

Master Elven Ghost of Sinda

Medium Humanoid, Lawful Evil, Undead

Armor Class 26, *Ethereal* (attacks versus *Ethereal* creatures automatically have disadvantage, unless the attack is made by an *Ethereal Weapon*, or unless the attacking creature is inside the *Ethereal Plane* at the time of the attack.)

Hitpoints 5* **Speed** 30 ft

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

Saving Throws: Dex +7, Cha +6, Wis -4 **Skills:** Perception +4, Stealth +10, Arcana +4
Senses: Darkvision 60ft., Passive Perception 14 **Challenge:** 5 (1800 XP)

Regeneration. At the start of its turn, the Ghost regains 1 HP if it has at least 1 remaining. This feature is disabled until the end of its next turn if it takes radiant damage.

Shadow Blade: Once per turn, if the Ghost has advantage, the Ghost may deal an extra 10 damage to a creature it hits with a weapon attack.

Skirmisher: The Ghost does not provoke attacks of opportunity from creatures it has made a melee weapon attack against.

Special HP: Any hit against the Ghost which deals damage instead causes only 1 HP damage. The Ghost immediately teleports up to its movement speed as a free reaction. It need only to be hit 5 times before dissipating. Mundane weapons do not harm the Ghost.

Actions - Multi-attack: make 2 attacks per turn;

Ethereal Longsword. *Melee Weapon Attack:* +8 to hit, reach 5, one target. Hit: 8 necrotic damage and the target makes a DC 14 Constitution saving throw, and on a failed save takes 14 (4d6) Cold damage.

Shadowstep. When the Ghost is in dim light or darkness, as a bonus action it can teleport up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It has advantage on the next melee attack it makes before the end of its next turn.

Necrotic Embrace. *Melee Touch Attack:* +8 to hit, reach 5, one target. Hit: target makes a DC 24 CON save. For each point missed, victim loses that many HP, and the Ghost regains 1 HP. Any creature reduced to Zero HP or less in this way immediately fails a death saving throw. The Ghost only uses this attack against conscious enemies.

Reactions

Protection. If an ally within 5 ft. is attacked, the Ghost may use its reaction to impose disadvantage on the attack roll.

Teleport, FREE Reaction. The Ghost can teleport up to 30 feet as a free reaction to taking damage.

Artful Dodger: if the Ghost would take half damage from a successful save, it instead takes no damage.

Elite Elven Ghost of Sinde

Medium Humanoid, Lawful Evil, Undead

Armor Class 23, Etherial (attacks versus Etherial creatures automatically have disadvantage, unless the attack is made by an Etherial Weapon, or unless the attacking creature is inside the Etherial Plane at the time of the attack.)

Hitpoints 5* **Speed** 30 ft

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

Saving Throws: Str +8, Con +9

Skills: Perception +3, Stealth +8, Arcana +3

Senses: Darkvision 60ft., Passive Perception 14 **Challenge:** 4 (1100 XP)

Teleport, Reaction. The Ghost can teleport up to 30 feet as a reaction to taking damage.

Regeneration. At the start of its turn, the Ghost regains 1 HP if it has at least 1 remaining. This feature is disabled until the end of its next turn if it takes radiant damage.

Special HP: Any hit against the Ghost which deals damage instead causes only 1 HP damage. The Ghost immediately teleports up to its movement speed as a free reaction. It need only to be hit 5 times before dissipating. Mundane weapons do not harm the Ghost.

Actions - takes 2 attacks per turn:

Etherial Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5, one target. Hit: 7 necrotic damage, and the target makes a DC 13 Constitution saving throw, and on a failed save takes 13 (4d6-1) Cold damage.

Lightning Magic Ranged Attack. Target any number of adjacent creatures that the Ghost can see. DEX DC 12, 10 lightning dam.

Necrotic Embrace. *Melee Touch Attack:* +7 to hit, reach 5, one target. Hit: target makes a DC 22 CON save. For each point missed, victim loses that many HP, and the Ghost regains 1 HP. Any creature reduced to Zero HP or less in this way immediately fails a death saving throw. The Ghost only uses this attack against conscious enemies.

Reactions

Protection. If an ally within 5 ft. is attacked, the Ghost may use its reaction to impose disadvantage on the attack roll.

Teleport, FREE Reaction. The Ghost can teleport up to 30 feet as a reaction to taking damage.

Artful Dodger: if the Ghost would take half damage from a successful save, it instead takes no damage.

Common Elven Ghost of Sinde

Medium Humanoid, Lawful Evil, Undead

Armor Class 20, **Ethereal** (attacks versus **Ethereal** creatures automatically have disadvantage, unless the attack is made by an **Ethereal Weapon**, or unless the attacking creature is inside the **Ethereal Plane** at the time of the attack.)

Hitpoints 5* **Speed** 30 ft

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

Saving Throws: Str +6, Con +7

Skills: Perception +2, Stealth +7, Arcana +2

Senses: Darkvision 60ft., Passive Perception 13

Challenge: 3 (900 XP)

Regeneration. At the start of its turn, the Ghost regains 1 HP if it has at least 1 remaining. This feature is disabled until the end of its next turn if it takes radiant damage.

Special HP: Any hit against the Ghost which deals damage instead causes only 1 HP damage. The Ghost immediately teleports up to its movement speed as a free reaction. It need only to be hit 5 times before dissipating. Mundane weapons do not harm the Ghost.

Actions - takes 2 attacks per turn

Ethereal Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5, one target. Hit: 6 necrotic damage, and the target makes a DC 12 Constitution saving throw, and on a failed save takes 12 (4d6-2) Cold damage.

Lightning Magic Ranged Attack. Target any number of adjacent creatures that the Ghost can see. DEX DC 12, 10 lightning damage.

Necrotic Embrace. *Melee Touch Attack:* +6 to hit, reach 5, one target. Hit: target makes a DC 20 CON save. For each point missed, victim loses that many HP, and Ghost regains 1 HP. Any creature reduced to Zero HP or less in this way immediately fails a death saving throw. The Ghost only uses this attack against conscious enemies.

Reactions

Protection. If an ally within 5 ft. is attacked, the Ghost may use its reaction to impose disadvantage on the attack roll.

Teleport, FREE Reaction. The Ghost can teleport up to 30 feet as a reaction to taking damage.

Artful Dodger: if the Ghost would take half damage from a successful save, it instead takes no damage.

“FurySphere” a.k.a. Flying Ball of Lighting

Medium Humanoid, Lawful Evil

Armor Class 20, Etherial (attacks versus Etherial creatures automatically have disadvantage, unless the attack is made by an Etherial Weapon, or unless the attacking creature is inside the Etherial Plane at the time of the attack.)

Hitpoints 39 (6d8+12) **Speed** 30 ft

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

Saving Throws: Dex +7, Cha +6, Wis -4 **Skills:** Perception +4, Stealth +10
Senses: Darkvision 60ft., passive Perception 14 **Challenge:** 3 (900 XP)

Searchlight: Once per turn, the Sphere can use its action to shine bright light in a 60 foot cone. As part of this action, the ball can make a perception check to actively search the area within the cone.

Skirmisher: The FurySphere does not provoke attacks of opportunity from creatures it has made a melee weapon attack against.

Actions - makes 2 attacks per turn

Lightning Tentacle. *Ranged Weapon Attack:* +6 to hit, range 60 feet, one target. Hit: target is grappled. The Sphere can grapple up to 2 PCs at once. This Sphere can use a move action to instead drag a grappled creature 3 squares closer to the FurySphere. Tentacles can be targeted by PCs, and are destroyed if they take any damage, ending the grapple.

Shocking Blade. *Melee Weapon Attack:* +6 to hit, reach 5, one or two targets. Hit: 5 lightning and 5 radiant damage. (The FurySphere can use Shock to AUTOMATICALLY hit a grappled adjacent creature.)

Blinding Flash. *Ranged Weapon Attack:* 30 foot cone. All creatures in area of effect who can see the FurySphere make a DEX 13 Saving Throw or be blinded for one turn.

Reactions

Electrical Aura: Any adjacent creature who hits a FurySphere with a metal weapon takes 5 lightning damage.

Explode. *The lightning ball drops to zero HP:* all creatures adjacent to lightning ball make a DC 14 DEX saving throw, and on a failed save takes 10 force damage.

“DarkenSphere” a.k.a. Flying Ball of Dark Energy

Medium Humanoid, Lawful Evil

Armor Class 20, Etherial (attacks versus Etherial creatures automatically have disadvantage, unless the attack is made by an Etherial Weapon, or unless the attacking creature is inside the Etherial Plane at the time of the attack.)

Hitpoints 39 (6d8+12) **Speed** 30 ft

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

Saving Throws: Dex +7, Cha +6, Wis -4 **Skills:** Perception +4, Stealth +10

Senses: Darkvision 60ft., passive Perception 14 **Challenge:** 3 (900 XP)

Aura of Repulsion: the square occupied by the DarkenSphere, and all adjacent squares, are considered rough terrain, even to flying creatures.

Innate Spellcaster: Once per turn, the ball can use its action to cast *Globe of Darkness*, *Detect Life*, or *Farie Fire*, as a level 1 spell.

Keen Tremorsense: The DarkenSphere uses its action to actively search an area within a 60 foot cone. The Sphere makes a perception check with advantage.

Artful dodger: If missed by any attack, the ball moves 5 feet as a reaction, and does not provoke opportunity attacks.

Actions - takes 2 attacks per turn

Push. *Ranged Magic Attack:* DC DEX 12. Hit: target is pushed 3 squares. For every square a creature cannot be moved in this way, it takes 4 force damage.

Dark Energy Blade. *Melee Weapon Attack:* +6 to hit, reach 5, one or two targets. Hit: 5 necrotic and 5 psychic damage. If this attack triggers a concentration check, the victim makes the roll with disadvantage.

Dark Energy Blast. *Ranged Weapon Attack:* +6 to hit, reach 60, one target. Hit: 5 necrotic and 5 psychic damage.

Reactions

Explode. *The lightning ball drops to zero HP:* all creatures adjacent to lightning ball make a DC 14 DEX saving throw, and on a failed save takes 10 force damage.

Push. Reaction. If Sphere is hit by an adjacent enemy: *Melee Weapon Attack:* +6 to hit, range 5 feet, one target. Hit: target is pushed 3 squares. For every square a creature cannot be moved in this way, it takes 4 force damage.