

SHADAR-KAI

SHADAR-KAI WARRIOR

Medium humanoid (shadar-kai), any alignment

Armor Class 14 (Leather Armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	15 (+2)	11 (+0)	12 (+1)	10 (+0)

Skills Stealth +5

Damage Resistances Necrotic

Condition Immunities Charmed, Exhaustion

Senses Passive Perception 11

Languages Common, Elvish

Challenge 1 (200 XP)

Pain Focus. While it has fewer than 27 hit points, the shadar-kai may dash or make a melee attack as a bonus action.

Creeping Apathy. If the shadar-kai ends its turn without dealing or receiving damage, its AC is reduced by 2 until the beginning of its next turn.

Actions

Multiattack. The shadar-kai makes two attacks with its sickle and uses its Gloom Cage, if available.

Cruel Sickle. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage. If this damage triggers a saving throw to maintain Concentration, the save is made at disadvantage.

Gloom Cage (Recharge 5-6). One creature within 30 ft. in dim light or darkness must succeed on a DC 12 Dexterity saving throw or be Restrained (escape DC 12) as wisps of darkness tether it in place for the next minute, or until it is exposed to bright light.

SHADAR-KAI

SHADOWDANCER

Medium humanoid (shadar-kai), any alignment

Armor Class 15 (Leather Armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	17 (+3)	12 (+1)	15 (+2)	10 (+0)

Skills Acrobatics +5, Perception +4, Stealth +5

Damage Resistances Necrotic

Condition Immunities Charmed, Exhaustion

Senses Passive Perception 14

Languages Common, Elvish

Challenge 3 (700 XP)

Pain Focus. While it has fewer than 47 hit points, the shadar-kai may dash or make a melee attack as a bonus action.

Creeping Apathy. If the shadar-kai ends its turn without dealing or receiving damage, its AC is reduced by 3 until the beginning of its next turn.

Backswing. If the shadar-kai misses with a melee attack, its next melee attack this turn is made at advantage.

Actions

Multiattack. The shadar-kai makes two attacks with its spiked chain and uses its shadow jump.

Spiked Chain. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. Hit: 8 (2d4 + 3) piercing damage, and the target must succeed on a DC 14 Dexterity saving throw or suffer one additional effect of the shadar-kai's choice. The shadar-kai may not choose the same effect twice in a turn:

- The target is grappled (escape DC 14) and restrained if it is a medium or smaller creature. The shadar-kai may grapple only one creature this way.
- The target is knocked prone.
- The target is pulled up to 5 ft. toward the shadar-kai.

Shadow Jump. The shadar-kai magically teleports up to 30 ft. to an unoccupied space it can see. Both the space it teleports from and to must be in dim light or darkness.