DUALINK

Noonwraith



The Witcher Edition

Noonwraith

Medium undead, chaotic evil

Armor Class: 14
Hit Points: 85 (10d8 + 40)
Speed: 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	10 (+0)	12 (+1)	17 (+3)

Saving Throws: Wis +3, Cha +5
Skills: Perception +5, Stealth +7
Damage Resistances: acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities: cold, necrotic, poison
Condition **Immunities:** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses: Darkvision 60 ft., passive Perception 15
Languages: understands Common but can't speak
Challenge: 5 (1,800 XP)

Incorporeal Movement. The noonwraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Life Drain. *Melee Spell Attack:* +7 to hit, reach 5 ft., one creature. Hit: 24 (4d10 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.



"It's bound to suffer, for all eternity."
- A researcher's notes

Wail of the Damned (Recharge 5-6). The noonwraith releases a mournful wail. Each creature within 30 feet of the noonwraith that can hear it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Ethereal Jaunt (Recharge 4-6). As a bonus action, the noonwraith magically enters the Ethereal Plane for 1 round.

Mirror Image (Recharge 5-6). The noonwraith can use its bonus action to create three illusory duplicates of itself within 30 feet, which move with it and mimic its actions, creating confusion among its enemies. Each time a creature targets the noonwraith with an attack during the spell's duration, roll a d4 to determine whether the attack instead targets one of the duplicates.

- With three duplicates, you must roll a 4 to attack the main body. With two duplicates, you must roll a 3 or 4. With one duplicate, you must roll 2 or higher.
- A duplicate's AC equals 10 + the noonwraith's Dexterity modifier. If an attack hits a duplicate, it is destroyed. Area of effect spells damage the illusory doubles.

Reactions

Ghastly Retort. When the noonwraith is hit by an attack, it can use its reaction to impose disadvantage on the next attack roll made against it before the end of the attacker's next turn.

Bloodied State

Cries of the fallen. Upon reaching 50% of it's HP, the noonwraith unleashes a piercing scream, automatically using its "Wail of the Damned" ability without expending its action.

Death's Denial. The noonwraith's "Life Drain" attack deals an additional 1d10 necrotic damage, and half the damage dealt by "Life Drain" is converted into temporary hit points for the noonwraith.

Vulnerabilities

Sacred Flames. The noonwraith takes an additional 1d10 from any attack or spell that deals radiant damage.

Sunlight Sensitivity. While in sunlight, the noonwraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

A Wraith's Echo Helm is said to ensnare the visage of a tormented Noonwraith within its ancient frame. A ghostly face, eternally screaming, frozen in time. It screams with the Noonwraith's unfulfilled desires, echoing its despair across the veil between worlds. Those who hold it hear whispers of the past and a life untimely seized.

