



SHADOW REAPER

Shadow reapers are born from the shadows of the vilest of evil creatures after their deaths. They resemble nightmarish humanoids made from the darkest of shadows. Shadow reapers stalk cemeteries, crypts, and other places of death and despair. They desire only to continue spreading the evil that their living counterparts embodied and take pleasure in ripping the shadows from their victims.

Reaping. A reaper's scythe slices the connection between their victim and their shadow and turns it against them.

Fear Aura. Only the most courageous can stand toe-to-toe with a reaper, while those with a weaker will cower in fear in its very presence.

Undead Nature. A shadow reaper doesn't require air, food, drink, or sleep.

SHADOW REAPER

Medium undead, chaotic evil

Armor Class 13

Hit Points 82 (15d8 + 15)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Stealth +6

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Amorphous. The reaper can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the reaper can take the Hide action as a bonus action. Its stealth bonus is also improved to +6.

Sunlight Weakness. While in sunlight, the reaper has disadvantage on attack rolls, ability checks, and saving throws.

Fear Aura. Any creature hostile to the reaper that starts its turn within 5 feet of the reaper must make a DC 15 Wisdom saving throw, unless the reaper is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the reaper's Fear Aura for the next 24 hours.

ACTIONS

Multiattack. The reaper makes one attack with its sword and one attack with its scythe.

Shadow Scythe. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage, and the target must succeed on a DC 15 Constitution saving throw or have their shadow ripped from them. The shadow appears in the closest unoccupied space next to the target. The target regains its normal shadow after a short or long rest.

Shadow Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

ART CREDIT: SHUTTERSTOCK