

PALE PEOPLE

Medium Aberration

Armor Class 13 (natural armor)

Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (0)	10 (0)	5 (-3)	8 (-1)	2 (-5)

Proficiency +2

Skills Stealth +2

Condition Immunities blinded

Senses darkvision 60 ft., passive Perception 9

Challenge 1/4 (50 XP)

Pile-On. Pale People have advantage on attack rolls against creatures grappled by an allied creature.

Unseen Cowl. Pale People appear invisible to any creature further than 10 ft. of themselves.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6+2) slashing damage and the target is grappled, escape DC 12.

SISTER FREY

Medium Aberration

Armor Class 13

Hit Points 26 (4d8 +8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	8 (-1)	9 (-1)	6 (-2)

Proficiency +2

Skills Medicine +1, Perception +1

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 1 (450 XP)

Sadistic Strike (1/turn). When Sister Frey hits a creature with a melee weapon attack and the attack roll has advantage, she deals an additional 3 (1d6) damage.

ACTIONS

Multiattack. Sister Frey makes two attacks: one with her Scalpel and one with her Slam.

Scalpel. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 5 (1d4+3) slashing damage.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4+2) bludgeoning damage. If the target is a creature, Sister Frey can choose to grapple it instead of dealing damage, escape DC 12. For the duration of the grapple Sister Frey can't use her Slam attack.

BONUS ACTION

Stab and Maim. Sister Frey deals 2 (1d4) piercing damage to a creature she has grappled since the beginning of her turn. The creature must succeed a DC 12 Wisdom saving throw or be frightened until the end of Sister Frey's next turn.