

GUILTDANCER

Medium • Fey • Chaotic Evil

Armor Class 17

Initiative +10 (20)

Hit Points 202 (27d8 + 81)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	16 (+3)	17 (+3)	18 (+4)	19 (+4)

Saving Throws Dex +10, Int +8, Wis +9, Cha +9

Skills Acrobatics +12, Athletics +6, Deception +9, Performance +14, Persuasion +9, Sleight of Hand +12

Damage Resistances force, psychic, thunder

Condition Immunities charmed, paralyzed, stunned

Senses darkvision 120 ft., passive Perception 14

Languages Sylvan plus two others languages

CR 16 (XP 15,000; PB +5)



Evasion. If the guilt dancer is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it is incapacitated.

Forced Dance. A creature grappled by the guilt dancer can't use free or bonus actions and has disadvantage on attack rolls and ability checks. Additionally, the guilt dancer gains half cover, and its movement speed isn't halved when it moves the grappled creature. This effect only functions if the guilt dancer is grappling with no more than one creature, and that creature is Medium or smaller.

Magic Resistance. The guilt dancer has advantage on saving throws against spells and other magical effects.

Twirl. When the guilt dancer releases a creature from its grapple, it doesn't provoke opportunity attacks from that creature until the start of that creature's turn.

ACTIONS

Multiattack. The guilt dancer makes two Slap attacks, uses its Amplify Guilt, and casts vicious mockery. The guilt dancer can replace both Slap attacks with a use of Spellcasting or Sow Discord.

Slap. *Melee Weapon Attack:* +10, reach 5 ft. *Hit:* 23 (4d8 + 5) bludgeoning damage, and the target is grappled (escape DC 18).

Amplify Guilt. *Charisma Saving Throw:* DC 17, one creature grappled by the guilt dancer. *Failure:* 40 (9d8) psychic damage and the target becomes stunned until the start of the guilt dancer's next turn. *Success:* Half damage.

Sow Discord (Recharges after a Rest). *Wisdom Saving Throw:* DC 17, one creature within 60 feet of the guilt dancer that it can see. *Failure:* The target becomes charmed for 1 minute. While charmed this way, spends its turn harming the creatures closest to it. The target can repeat the saving throw whenever it takes damage, ending the effect on a success.

Spellcasting. The guilt dancer casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17):

At will: *confusion*, *invisibility*, *suggestion*, *vicious mockery* (4d4 damage)

1/day: *feblemind*, *glibness*, *weird*

BONUS ACTIONS

Disarm. *Dexterity Saving Throw:* DC 18, one creature grappled by the guilt dancer. *Failure:* The target drops one object of the guilt dancer's choice and the object is flung up to 20 feet in a random direction.

Shape-Shift. The guilt dancer shape-shifts into a Medium or Small Humanoid, or it returns to its true form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. The guilt dancer reverts to its true form if it dies.

REACTIONS

Redirect Attack. *Trigger:* A creature the guilt dancer can see makes an attack roll against it while the guilt dancer has a creature grappled. *Response:* The guilt dancer and that grappled creature swap places, and the grappled creature becomes the target of the attack instead.

GUILTDANCER — WEAKER

Armor Class 16

Initiative +9 (19)

Hit Points 175 (27d8 + 54)

Speed 30 ft.



STR

13 (+1)

DEX

18 (+4)

CON

14 (+2)

INT

15 (+2)

WIS

16 (+3)

CHA

17 (+3)

Saving Throws Dex +9, Int +7, Wis +8, Cha +8

Skills Acrobatics +9, Athletics +6, Deception +8, Performance +13, Persuasion +8, Sleight of Hand +9

Damage Resistances force, psychic, thunder

Condition Immunities charmed, paralyzed, stunned

Senses darkvision 120 ft., passive Perception 13

Languages Sylvan plus two others languages

CR 13 (XP 10,000; PB +5)

Evasion. If the guilt dancer is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it is incapacitated.

Forced Dance. A creature grappled by the guilt dancer can't use free or bonus actions and has disadvantage on attack rolls and ability checks. Additionally, the guilt dancer gains half cover, and its movement speed isn't halved when it moves the grappled creature. This effect only functions if the guilt dancer is grappling with no more than one creature, and that creature is Medium or smaller.

Magic Resistance. The guilt dancer has advantage on saving throws against spells and other magical effects.

Twirl. When the guilt dancer releases a creature from its grapple, it doesn't provoke opportunity attacks from that creature until the start of that creature's turn.

ACTIONS

Multiattack. The guilt dancer makes two Slap attacks, uses its Amplify Guilt, and casts vicious mockery. The guilt dancer can replace both Slap attacks with a use of Spellcasting or Sow Discord.

Slap. *Melee Weapon Attack:* +9, reach 5 ft. *Hit:* 18 (4d6 + 4) bludgeoning damage, and the target is grappled (escape DC 17).

Amplify Guilt. *Charisma Saving Throw:* DC 16, one creature grappled by the guilt dancer. *Failure:* 31 (7d8) psychic damage, and the target becomes stunned until the start of the guilt dancer's next turn. *Success:* Half damage.

Sow Discord (Recharges after a Rest). *Wisdom Saving Throw:* DC 16, one creature within 60 feet of the guilt dancer that it can see. *Failure:* The target becomes charmed for 1 minute. While charmed this way, spends its turn harming the creatures closest to it. The target can repeat the saving throw whenever it takes damage, ending the effect on a success.

Spellcasting. The guilt dancer casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *confusion, invisibility, suggestion, vicious mockery* (4d4 damage)

1/day: *feblemind, glibness, weird*

BONUS ACTIONS

Disarm. *Dexterity Saving Throw:* DC 17, one creature grappled by the guilt dancer. *Failure:* The target drops one object of the guilt dancer's choice and the object is flung up to 20 feet in a random direction.

Shape-Shift. The guilt dancer shape-shifts into a Medium or Small Humanoid, or it returns to its true form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. The guilt dancer reverts to its true form if it dies.

REACTIONS

Redirect Attack. *Trigger:* A creature the guilt dancer can see makes an attack roll against it while the guilt dancer has a creature grappled. *Response:* The guilt dancer and that grappled creature swap places, and the grappled creature becomes the target of the attack instead.

GUILTDANCER — STRONGER

Armor Class 19

Initiative +12 (22)

Hit Points 297 (35d8 + 140)

Speed 30 ft.



STR

15 (+2)

DEX

22 (+6)

CON

20 (+5)

INT

19 (+4)

WIS

20 (+5)

CHA

21 (+5)

Saving Throws Dex +12, Int +10, Wis +11, Cha +11

Skills Acrobatics +12, Athletics +8, Deception +11, Performance +17, Persuasion +11, Sleight of Hand +12

Damage Resistances force, psychic, thunder

Condition Immunities charmed, paralyzed, stunned

Senses darkvision 120 ft., passive Perception 14

Languages Sylvan plus two others languages

CR 19 (XP 22,000; PB +6)

Evasion. If the guilt dancer is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it is incapacitated.

Forced Dance. A creature grappled by the guilt dancer can't use free or bonus actions and has disadvantage on attack rolls and ability checks. Additionally, the guilt dancer gains half cover, and its movement speed isn't halved when it moves the grappled creature. This effect only functions if the guilt dancer is grappling with no more than one creature, and that creature is Medium or smaller.

Magic Resistance. The guilt dancer has advantage on saving throws against spells and other magical effects.

Twirl. When the guilt dancer releases a creature from its grapple, it doesn't provoke opportunity attacks from that creature until the start of that creature's turn.

ACTIONS

Multiattack. The guilt dancer makes two Slap attacks, uses its Amplify Guilt, and casts vicious mockery. The guilt dancer can replace both Slap attacks with a use of Spellcasting or Sow Discord.

Slap. *Melee Weapon Attack:* +12, reach 5 ft. *Hit:* 28 (4d10 + 6) bludgeoning damage, and the target is grappled (escape DC 20).

Amplify Guilt. *Charisma Saving Throw:* DC 19, one creature grappled by the guilt dancer. *Failure:* 55 (10d10) psychic damage and the target becomes stunned until the start of the guilt dancer's next turn. *Success:* Half damage.

Sow Discord (Recharges after a Rest). *Wisdom Saving Throw:* DC 19, one creature within 60 feet of the guilt dancer that it can see. *Failure:* The target becomes charmed for 1 minute. While charmed this way, spends its turn harming the creatures closest to it. The target can repeat the saving throw whenever it takes damage, ending the effect on a success.

Spellcasting. The guilt dancer casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 19):

At will: *confusion, invisibility, suggestion, vicious mockery* (4d4 damage)

1/day: *feeblemind, glibness, weird*

BONUS ACTIONS

Disarm. *Dexterity Saving Throw:* DC 20, one creature grappled by the guilt dancer. *Failure:* The target drops one object of the guilt dancer's choice and the object is flung up to 30 feet in a random direction.

Shape-Shift. The guilt dancer shape-shifts into a Medium or Small Humanoid, or it returns to its true form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. The guilt dancer reverts to its true form if it dies.

REACTIONS

Redirect Attack. *Trigger:* A creature the guilt dancer can see makes an attack roll against it while the guilt dancer has a creature grappled. *Response:* The guilt dancer and that grappled creature swap places, and the grappled creature becomes the target of the attack instead.