radius becomes difficult terrain until The Beginning of The Blight's next turn.

Undying When a creature subjects The Blight to a saving throw of any kind, The Blight has advantage on attack rolls against them until the end of his next turn. Once per day, when The Blight fails a saving throw, he can choose to succeed instead.

Inhuman Speed When The Blight takes the Sprint action, and after a Slam, creatures have disadvantage on opportunity attack rolls against The Blight.

Actions

Cane Multiattack The Wraith makes two attacks with his Cane.

Slam (Recharge 4-6) When taking the sprint action, The Blight can slam into a wall or solid object, replenishing all his movement speed. He can do this up to 5 times per turn.

Rush Attack After using the slam action, The Blight can perform a Cane attack or Lunge Attack as a bonus action.

Cane Melee weapon attack, +8 to hit, reach 5ft., one target. Hit: 12(2d6+6) slashing damage.

Lunge Attack The Blight moves forward 5ft. and makes a lunge attack with his Cane. Melee weapon attack, +8 to hit, reach 5ft., one target. Hit: 12(2d6+6) slashing damage.

Grapple The Blight attempts to grapple a creature within 5ft of him.

DM's Note: The Blight's main combat ability requires plenty of objects and/or walls to function to its full potential. Make sure to include plenty of these when planning an encounter with The Blight.

THE TWINS

CHARLOTTE

Medium Human, Neutral Evil

Armor Class 17

Hit Points 175

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	20 (+5)	16 (+3)	18 (+4)	8 (-1)

Resistances Bludgeoning, Piercing and Slashing from nonmagical sources.

Condition Immunities Frightened, Charmed, Petrified, Unconscious

Senses passive Perception 14

Languages None

Challenge TBD

Oppression (Recharge 5-6) Upon hitting a creature with a melee attack, Charlotte may choose up to 3 creatures she can see. These creatures must succeed on a constitution saving throw or take 2d6 damage.

Hoarder Charlotte knows the exact location of creatures that pick up any items within 50ft. of her.

Coup De Grace (Recharges 5-6) Extends the movement of lunge attacks by 5ft.

Familial Bond Charlotte has advantage on attack rolls against creatures with 25ft. of Victor.

Actions

Blood Bond As a bonus action, Charlotte releases Victor onto the battlefield. Victor has the same initiative as Charlotte.

Multiattack Charlotte makes two actions and one bonus action

Sickle Melee weapon attack, +5 to hit, reach 5ft., one target. Hit: 9(2d6+3) slashing damage.

Lunge Attack Charlotte moves forward 5ft. and makes a lunge attack with her Sickle. Melee weapon attack, +7 to hit, reach 5ft., one target. Hit: 9(2d6+3) slashing damage.

Grapple Charlotte attempts to grapple a creature within 5ft of her.

VICTOR

Small human, neutral evil

Armor Class 12

Hit Points 25

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	26 (+8)	6 (-2)	6 (-2)	4 (-3)	4 (-3)

Condition Immunities petrified, charmed, frightened, unconscious

Senses passive Perception 7

Languages None

Challenge

Familial Bond Upon dying, Victor will revive inside Charlotte's chest at the end of her next turn. Victor cannot be permanently killed until Charlotte is killed.

Actions

Leap Attack *Melee Attack* +10 to hit, one target. *Hit* 14 (2d6 + 8) slashing damage. Victor can leap up to 10ft. upwards and 20ft. forwards, attacking at the end of his leap. Upon a succesful attack, the target is grappled. While grappled by Victor, creatures take an additional 2d6 of damage from all attacks and cannot be healed by any means. Creatures grappled by Victor do not lose movement speed.

THE TRICKSTER

Medium Human, Neutral Evil

Armor Class 16

Hit Points 175

Speed 35ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	16 (+3)	14 (+2)	24 (+7)

Resistances Bludgeoning, Piercing and Slashing from nonmagical sources.

Condition Immunities Frightened, Charmed, Petrified, Unconscious

Senses passive Perception 12

Languages Common

Challenge

Starstruck When The Trickster grapples a creature, all creatures within 30ft. of him are exposed. Exposed creatures take double damage from the next attack that hits them. After an exposed creature is hit, they recover from exposed.

No Way Out When The Trickster drops below half HP, he gains 1 AC for every creature he has successfully attacked this combat. This effect lasts for as many turns as the number of times The Trickster successfully attacked a creature this combat.

Crowd Control When a creature within 100ft. of you uses the dash action, their movement speed is halved on their next turn.

Actions

Multiattack The Trickster makes 10 Knife Toss attacks or a bat/lunge attack/grapple and 5 knife toss attacks.

Knife Toss Ranged weapon attack +6 to hit, range. 20ft./60ft. Hit: 3 (1d4+1) Piercing damage

Main Event After making 20 successful knife toss attacks, The Trickster can use Main Event as an action and makes 5 knife toss attacks. Once activated, Main Event stays active until the start of his next turn. While Main Event is active, The Trickster can make 4 knife toss attacks as a free action at the start of every creature's turn. When main event ends, the Trickster's movement speed is reduced to 15 and he cannot attack until the start of his next turn.

Bladed Bat Melee weapon attack, +6 to hit, reach 5ft., one target. Hit: 10(2d6+4) slashing damage.

Lunge Attack The Trickster moves forward 5ft. and makes a lunge attack with his bat. Melee weapon attack, +6 to hit, reach 5ft., one target. Hit: 10(2d6+4) slashing damage.

THE NEMESIS

Medium Humanoid, neutral evil

Armor Class 17

Hit Points 200

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	24 (+7)	6 (-3)	10 (+0)	4 (-3)

Resistances Bludgeoning, Piercing and Slashing from nonmagical sources.

Condition Immunities Frightened, Charmed, Petrified, Unconscious

Senses passive Perception 10

Languages None

Challenge -

Hysteria When The Nemesis hits a creature for the first time in combat, all creatures below maximum HP have disadvantage on attack rolls until the end of their next turn.

Eruption When The Nemesis reduces a creature's HP to 0, all creatures below maximum HP take 2d8 lightning damage.

Lethal Persuer At the start of combat, The Nemesis has advantage on all attack rolls.

Undead Master Any defeated undead creatures within 100ft. of The Nemesis are revived at half health at the end of his turn.

T-Virus The Nemesis's tentacle strike becomes more powerful as it gains points, which are earned by successfully hitting creatures.

T-Virus Tier-1 (Base) Standard Tentacle Strike

T-Virus Tier-2 (3 Points) Tentacle Strike deals an additional 2d6 damage.

T-Virus Tier-3 (6 Points) Tentacles Strike's range is increased by 10ft.

Actions

Multiattack The Nemesis makes any combination of 2 actions.

Punch Melee weapon attack, +8 to hit, reach 5ft., one target. Hit: 15(3d6+6) slashing damage.

Lunge Attack The Nemesis moves forward 5ft. and makes an lunge attack with his fist. Melee weapon attack, +8 to hit, reach 5ft., one target. Hit: 15(4d6+5) slashing damage.

Grapple The Nemesis attempts to grapple a creature within 5ft of him.

Tentacle Strike Ranged Attack, 5 by 15ft line. Creatures in this range must make a DC16 dex save or take 2d6 bludgeoning damage, or half as much on a successful save. Creatures must also make a DC16 constitution saving throw or become poisoned.

DM's Note: Whenever planning an encounter with The Nemesis, make sure to include a few undead monsters as well. Just 2 or 3 low CR monsters should do the trick.

THE CENOBITE

Medium Human, neutral evil

Armor Class 16

Hit Points 200

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	20 (+5)	18 (+4)	14 (+2)	20 (+5)

Resistances Bludgeoning, Piercing and Slashing from nonmagical sources.

Condition Immunities Frightened, Charmed, Petrified, Unconscious

Senses passive Perception 12

Languages Common

Challenge -

Deadlocked Every time The Cenobite loses 1/4 of its maximum HP, it gains immunity to the last type of damage dealt to it

Plaything Creatures below half HP have disadvantage on attack rolls against The Cenobite

Gift of Pain Creatures hit by The Cenobite's melee attacks must make a DC15 constitution saving throw or take 4 bleed damage per turn. Creatures that remove this bleed effect have their damage dealt reduced by 1d6. This effect is removed if the creature begins to take bleed damage again.

Lament Configuration At the start of combat, a small metal puzzle spawns in a random location. It has an initiative count of 20. If no creature picks up this box for 3 rounds, chain hunt begins. Creatures that pick up this puzzle can solve it as an action, making it disappear. When a creature takes a melee hit, they must make a strength saving throw or drop The Lament Configuration. Once the Lament Configuration disappears, it respawns in 1d4 rounds, with the same initiative count.

Chain Hunt While Chain Hunt is active, all creatures except The Cenobite must make a DC15 dexterity saving throw or take 4 piercing damage and become incapacitated. At the end of their turn, creatures can make a strength saving throw to end the incapacitation. Chain hunt remains active until someone picks up The Lament Configuration.

Actions

Multiattack The Cenobite makes any combination of 2 actions he knows.

Summons of Pain Ranged attack, range 40ft. Targeted creatures must make a DC15 dexterity saving throw or take 1d8 piercing damage and become incapacitated. Incapacitated creatures can make a strength saving throw at the end of their turn to break out of their incapacitation.

Lament Teleport Reaction. When a creature solves the Lament Configuration, The Cenobite can teleport to a location 10ft. away from them. This makes The Lament Configuration Dissappear.

Solve Reaction. When The Cenobite's melee attack makes a creature drop the lament configuration, he can solve it himself, immediately starting Chain Hunt. The Lament Configuration respawns at the end of his next turn.

Chain Attack Melee weapon attack, +4 to hit, reach 5ft., one target. Hit: 10(2d6+4) slashing damage.

Lunge Attack The Cenobite moves forward 5ft. and makes a lunge attack with his chain. Melee weapon attack, +4 to hit, reach 5ft., one target. Hit: 10(2d6+4) slashing damage.

Chain Grapple The Cenobite attempts to grapple a creature within 5ft of him. The Cenobite uses charisma instead of strength to grapple, as he summons chains to grab the creature.

THE ARTIST

Medium Human, chaotic evil

Armor Class 17

Hit Points 175

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	18 (+4)	20 (+5)	20 (+5)

Resistances Bludgeoning, Piercing and Slashing from nonmagical sources.

Condition Immunities Frightened, Charmed, Petrified, Unconscious

Senses passive Perception 18

Languages None

Challenge TBD

Grim Embrace Once The Artist has damaged every creature in combat at least once, The Artist's AC is increased to 25 until the end of her next turn.

Pain Resonance When The Artist reduces a creature's HP to 0, the creature with the highest current HP must make a constitution saving throw or take 4d6 lightning damage, or half as much on a success.

Pentimento When a creature is healed within 40ft. of The Artist, as a reaction she can reduce the healing recieved by 1d10. Every time The Artist does this, Pentimento gains a point. For every point Pentimento has, all creatures within 120ft. of The Artist get a -1 penalty to attack rolls, skill checks and saving throws.

Actions

Multiattack The Artist makes any combination of 2 actions.

Dire Crow Set The Artist sets down up to 3 dire crows within 5ft of her, which stay in place until Dire Crow Launch is used, or until the end of The Artist's next turn. These crows can be destroyed, and have an AC of 12 and 25 HP. Dire crows are weak to fire.

Dire Crow Launch The Artist commands all placed dire crows down to fly forward. These dire crows launch 120ft. in the direction they were facing. Creatures within the first 15ft. of a dire crow's path must make a DC16 dexterity saving throw or take 2d8 necrotic damage, or half as much on a success. Creatures further than 15ft. in a crows path becomed swarmed. Swarmed creatures can dispel these crows as an action. Swarmed creatures hit by another dire crow take 4d8 necrotic damage and are no longer swarmed.

Inky Claw Melee weapon attack, +3 to hit, reach 5ft., one target. Hit: 9(2d6+3) slashing damage and 3(1d6) Necrotic damage.

Lunge Attack The Artist moves forward 5ft. and makes a lunge attack with her inky claw. Melee weapon attack, +3 to hit, reach 5ft., one target. Hit: 9(3d6+3) slashing damage and 3(1f6) necroti damage.

Grapple The Artist attempts to grapple a creature within 5ft of her.

THE ONRYO

Medium Human, lawful evil

Armor Class 17

Hit Points 175

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
8 (-2)	12 (+1)	20 (+5)	18 (+4)	24 (+7)	10 (+0)

Resistances Bludgeoning, Piercing and Slashing from nonmagical sources.

Condition Immunities Frightened, Charmed, Petrified, Unconscious

Senses passive Perception 19

Languages Common

Challenge -

Deluge of Fear While Demanifested, The Onryo gains is immune to all nonmagical damage, and creatures attacking her have disadvantage on attack rolls, but The Onryo cannot attack. Additionally, while Demanifested, The Onryo is invisible to creatures further than 25ft. away from her.

Merciless Storm When The Onryo is below half HP, all creatures within 80ft. of her concentrating on spells must make a concentration check at the beginning of every turn.

Floods of Rage When a creature is healed within 120ft. of The Onryo, she gains advantage on attack rolls against all creatures except the one that was healed.

Call of Brine Creature's hit by The Onryo's melee attacks must make a DC18 constitution saving throw or take 2 lightning damage per turn until the end of The Onryo's next turn.

Actions

Multiattack The Onryo makes two Ring of Fury attacks
Manifest As a bonus action, The Onryo manifest a physical form, allowing her to attack creatures.

Demanifest As a bonus action, The Onryo loses her physical form, and gains the benefits listed in Deluge of Fear.

Teleport While Demanifested, The Onryo can teleport to an Arcane Display as a free action. Doing this Manifests The Onryo. This Arcane display will become inactive for 2 rounds. Creatures within 20ft. of an Arcane Display she teleports to gain 1 point of condemned.

Inexorable Stare The Onryo delivers a soul rending snare to a creature she can see within 40ft. of her that has 7 points of condemned. The targeted creature's HP is reduced to 0.

Ring of Fury Melee weapon attack, +9 to hit, reach 5ft., one target. Hit: 13(2d6+7) force damage.

Lunge Attack The Onryo moves forward 5ft. and makes a lunge attack with magics. Melee weapon attack, +9 to hit, reach 5ft., one target. Hit: 13(2d6+7) slashing damage.

Arcane Grapple The Onryo attempts to grapple a creature within 5ft. of her. For the contesting checks, The Onryo uses wisdom instead of Strength.

DM's Note: Wherever you plan to have an encounter with The Onryo, there are a few things to keep in mind. First: Make sure you put 7 Arcane Displays in the area, as these serve multiple important purposes. First, the Onryo can teleport to these by using the Teleport action while she is demanifested. When she teleports to one of these, any creatures within 15ft. of it, they gain a point of condemned. Condemned doesn't do anything until a creature has 7 points of it, at which point they can be reduced to 0 HP by The Onryo's Inexorable Stare. In this ability's original in game form, this ability kills a person outright. If you wish to, you can have this ability kill characters instead of reducing them to 0 HP. Additionally, creatures can interact with Arcane displays. They can remove the rune that powers it, preventing The Onryo from teleporting to that display until it has been delivered to its destination: The furthest display from their current location. While creatures hold this rune however, they gain 1 point of condemned at the end of their turn. Once they have delivered the rune to its destination, they lose 4 points of Condemned.

THE DREDGE

Medium Monstrosity, Unaligned

Armor Class 17

Hit Points 175

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	26 (+8)	4 (-3)	4 (-3)	4 (-3)

Resistances Bludgeoning, Piercing and Slashing from nonmagical sources.

Condition Immunities Frightened, Charmed, Petrified, Unconscious

Senses passive Perception 5

Languages None

Challenge -

Dissolution After The Dredge damages a creature successfully, Dissolution becomes active. While Dissolution is active, creatures that take successfully perform the dodge action against The Dredge's attacks take half damage instead of no damage. (Recharges on a 5-6)

Septic Touch When a creature heals another creature while within 35ft of you, that creature must make a DC18 Constitution Saving Throw or gain a level of exhaustion.

Nightfall Whenever The Dredge Teleports or performs a successful attack, Nightfall gains a point. When nightfall gains 8 points, the area becomes draped in a magical darkness. Creatures can only see up to 10 ft in front of them. Nightfall last for 1 minute.

Actions

Multiattack The Dredge makes two Knotted Appendage attacks

Darkness Revealed (Recharge 5-6) As a bonus action, The Dredge opens up it's supernatural senses, revealing to it the exact location of all creatures within 10ft. of any furniture or storage objects in the area where the encounter takes place. Until the end of it's next turn, it has advantage on attack rolls against creatures revealed this way.

Gloaming As a bonus action, The Dredge creates a remnant in a space 5ft. from itself. Creatures can destroy this remnant as an action by interacting with it. This remnant is also destroyed if The Dredge attacks a creature or teleports.

Teleport As a bonus action, The Dredge can either teleport to its remnant or to a piece of furniture within 200ft. of it. The Dredge can choose whether it wants to emerge from this furniture, stay hidden, or teleport to another piece of furniture. The Dredge can teleport up to 3 times this way before it must emerge from this furniture. If the dredge teleports to a piece of furniture with a creature withing 5ft of it, The Dredge can attack them with advantage as a reaction. (Recharge 4-6)

Knotted Appendage Melee weapon attack, +7 to hit, reach 5ft., one target. Hit: 13(2d6+7) slashing damage.

Lunge Attack The Dredge moves forward 5ft. and makes a lunge attack with a horrifically disfigured claw. Melee weapon attack, +7 to hit, reach 5ft., one target. Hit: 13(2d6+7) slashing damage.

Dark Grapple The Dredge attempts to grapple a creature within 5ft. of it.

DM's Note: Make sure encounters with The Dredge take place within furnished areas, as this will allow The Dredge to use the full extent of his powers.

THE MASTERMIND

Medium Human, Neutral Evil

Armor Class 15

Hit Points 150

Speed 35ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	24 (+6)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

Resistances Bludgeoning, Piercing and Slashing from nonmagical sources.

Condition Immunities Frightened, Charmed, Petrified, Unconscious

Senses passive Perception 10

Languages Common

Challenge

Superior Anatomy The Mastermind has advantage on acrobatics and athletics checks. He has a climb speed of 25ft.

Awakened Awareness While grappling a creature, The Mastermind has advantage on attack rolls.

Terminus When The Mastermind drops below 1/4 HP, creatures within 120ft. of him cannot be healed by any means for 4 rounds.

Actions

Multiattack The Mastermind makes any combination of 2 actions he knows.

Virulent Bound The Mastermind readies Ouroburos and dashes forward 15ft. The first creature in The Mastermind's path must make a DC17 dexterity saving throw. On a success you dash past them. On a failure, the hit creature takes 1d6 necrotic damage and becomes grappled and The Mastermind travels an additional 15 ft forward. If during this additional 15ft of movement the grappled creature hits an obstacle it takes 2d8 bludgeoning damage and is no longer grappled. If during this 15ft of additional movement the grappled creature hits another creature, both creatures take 2d8 bludgeoning damage and are no longer grappled. If during this additional 15 ft of movement speed no creatures or obstacles are hit, The Mastermind may throw the grappled creature 15ft in any direction. The previous checks are applied to a thrown creature. If the thrown creature does not hit an obstacle or other creature, it is knocked prone.

Virulent Dash If your Virulent Bound does not grapple anyone, The Mastermind can perform a Virulent Dash. This functions identically to Virulent Bound, except your dash travels 25ft. The Mastermind may choose a new direction for this dash to go in.

Combat Knife Melee weapon attack, +9 to hit, reach 5ft., one target. Hit: 10(2d6+6) slashing damage.

Lunge Attack The Mastermind moves forward 5ft. and makes a lunge attack with his combat knife. Melee weapon attack, +9 to hit, reach 5ft., one target. Hit: 10(2d6+4) slashing damage.

THE KNIGHT

Medium Human, lawful evil

Armor Class 18

Hit Points 175

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	10 (+0)	10 (+0)	14 (+2)

Condition Immunities Frightened, Charmed, Petrified, Unconscious

Resistances Bludgeoning, Piercing and Slashing damage from nonmagical sources

Senses passive Perception 8

Languages Common

Challenge

Nowhere To Hide Upon successfully damaging a creature, The Knight knows the exact location of all creatures within 35ft. of him.

Face The Darkness When The Knight successfully damages a creature, Face The Darkness activates. At the end of The Knight's turn, all creatures further than 35 ft. from The Knight must make a DC 14 wisdom saving throw. On a success, nothing happens. On a failure, the creature screams, revealing their location, and loses concentration.

Hubris When a creature damages The Knight, they take double damage from all sources until the end of The Knight's next turn. (Recharge 5-6).

Actions

Multiattack The Knight makes any combination of 2 actions he knows.

Claymore Melee weapon attack, +8 to hit, reach 5ft., one target. Hit: 11(2d6+5) slashing damage.

Lunge Attack The Knight moves forward 5ft. and makes a lunge attack with his claymore. Melee weapon attack, +8 to hit, reach 5ft., one target. Hit: 11(2d6+6) slashing damage.

Guard Summon The Knight summons a ghostly Carnifex, Assassin or Jailer into the battlefield in any unoccupied space within 20ft of himself. Only one of each summon can exist at a time.

Grapple The Knight attempts to grapple a creature within 5ft of him.

THE CARNIFEX

Medium Undead, unaligned

Armor Class 16
Hit Points 40
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+4)	14 (+2)	9 (+0)	8 (-1)	1 (-4)	14 (+2)

Condition Immunities Frightened, Charmed, Petrified, Unconscious, Poisoned
Resistances Bludgeoning, Piercing and Slashing damage from nonmagical sources
Senses passive Perception 8
Languages None
Challenge -

Actions

Carnifex's Axe *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 13 (3d6 + 4)

THE JAILER

Medium undead, unaligned

Armor Class 18
Hit Points 35
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	20 (+5)	12 (+1)	14 (+2)	12 (+1)

Condition Immunities Frightened, Charmed, Petrified, Unconscious, Poisoned
Resistances Bludgeoning, Piercing and Slashing damage from nonmagical sources
Senses passive Perception 14
Languages None
Challenge -

Actions

Jailer's Brand *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 8 (1d8 + 4) bludgeoning damage and 3 (1d6) fire damage.

THE ASSASSIN

Medium Undead, Unaligned

Armor Class 15
Hit Points 30
Speed 35ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	12 (+1)	12 (+1)	10 (+0)

Condition Immunities Frightened, Charmed, Petrified, Unconscious, Poisoned
Senses passive Perception 14
Languages None
Challenge -

Actions

Assassin's Dagger *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 8 (2d4 + 4) On a successful attack, inflicts 2 bleed damage per turn.

THE SKULL MERCHANT

Medium Human, lawful evil

Armor Class 16

Hit Points 175

Speed 35ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	24 (+7)	20 (+5)	16 (+3)

Resistances Bludgeoning, Piercing and Slashing from nonmagical sources.

Condition Immunities Frightened, Charmed, Petrified, Unconscious

Senses passive Perception 13

Languages Common

Challenge -

THWACK! Upon a successful attack, The Skull Merchant may choose to activate THWACK! Upon activation, all creatures within 35 ft of The Skull Merchant must make a DC16 concentration saving throw or lose concentration. (Recharge: 5-6)

Leverage Whenever The Skull Merchant successfully damages a creature, all creatures within 100ft of her receive 1 less hit point from all sources of healing until the start of her next turn. This number increases every time the skull merchant successfully damages a creature, up to a maximum of 10 less points of healing.

Game Afoot At the start of an encounter, one creature is chosen to be the obsession. Whenever The Skull Merchant damages the obsession, she gains 10 extra feet of movement speed, and opportunity attacks are made against her with disadvantage until the end of her turn. Whenever The Skull Merchant deals damage to the creature who has damaged her the most, that creature becomes the obsession.

Claw Trap Creatures that disable a Skull Drone have a claw trap stuck to them for 4 rounds. When a creature has a claw trap on them, The Skull Merchant knows their approximate location when 30ft or more away, and their exact location when within 30ft of her. The Skull Merchant gains an additional 5ft of movement speed for every claw trap attached to a creature. Damaging a creature with a claw trap on them destroys the claw trap.

Actions

Multiattack The Skull Merchant makes any combination of 2 actions she knows.

Eyes in the Sky The Skull merchant places a skull drone into a space 5 ft from her, which hovers 10 ft above the ground. Hostile creatures that end their turn within 20ft of a skull drone take double damage and have their exact location revealed to the skull merchant until the end of their next turn. The Skull Drone is impervious to all forms of physical and magical damage, but can be disabled with a DC14 investigation check while next to the skull drone. Creatures that disable a skull drone get a claw trap stuck to them. The number of skull drones the Skull Merchant can have active at a time is equal to 4 - # of creatures with claw traps on them.

Wrist Mounted Dual-Blade Melee weapon attack, +6 to hit, reach 5ft., one target. Hit: 9(2d6+3) slashing damage.

Lunge Attack The Skull Merchant moves forward 5ft. and makes a lunge attack with her dual blades. Melee weapon attack, +6 to hit, reach 5ft., one target. Hit: 19(2d6+3) slashing damage.

Grapple The Skull Merchant attempts to grapple a creature within 5ft. of her.

THE SINGULARITY

Medium Construct, Neutral evil

Armor Class 18

Hit Points 175

Speed 35ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	22 (+6)	24 (+7)	18 (+4)	6 (-2)

Resistances Bludgeoning, Piercing and Slashing from nonmagical sources.

Condition Immunities Frightened, Charmed, Petrified, Unconscious, Poisoned

Senses passive Perception 12

Languages All Languages

Challenge -

Genetic Limits When a creature within 100ft of The Singularity heals another creature as an action or bonus action, they must make a DC14 constitution saving throw. On a success, nothing happens. On a failure, they gain 1 level of exhaustion.

Forced Hesitation Whenever The Singularity successfully damages a creature, it can activate Forced Hesitation as a reaction, halving the movement speed of all creatures within 30ft of it until the start of its next turn. (Recharge 5-6)

Machine Learning Whenever the creature most recently damaged by The Singularity gains health by any means, The Singularity gains 10ft of movement speed and moves without provoking opportunity attack until the end of his next turn.

Overclock When The Singularity teleports, it gains the following benefits until the end of his next turn: Effects that would stun The Singularity instead halve its movement speed for the duration of the stun. The singularity's climb speed is equal to its movement speed. The Singularity's Multiattack can include 1 additional action.

Actions

Multiattack The Skull Singularity makes any combination of 2 actions it knows.

Quantum Installation Ranged Attack +6 to hit (60ft maximum range) when aimed at creatures. Attack roll not required when firing at walls. When Quantum Installation is fired at a wall, it creates a biopod at the targeted location. A biopod has an AC of 10 and an HP of 5. If Quantum Installation hits a creature with slipstream, The Singularity immediately teleports to 10ft behind the targeted creature. Quantum Installation has no effect on creatures not affected with Slipstream.

Biopod Tag The Singularity projects his consciousness into a biopod, firing an infectious shot from it. Ranged attack (30/90) +6 to hit. On a hit, the target takes 1d4 necrotic damage and is infected with Slipstream.

Modular Claw Melee weapon attack, +6 to hit, reach 5ft., one target. Hit: 9(2d6+3) slashing damage.

Lunge Attack The Singularity moves forward 5ft. and makes a lunge attack with its modular claw. Melee weapon attack, +6 to hit, reach 5ft., one target. Hit: 19(2d6+3) slashing damage.

Grapple The Singularity attempts to grapple a creature within 5ft. of it.

DM's Note: Slipstream counts as a disease, and as such it can be removed by spells and other abilities that remove diseases from creatures. If The Singularity is defeated, any infected creatures are instantly cured. Slipstream is also an infectious disease. After a creature has been inflicted with slipstream for 2 round, have creatures within 15ft of them make a DC14 Constitution saving throw. On a failure, they also become infected with Slipstream.

THE XENOMORPH

Medium Alien, Unaligned

Armor Class 18

Hit Points 175

Speed 35ft. walking, 100ft burrowing

STR	DEX	CON	INT	WIS	CHA
20 (+5)	22 (+6)	22 (+6)	10 (+0)	18 (+4)	4 (-3)

Resistances Bludgeoning, Piercing and Slashing from nonmagical sources.

Condition Immunities Frightened, Charmed, Petrified, Unconscious, Poisoned

Weaknesses Fire

Senses passive Perception 14

Languages None

Challenge -

Ultimate Weapon The Xenomorph creates an aura of menace around it as a bonus action. Until the end of its next turn if a creature ends up within 35 ft of it by any means, that creature must make a DC14 Wisdom saving throw. On a success nothing happens, on a failure it screams out in fear, revealing its location. Creatures concentrating on a spell must also make a concentration saving throw. (Recharge 5-6)

Alien Instinct After reducing a creature to OHP, The Xenomorph learns which creature hostile towards it has the least current HP and then its exact location. The Xenomorph has advantage on its next attack against that creature.

Rapid Brutality When the Xenomorph successfully damages a creature, it gains an additional 10ft of movement speed.

Crawler Mode While in Crawler mode, The Xenomorph's AC is increased by 2 and it gains access to the Tail Attack. When the Xenomorph takes fire damage, it must make a Constitution saving throw, being removed from Crawler Mode on a failure. The DC is equal to 10+Half the fire damage dealt (rounded down). Every time The Xenomorph is damaged by fire in the same round, the DC goes up by one for that round.

Actions

Multiattack The Skull Xenomorph makes any combination of 2 actions it knows.

Crawl As a bonus action, The Xenomorph enters Crawler Mode. (Recharge 4-6)

Tunnel Using 5ft of movement speed, The Xenomorph may enter or emerge from piles of rubble that lead to an underground cave system accessible only to The Xenomorph. While in this cave system The Xenomorph uses its burrowing speed.

Tail Attack Melee weapon attack, +6 to hit, reach 10ft., one target. Hit: 15(3d6+6) slashing damage. (While in Crawler Mode only)

Alien's Claw Melee weapon attack, +5 to hit, reach 5ft., one target. Hit: 9(2d6+3) slashing damage.

Lunge Attack The Alien moves forward 5ft. and makes a lunge attack with its modular claw. Melee weapon attack, +5 to hit, reach 5ft., one target. Hit: 9(2d6+3) slashing damage.

Grapple The Alien attempts to grapple a creature within 5ft. of it.

DM's Note: Where you have an encounter with The Xenomorph planned, make sure to include multiple piles of rubble. Through these the Xenomorph can begin to use its burrow speed and emerge from to attack again. These piles of rubble should also contain wands of firebolt, to allow more party members to deal fire damage to The Xenomorph.

THE GOOD GUY

Tiny Construct, Chaotic Evil

Armor Class 15

Hit Points 150

Speed 35ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	16 (+3)	16 (+3)	20 (+5)

Resistances Bludgeoning, Piercing and Slashing from nonmagical sources.

Condition Immunities Frightened, Charmed, Unconscious, Poisoned

Senses passive Perception 14

Languages Common

Challenge -

Friends 'Till The End At the start of an encounter, one creature is marked as the obsession. Upon damaging a non-obsession creature, the Good Guy gains advantage on attack rolls against the obsession, which deals double damage, until the end of his next turn. When The Good Guy damages the obsession, a new creature chosen at random becomes the obsession.

Two Can Play When a creature inflicts you with a negative condition, they must succeed on a DC14 constitution saving throw or be inflicted with the same status effect until the end of their next turn.

Batteries Included The cost of movement for The Good Guy is halved while within 10ft of a creature at full HP.

Tiny Tyke The Good Guy gains a +2 bonus to AC when being targeted by a weapon attack from a medium or larger creature.

Actions

Multiattack The Good Guy makes any combination of 2 actions he knows.

Hidey-Ho While out of sight, as a bonus action, the good guy cloaks himself in shadows, making him unable to be detected by magical means. Additionally, all creatures within 240ft of him hear auditory illusions of footsteps near them. Creatures must make a DC15 wisdom saving throw to determine if the footsteps are fake. If chucky is within 50ft of a creature that failed this check, he can make a Slice and Dice attacks as a reaction. Upon activation, The above effects are active until the end of The Good Guy's next turn. (Recharge 5-6)

Slice and Dice As a bonus action, the Good Guy dashes and makes a knife attack. (Recharge 5-6)

Ghostly Grapple As an action, summon a ghostly apparition appears within 5ft of you, which attempts to grapple a chosen creature, with a +3 modifier. The ghost immediately disappears if the grapple fails or is broken out of, or if it's HP is reduced to 0. It has an HP of 15 and is immune to nonmagical damage. (Recharge 5-6)

Knife Attack Melee weapon attack, +4 to hit, reach 5ft., one target. Hit: 10(2d6+4) slashing damage.

Lunge Attack The Good Guy moves forward 5ft. and makes a lunge attack with its modular claw. Melee weapon attack, +4 to hit, reach 5ft., one target. Hit: 10(2d6+4) slashing damage.

GENERAL PERKS

Want to add a little more challenge to your combat encounter? Put any one of the following abilities onto The Killer of your choice.

BITTER MURMUR

Every time this creature loses 1/4 of their max HP, they gain advantage on all attack rolls until the end of their next turn.

DEERSTALKER

This creature has advantage on attack rolls against creatures that recovered from the prone state up to one round ago.

DISTRESSING

Creatures within 35ft of this creature have advantage on attack rolls against it, but its attacks all deal an extra 2d6 damage.

NO ONE ESCAPES DEATH

While this creature is below 1/4 max HP, all its attacks deal double damage.

THRILL OF THE HUNT

For every hostile creature in combat above 0 HP, all hostile creature's attacks deal -1 damage.

INSIDIOUS

If this creature moved 0ft. on its turn, all creatures have disadvantage on attack rolls against it until the start of its next turn.

IRON GRASP

Creatures have disadvantage on grapple checks against this creature and checks to break out of grapple.

MONSTROUS SHRINE

Creatures further than 30ft from this creature have disadvantage on death rolls.

SHATTERED HOPE

Creatures that lose concentration on a spell as a result of this creature's attacks become unable to cast that spell again for 1 minute.

SLOPPY BUTCHER

Creatures hit by this creature's melee attacks must make a constitution saving throw (DC 8+Strength+Prof) or take 4 bleed damage per turn and receive half healing from all healing sources until the end of their next turn.

SPIES FROM THE SHADOWS

In the area where your encounter is planned, if a creature is spotted by an animal, they must make a DC15 animal handling check or the animal will alert the killer to their location.

UNRELENTING

This creature may make one additional action per turn.

WHISPERS

This creature knows when other creatures are within 35ft. of it, but not where those creatures are exactly.