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| **Val’Kyr** (Medium aberration, lawful evil) | | | | | | CR: 6 (2300XP) | | |
| AC: **14** | | HP: **50** | | | Run: 30ft, Fly: 60ft | | | |
| STR  7(**-2**) | DEX  16(**+3**) | | CON  12(**+1**) | INT  13(**+1**) | | | WIS  14(**+2**) | CHA  16(**+3**) |

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| **Skills:** Perception +6, immune to prone  **Senses:** Darkvision (120ft), Passive perception 16  **Languages:** Common, Elvish, Gutterspeak, Dwarvish, Giant.  **Hover:** Hovers as long as it is alive, can stand as well.  **Damage Resistances:** acid, cold, fire, lightning, thunder;  bludgeoning, piercing, and slashing from non magical  weapons that aren't silvered.  **Damage Immunities:** necrotic, poison  **Condition Immunities:** charmed, exhaustion, grappled,  paralyzed, petrified, poisoned, prone, restrained.  **Ethereal Sight:** The Val’kyr can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.  **Incorporeal Movement:** The Val’kyr can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn in side an object.  https://s-media-cache-ak0.pinimg.com/originals/ab/5a/55/ab5a55e5c486211eac706be4d1e2e09a.jpg  **Weapons and Spells:**  **Longsword:** Melee Weapon Attack +5 to hit, reach 5 ft, one target. Hit:(1d8 +2) slashing damage.  **Withering Lifeforce Touch:** (2 Charges) Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 14 (3d6 + 3) necrotic damage, he may also choose to either reduce a player’s strength and constitution by 2 for 2 hours orheal half of the damage dealt rounded up.  **Terrifying Visage:** Each non-undead creature within 60 feet of the Val’kyr that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. This happens automatically at the beginning of the Val’kyr first turn. The Target can make a DC 13 saving throw at the beginning of each turn to break the effect.  **Consume Soul:** Reach 15 ft., The Val’kyr targets an undead creature or a creature who is less than one hit die away from 0 hp. The any unwilling target makes a constitution or wisdom save with a DC of 18, or is instantly brought down to 0 HP and cannot gain health until the Val’kyr dies or releases it willingly. The body still needs to make saving throws and stabilized. The Val’kyr also roles a hit die from the target creature and receive that much health.  **Val’kyr Furry:** (3 Charges) Bonus Action, The Val’kyr burns a charge and my take an extra action this turn.  **Raise the Dead:** The Val’kyr targets a humanoid creature that is dead, and brings it back to life. It uses the Skeleton Creature template.  **Possession** (3 Charges). One humanoid that the Val’kyr can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the Val’kyr; the Val’kyr then disappears, and the target is incapacitated and loses control of its body. The Val’kyr now controls the body but doesn't deprive the target of awareness. The Val’kyr can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.  The possession lasts until the body drops to 0 hit points,  the Val’kyr ends it as a bonus action, or the Val’kyr is turned or forced out by an effect like the dispel evil and good spell. The also when the target takes damage the Val’kyr must make a constitution save at 4+(damage done)/2 to stay in the body or be forced out. When the possession ends, the Val’kyr reappears in an unoccupied space within 5 feet of the body. The target is immune to this Val’kyr's Possession for 24 hours after succeeding on the saving throw or after the possession ends. |