DUALINK

Ekimmara



The Witcher Edition

Ekimmara

Large monstrosity, neutral evil

Armor Class: 15 (natural armor)
Hit Points: 91 (14d10 + 14)
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	6 (-2)	12 (+1)	8 (-1)

Skills: Perception +3, Stealth +6
Damage Resistances: Bludgeoning, piercing, and slashing from attacks that are nonmagical or not silvered
Senses: Darkvision 60 ft., passive Perception 13
Languages: understands Common but can't speak
Challenge: 5 (1,800 XP)

Regeneration. The ekimmara regains 5 hit points at the start of its turn. If the ekimmara takes radiant damage, this trait doesn't function at the start of the ekimmara's next turn.

Pack Tactics. The ekimmara has a +1 bonus to attack rolls against a target if at least one of the ekimmara's allies is within 5 feet of the target and the ally isn't incapacitated.

Actions

Multiattack. The ekimmara makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) slashing damage.

"Bah, ain't nothing to fear. Ekimmaras, why, they ain't nothing more than overgrown bats."
— Anonymous city guardsman's last words

Blood Drain (Recharge 5-6). The ekimmara can use this ability as part of its bite attack against a creature that has fewer hit points than its maximum. On a hit, the target takes an additional 14 (4d6) necrotic damage, and the ekimmara regains hit points equal to the damage dealt.

Bonus Actions

Vampiric Stealth. While in dim light or darkness, the ekimmara can take the Hide action as a bonus action.

Bloodied State

When the ekimmara reaches half of it's HP, it immediately recovers the use of its Blood Drain ability and gains (and loses) the following abilities:

Lose Regeneration. The ekimmara loses its regeneration trait while in the bloodied state.

Blood Frenzy. While in the bloodied state, the ekimmara has advantage on attack rolls against any creature that has less than 50% HP.

Multiattack. The ekimmara can noa makes two attacks: one with its bite and one with its claws **OR** two bite attacks.

Ferocious Bite (replaces Bite). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage plus 9 (2d8) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the ekimmara regains hit points equal to that amount. This reduction lasts until the target finishes a long rest.

Vulnerabilities

Lunar Agony. The ekimmara takes an additional 1d8 damage from attacks made with silvered weapons. Discovery check: DC 18 History or Arcana.

Sunlight Sensitivity. The Ekimmara takes double damage from any attack or spell effect that deals radiant damage when in direct sunlight. Additionally, while in sunlight, its Regeneration trait is deactivated, reflecting its vampiric weakness to the sun.



- Another version of the Ekimmara