NOSTRO THE BLIND SHOT (if there are7 player use stats in brackets)

1.8 m скелет с повязкой на глазах, из-под которой пробивается легкое зеленоватое свечение, одетый в серо-черную мантию. Кисти рук светятся бледноватым светом. Левая – зеленым, правая - синим

HP: 70 (150)

AC: 13 (16)

STR

14 (+2)

DEX

14 (+2)

CON

12 (+1)

INT

20 (+5)

WIS

20 (+5)

CHA

12 (+1)

Saving Throws INT +9, WIS +9, CHA +4

Damage immunities: poison

Damage Resistances Damage from Spells; Nonmagical Bludgeoning, Piercing, and Slashing

Senses Passive Perception 12

Languages: common, draconic, underdark

Mindblank

Thought detection aura 60ft

***Magic Resistance.*** Nostro has advantage on saving throws against spells and other magical effects.

(Legendary resistance 2/day)

Filactery

Actions – 2 attacks:

***Necrotic ray.*** *Melee or Ranged Weapon Attack:* DC 20 Constitution save, range 30 ft., 5ft wide ray. *Hit:8d6+10 (11d6 + 13), affected creature has disadvantage until the end of next turn of Nostro*.

***Chilling burst (does not affect the undead).*** *Melee or Ranged Weapon Attack:* DC 20 Strength save, range 40 ft., 15ft radius sphere. *Hit:6d6+8 (8d6+10), affected creature is slowed by 15ft for 3 rounds*.

Horrifying Visage.

Each non-undead creature within 60 feet of Nostro that can see him must succeed on a DC 20 Wisdom saving throw or be [frightened](https://5e.tools/conditionsdiseases.html#frightened_phb) for 1 minute. A [frightened](https://5e.tools/conditionsdiseases.html#frightened_phb) target can repeat the saving throw at the end of each of its turns, with disadvantage if the banshee is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the banshee's Horrifying Visage for the next 24 hours.

Villain actions:

50% hp –**heart of madness**: +3AC, if a creature attacks Nostro it takes 1d10 psychic dmg