

ROSE AND THORN

Medium Undead, Chaotic Evil

- **Armor Class** 14 (natural armor)
- **Hit Points** 95 (10d8 + 50)
- **Speed** 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	18 (+4)

- **Saving Throws** Dex +6, Wis +4, Cha +7
- **Skills** Stealth +6, Perception +4, Deception +7
- **Damage Resistances** necrotic, bludgeoning, piercing, and slashing from nonmagical attacks
- **Condition Immunities** charmed, frightened, paralyzed, poisoned
- **Senses** darkvision 60 ft., passive Perception 14
- **Languages** Common, speaks in unison
- **Challenge** 8 (3,900 XP)

TRAITS

- **Incorporeal Movement.** The twins can move through other creatures and objects as if they were difficult terrain. They take 5 (1d10) force damage if they end their turn inside an object.
- **Disappearing Act.** As a bonus action, the twins can disappear from their current location and reappear in any unoccupied space they can see within 30 feet. They can use this ability to avoid attacks or surprise their foes. This ability recharges on a roll of 1-4 on a d6.
- **Eerie Laughter.** When the twins appear or disappear, they emit an unsettling giggle. Any creature within 30 feet must succeed on a DC 14 Wisdom saving throw or be frightened until the end of their next turn.
- **Terrifying Presence.** Creatures that start their turn within 30 feet of the twins must succeed on a DC 14 Wisdom saving throw or be frightened until the end of their next turn. A creature that succeeds on this saving throw is immune to this effect for 24 hours.

ACTIONS

- **Multiattack.** The twins make two attacks with their chainsaws.
- **Chainsaw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) slashing damage. On a critical hit, the target must succeed on a DC 13 Constitution saving throw or gain one level of exhaustion.

- **Haunting Visions (Recharge 5-6).** The twins unleash a horrific vision of their tragic past in a 20-foot cone. Each creature in that area must make a DC 14 Wisdom saving throw, taking 27 (6d8) psychic damage on a failed save, or half as much damage on a successful one. A creature that fails the save is also frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

The twins can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The twins regain spent legendary actions at the start of their turn.

- **Move.** The twins can use this action to disappear and reappear using their Disappearing Act ability.
- **Chainsaw Attack.** The twins make one chainsaw attack.