

# EPHEMERAL HANGMEN

## EPHEMERAL HANGMAN

*Large aberration, chaotic evil*

**Armor Class** 15 (Natural Armor)

**Hit Points** 172 (15d12 + 75)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	8 (-1)	14 (+2)	16 (+3)

**Saving Throws** DEX +6, WIS +5

**Skills** Perception +5, Stealth +6

**Damage Resistances** Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Condition Immunities** Charmed, Prone, Restrained

**Senses** Darkvision 60 ft., Passive Perception 15

**Challenge** 7 (2,900 XP)

**Amorphous** While in Dim Light or Darkness, the hangman can move through a space as narrow as 3 ft. wide without squeezing.

**Shadow Regeneration.** While in Darkness, the hangman regains 20 hit points at the start of each of its turns if it has at least 1 hit point.

**Light Vulnerability.** While in bright light, the hangman loses its damage resistances. If the hangman starts its turn in bright light, it must succeed on a DC 10 Wisdom saving throw or use its action to dash away from the source.

## Actions

**Tendril Scourge.** Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 13 (2d6 + 6) bludgeoning damage and the target is grappled (escape DC 17) and restrained. Instead of grappling a creature, the hangman may force it to succeed on a DC 17 Strength saving throw or be knocked prone and drop what it's holding.

**Gnashing Bite.** Melee Weapon Attack: +9 to hit, reach 5 ft., one grappled creature. Hit: 15 (2d8 + 6) piercing damage plus 33 (6d10) necrotic damage.

**Dexterity Drain (Darkness only).** One creature grappled by the hangman has its speed reduced by 0 for the next minute, then must succeed on a DC 16 Constitution saving throw or have its Dexterity reduced by 5 (2d4) for the next minute. The target dies if this reduces its Dexterity to 0, and falls prone if this reduces its speed to 0.

## Reactions

**Shadow Step.** As a reaction to taking damage of a type it is resistant to, the hangman may teleport up to 30 feet to a location it can see and turn invisible until the end of its next turn, or until it makes an attack.

**Crush.** As a reaction to a creature the hangman has grappled speaking or casting a spell with a verbal component, the hangman crushes the air out of its lungs. The creature cannot breathe until it is released from the grapple and immediately begins to suffocate.

# EPHEMERAL ACCRETOR

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*Large aberration, unaligned*

**Armor Class** 15 (Natural Armor)

**Hit Points** 195 (17d12 + 85)

**Speed** 30 ft., fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	20 (+5)	8 (-1)	14 (+2)	16 (+3)

**Saving Throws** DEX +6, CHA +6

**Skills** Perception +5, Stealth +6

**Damage Resistances** Bludgeoning, Force

**Condition Immunities** Prone

**Senses** Darkvision 60 ft., Passive Perception 15

**Challenge** 8 (3,900 XP)

**Gravity Dancer.** As a bonus action, the accretor can change the orientation of gravity for itself and for each Medium or smaller creature it is holding toward a creature or surface within 30 ft.

## Actions

**Multiattack.** The accretor makes two attacks with its tendrils.

**Accretor Tendrils.** Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage and the target is grappled (escape DC 17) and restrained. Instead of grappling a creature, the accretor may change the orientation of gravity for the target toward a creature or surface within 30 ft. for the next minute.

**Gnashing Bite.** Melee Weapon Attack: +9 to hit, reach 5 ft., one grappled creature. Hit: 15 (2d8 + 6) piercing damage plus 33 (6d10) force damage.

**Sudden Reversal (Recharge 5-6).** Each object and creature affected by the accretor's tendrils must succeed on a DC 17 Dexterity saving throw or have the accretor change the orientation of gravity for the target toward a new creature or surface within 30 ft. for the next minute.

## Reactions

**Dweomer Attraction.** As a reaction to being targeted by a spell or magical ability, the accretor forces the spellcaster to succeed on a DC 17 Dexterity saving throw or have the orientation of gravity for itself changed towards the accretor for the next minute.

**Crush.** As a reaction to a creature the accretor has grappled speaking or casting a spell with a verbal component, the accretor crushes the air out of its lungs. The creature cannot breathe until it is released from the grapple and immediately begins to suffocate.