

THE NOXRAPTOR

A fearsome beast hailing from a forgotten age, the noxraptor is one of the most efficient predators of the night. It harbors the Night Flame inside its skull, using this unknowable force of dreams and lethargy to hunt thinking creatures.

The Night Flame hungers for thought, seeking to snuff it, as the noxraptor hungers for flesh. Paired together, they stalk the darkness with unmatched strength, unnatural grace, and psychic powers capable of rendering their prey completely harmless.

Wielding a sharper intellect than most common beasts, this hunter goes unseen and can pursue its target with abandon, enhanced by psychic forces that aid in tracking and killing. Nothing escapes the noxraptor with ease.



Noxraptor

NOXRAPTOR

Large beast, unaligned

Armor Class 15 (natural armor)
Hit Points 220 (22d10 + 99)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	16 (+3)	8 (-1)	14 (+2)	6 (-2)

Skills Stealth +8, Perception +6
Damage Resistances psychic
Condition Immunities charmed, unconscious
Senses darkvision (120 ft.), passive perception 16
Languages understands all languages but can't speak
Challenge 11 (7,200 XP)

Dream Feeder. While there is at least one unconscious creature within 20 ft. of the noxraptor, the Night Flame strengthens it: its AC is raised by 2, its Strength score is raised by 2, and it recovers 20 hit points at the end of each of its turns.

Night Stalker. The noxraptor is a nocturnal predator, its scales shifting to better hide in the dark. While in darkness, it has advantage on Dexterity (Stealth) checks.

ACTIONS

Multiattack. The noxraptor makes three attacks: one with its bite, one with its claws, and one with its tail.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 28 (4d10 + 6) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until the grapple ends, the creature is restrained, and the noxraptor can't bite other targets.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 22 (3d10 + 6) slashing damage.

Tail. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 18 (2d12 + 6) bludgeoning damage and the target must make a DC 15 Strength saving throw or be knocked prone.

Night Flame Roar (Recharge 5-6). The noxraptor roars and releases a blast of Night Flame, a psychic energy of lethargy. Every creature with an Intelligence score higher than 3 within 20 feet of it must make a DC 15 Wisdom saving throw or suffer 21 (6d6) psychic damage and become stunned, suffering only half as much damage on a success.

A creature that fails the saving throw by 5 or more falls unconscious for 10 minutes, until it suffers damage, or a creature uses an action to wake them up. A creature stunned by this ability repeats the saving throw at the end of each of their turns, ending the condition on a success or falling unconscious on a failure.

Psyhic Scent. The noxraptor emits a psychic pulse powered by the Night Flame. When it does so, it detects the presence of any creatures with an Intelligence score higher than 3 within 30 feet of it, becoming able to see them even if they are unseen for any reason while they remain within 30 feet of it.

Additionally, the noxraptor can choose one of the creatures it has detected in this way to mark as its prey. For 1 hour, it has advantage on Wisdom (Survival) checks made to track this creature and it deals an additional 5 (1d10) psychic damage whenever it hits them with a weapon attack. The noxraptor can only have one marked creature as prey at a given time.

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VERSION 1.0A

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