

SIABRAE

Medium undead (any race), any alignment

Armor Class 11 (16 with *barkskin*)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	13 (+1)	18 (+4)	12 (+1)

Saving Throws Int +4, Wis +7

Skills Medicine +7, Nature +4, Perception +7

Damage Resistances necrotic; piercing and slashing damage from non magical weapons that aren't adamantite (only in wildshape)

Senses passive Perception 17

Languages Druidic plus any two languages

Challenge 6 (2,300 XP)

Cursed Horns. The siabrae horns are cursed and appear on its body even if it wildshapes, and count as magical. If a beast it wildshapes into has the Multiattack feature, it can replace one of the attacks with a Horn attack. If the beast it turns into is Large, the horns deal 2d10 piercing damage, if it is Huge, they deal 3d10 piercing damage. The horns constitute a viable target for the *shillelagh* cantrip, although the cantrip doesn't change the damage dice of the horns.

Spellcasting. The siabrae is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *chill touch*, *druidcraft*, *toll the dead*, *shillelagh*
1st level (4 slots): *entangle*, *faerie fire*, *speak with animals*, *thunderwave*

2nd level (3 slots): *barkskin*, *heat metal*

3rd level (3 slots): *animate dead*, *vampiric touch*

Wildshape (2/Short Rest). The siabrae can use its action to transform into any Beast of CR 2 or lower without a flying speed, or back into its true form, which is humanoid. It takes the statistics of the beast except for its alignment, personality, and Intelligence, Wisdom, and Charisma scores. It retains all of your skill and saving throw proficiencies, in addition to gaining those of the creature, but it can't cast spell in that form. Any equipment it is wearing or carrying isn't transformed. When it reverts to its normal form, it returns to the number of hit points it had before transforming. However, if it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form.

ACTIONS

Horn. Melee Weapon Attack: +3 to hit (+6 to hit with *shillelagh*), reach 5 ft., one target. Hit: 5 (1d10) bludgeoning damage, or 9 (1d10 + 4) bludgeoning damage with *shillelagh*.

Quarterstaff. Melee Weapon Attack: +3 to hit (+6 to hit with *shillelagh*), reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with *shillelagh*.

DRUID

Medium humanoid (any race), any alignment

Armor Class 11 (16 with *barkskin*)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

Skills Medicine +4, Nature +3, Perception +4

Senses passive Perception 14

Languages Druidic plus any two languages

Challenge 2 (450 XP)

Spellcasting. The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*

1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*

2nd level (3 slots): *animal messenger*, *barkskin*

Wildshape (2/Short Rest). The druid can use its action to transform into any Beast of CR 1/2 or lower without a flying speed, or back into its true form, which is humanoid. It takes the statistics of the beast except for its alignment, personality, and Intelligence, Wisdom, and Charisma scores. It retains all of your skill and saving throw proficiencies, in addition to gaining those of the creature, but it can't cast spell in that form. Any equipment it is wearing or carrying isn't transformed. When it reverts to its normal form, it returns to the number of hit points it had before transforming. However, if it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form.

ACTIONS

Quarterstaff. Melee Weapon Attack: +2 to hit (+4 to hit with *shillelagh*), reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage with *shillelagh* or if wielded with two hands.

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