

# DREADCROW

Of all beings who relish in the terror they cause, the dreadcrow is the most foul, embodying the worst fears of those who behold it. Its body is illusory, constantly changing and shifting to reflect its victims' deepest fears. Yet it rarely relies on it, instead opting to lie in wait, slowly eroding the minds of those who are unfortunate enough to cross it, driving them to insanity. Victims will often lose their grip on reality - and life - long before laying their eyes on a dreadcrow. If approached too closely, dreadcrows will retreat in darkness, snuffing any chance of seeing their true form, before assaulting the mind of their prey and plunging them back into a smothering abyss of terror.

The success that the once prosperous Luyarnha knew bred complacency and hubris - cardinal sins that no god would leave unpunished. Dreadcrows are said to be born of this divine retaliation, but in stark contrast to their supposed holy origins, dreadcrows are some of the most fiendish creatures to walk the realms. They terrorize, torture and torment all, with a sinister preference for the defenseless - newborns or elderly.

## Dreadcrow

*Medium aberration, chaotic evil*

**Armor Class** 13 (18 with Illusory Body)  
**Hit Points** 84 (13d8 + 26)  
**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	14 (+2)	5 (-3)	12 (+1)	21 (+5)

**Saving Throws** Wis +4  
**Skills** Perception +7, Stealth +9  
**Condition Immunities** blinded, charmed, frightened  
**Senses** blindsight 120 ft. (blind beyond this radius), passive Perception 17  
**Languages** —  
**Challenge** 7 (2,900 XP)

**Fear Smith.** Creatures cannot have advantage on saving throws against the frightened condition against effects caused by the Dreadcrow. If the Dreadcrow causes a creature to become frightened, the target also has disadvantage on Intelligence and Wisdom checks for the duration of the condition, as their reality crumbles.

**Innate Spellcasting.** The Dreadcrow's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

**3/day each:** *fear, gravity well\*, pass without trace*  
**1/day each:** *circle of death*

**Illusory Body.** Dreadcrow's appearance is an illusion, reflecting the worst fear of the observer. It gains a bonus to its AC equal to its Charisma modifier if it's not incapacitated (included in the statblock).

In addition, when a creature that can see the Dreadcrow starts its turn within 30 feet of it, the creature must make a successful DC 16 Wisdom saving throw or become frightened. A creature that isn't surprised can avert its eyes at the start of its turn to avoid the effect. In that case, no saving throw is necessary but the creature treats the Dreadcrow as invisible until the start of the creature's next turn. If during its turn the creature chooses to look at the Dreadcrow, it must immediately make the saving throw. Creatures within 5 feet of the Dreadcrow have advantage on this saving throw, as they partially see the monster's true form.

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

## ACTIONS

**Multiattack.** The Dreadcrow makes two attacks.

**Claw.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 16 (2d12 + 3) slashing damage and 5 (1d10) psychic damage.

**Devour Fear.** Ranged Spell Attack: +8 to hit, range 120 ft., one target. Hit: 21 (3d10 + 5) psychic damage. If the target is frightened the Dreadcrow has advantage on this attack and heals by an amount equal to the damage dealt.

**Flay Sanity (Recharge 5-6).** The Dreadcrow creates atrocious illusions that rend one's sanity. Each creature of the Dreadcrow's choice that is within 120 feet of the Dreadcrow must succeed on a DC 16 Wisdom saving throw or gain a short-term madness and become frightened for 1 minute. Frightened creatures have disadvantage on this saving throw. While frightened in this way, a creature has disadvantage on Intelligence and Wisdom checks, as its reality crumbles. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This ability doesn't reveal the Dreadcrow if it's hidden.

## BONUS ACTIONS

**Gaze Upon Me.** The Dreadcrow forces a creature that it can see within 30 feet to look at it. The target must succeed on a DC 16 Wisdom check or look directly at the Dreadcrow.

## REACTIONS

**Skittering Walk.** When a creature moves within 5 feet of the Dreadcrow, the Dreadcrow can move up to 20 feet. Its AC increases by 3 during this movement.





# Nightgaunt

Large aberration, neutral

Armor Class 16 (natural armor)  
Hit Points 110 (13d10 + 39)  
Speed 20ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	21 (+5)	17 (+3)	4 (-3)	16 (+3)	16 (+3)

Skills Athletics +6, Perception +6, Stealth +11

Damage Resistances psychic

Condition Immunities blinded

Senses darkvision 120 ft., passive Perception 16

Languages understands Deep Speech but can't speak

Challenge 7 (2,900 XP)

**Blank Face.** Creatures that see the nightgaunt and start their turn within 5 feet of the nightgaunt or enter that area for the first time in a turn must succeed on a DC 14 Wisdom saving throw or become frightened of the nightgaunt for 1 minute and gain a short-term madness. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the nightgaunt's Blank Face for the next 24 hours.

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

**Silent Tormenter.** The nightgaunt makes no sound, ever. It has advantage on Dexterity (Stealth) checks.

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

**Void Traveler.** The nightgaunt doesn't require air, food, drink, or ambient pressure.

## ACTIONS

**Multiattack.** The nightgaunt makes three attacks, two with its claws and one with its tail.

**Claws.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage and the nightgaunt can choose to automatically grapple the target (escape DC 16) if it's a Medium or smaller creature. The nightgaunt has two claws, each of which can grapple only one target. While using a claw to grapple, the nightgaunt can't use that claw to attack any other creature.

**Tail.** The nightgaunt uses its tail in one of the following ways.

**Tail Whip.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 15 (4d4 + 5) bludgeoning damage.

**Prehensile Tail.** The nightgaunt directs its tail towards a creature that it can see within 10 feet of it, flailing them. The target must make a DC 16 Constitution saving throw. On a failure, the target is overwhelmed by the pain, and is incapacitated until the start of the nightgaunt's next turn. If the target fails the save by 5 or more, the target is also stunned, as it loses control of its body. Grappled creatures have disadvantage on this saving throw.

## BONUS ACTIONS

**Night Rush.** The nightgaunt moves up to half its flying speed.

## REACTIONS

**Feed on Emotions.** Whenever a creature within 10 feet of the nightgaunt fails a saving throw against one of its abilities, the nightgaunt can feed on their emotions - fear, anger, disappointment or other - and regains 8 (1d10 + 3) hit points. If a creature fails the saving throw by 5 or more, the nightgaunt regains 14 (2d10 + 3) instead.

# NIGHTGAUNT

Nightgaunts are nightmarish beings, in the truest sense of the word, originating from the demented slumber of a Great One, they are its will made manifest. Uncouth black things with smooth, oily, whale-like skin, unpleasant horns that curved inward toward each other, bat wings whose beating made no sound, ugly prehensile paws, and tails that lashed needlessly and disquietingly. They never speak or laugh, and never smile because they have no faces at all to smile with, but only a maddening blankness where a face ought to be.

Nightgaunts are creatures that subsist on the raw emotions of their prey, lurking in the shadows as their victims writhe in the throes of vicious nightmares. They reveal themselves only when their hunger becomes unbearable, isolating unsuspecting individuals before tormenting them, releasing them only when they have had their fill. Nightgaunts do not take lives, nor inflict grievous physical wounds, unless attacked first. However, the mental scars they inflict are hard to heal, leaving many of their victims with bouts of insomnia and a fear of the dark that can last for a lifetime.

