

## SPIRITWEAVER

Small or Medium • Humanoid • Any Alignment

**Armor Class** 14

**Initiative** +2 (12)

**Hit Points** 120 (16d8 + 48)

**Speed** 30 ft.



**STR**

10 (+0)

**DEX**

14 (+2)

**CON**

14 (+2)

**INT**

14 (+2)

**WIS**

18 (+4)

**CHA**

16 (+3)

**Saving Throws** Int +5, Wis +7, Cha +6

**Skills** History +5, Insight +7, Medicine +7

**Damage Resistances** necrotic

**Gear** druidic focus, studded leather

**Senses** passive Perception 14

**Languages** Common, Druidic, and one other language

**CR** 7 (XP 2,900; PB +3)

**Ethereal Sight.** The spiritweaver can see 60 feet into the Ethereal Plane when it is on the Material Plane.

**Spectral Rebirth.** When the spiritweaver dies, at the start of its next turn its spirit leaves its body and materializes as a **ghost** with the same initiative.

### ACTIONS

**Multiaction.** The spiritweaver makes two Spiritflame attacks. It can replace one of those attacks with a use of its Call Forth or Spellcasting.

**Spiritflame.** *Melee or Ranged Spell Attack:* +7, reach 5 ft. or range 120 ft. *Hit:* 26 (4d10 + 4) necrotic damage.

**Call Forth (1/Day).** The spiritweaver magically summons four **specters**. The summoned creatures appear in unoccupied spaces within 60 feet of their summoner and act as allies. They remain for 10 minutes or until dismissed as a bonus action.

**Spellcasting.** The spiritweaver casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15):

At will: *clairvoyance, message, speak with dead*

2/day: *charm person, hold person, sending*

1/day: *contact other plane, dominate person, dream*

### BONUS ACTIONS

**Binding Hex.** *Charisma Saving Throw:* DC 15, one creature the spiritweaver can see within 60 feet. *Failure:* The target becomes cursed. While cursed, it can't use one standard action (such as Dodge, Dash, or similar) of the spiritweaver's choosing. A creature can be affected by this multiple times.

### REACTIONS

**Fade (2/Day).** *Trigger:* The spiritweaver takes damage. *Response:* The spiritweaver becomes invisible until the start of its next turn and teleports to a space within 15 feet that it can see.

## SPIRITWEAVER — WEAKER

**Armor Class** 12

**Initiative** +1 (11)

**Hit Points** 65 (10d8 + 20)

**Speed** 30 ft.



**STR**

10 (+0)

**DEX**

12 (+1)

**CON**

12 (+1)

**INT**

12 (+1)

**WIS**

16 (+3)

**CHA**

14 (+2)

**Saving Throws** Int +3, Wis +5, Cha +4

**Skills** History +3, Insight +5, Medicine +5

**Damage Resistances** necrotic

**Gear** druidic focus, leather

**Senses** passive Perception 13

**Languages** Common, Druidic, and one other language

**CR** 4 (XP 1,100; PB +2)

**Ethereal Sight.** The spiritweaver can see 60 feet into the Ethereal Plane when it is on the Material Plane.

**Spectral Rebirth.** When the spiritweaver dies, at the start of its next turn its spirit leaves its body and materializes as a **ghost** with the same initiative.

## ACTIONS

**Multiattack.** The spiritweaver makes two Spiritflame attacks. It can replace one of those attacks with a use of its Call Forth or Spellcasting.

**Spiritflame.** *Melee or Ranged Spell Attack:* +7, reach 5 ft. or range 120 ft. *Hit:* 16 (3d8 + 3) necrotic damage.

**Call Forth (1/Day).** The spiritweaver magically summons two **specters**. The summoned creatures appear in unoccupied spaces within 60 feet of their summoner and act as allies. They remain for 10 minutes or until dismissed as a bonus action.

## SPIRITWEAVER — STRONGER

**Armor Class** 15

**Hit Points** 178 (21d8 + 84)

**Speed** 30 ft.

**Initiative** +3 (13)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	16 (+3)	20 (+5)	18 (+4)

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

**Skills** History +7, Insight +9, Medicine +9

**Damage Resistances** necrotic

**Gear** druidic focus, studded leather

**Senses** passive Perception 15

**Languages** Common, Druidic, and one other language

**CR** 10 (XP 5,900; PB +4)

**Ethereal Sight.** The spiritweaver can see 60 feet into the Ethereal Plane when it is on the Material Plane.

**Spectral Rebirth.** When the spiritweaver dies, at the start of its next turn its spirit leaves its body and materializes as a **ghost** with the same initiative.

## ACTIONS

**Multiattack.** The spiritweaver makes two Spiritflame attacks. It can replace one of those attacks with a use of its Call Forth or Spellcasting.

**Spiritflame.** *Melee or Ranged Spell Attack:* +7, reach 5 ft. or range 120 ft. *Hit:* 37 (5d12 + 5) necrotic damage.

**Call Forth (1/Day).** The spiritweaver magically summons six **specters**. The summoned creatures appear in unoccupied spaces within 60 feet of their summoner and act as allies. They remain for 10 minutes or until dismissed as a bonus action.

**Spellcasting.** The spiritweaver casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13):

At will: *clairvoyance, message, speak with dead*

1/day: *charm person, contact other plane, hold person, sending*

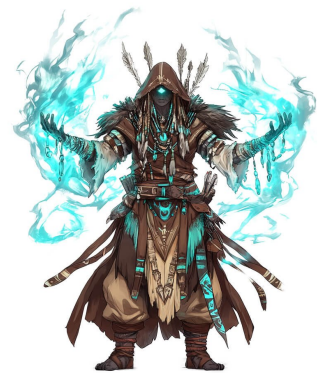
## BONUS ACTIONS

**Binding Hex.** *Charisma Saving Throw:* DC 13, one creature the spiritweaver can see within 60 feet. *Failure:* The target becomes cursed. While cursed, it can't use one standard action (such as Dodge, Dash, or similar) of the spiritweaver's choosing. A creature can be affected by this multiple times.

## REACTIONS

**Fade (1/Day).** *Trigger:* The spiritweaver takes damage.

*Response:* The spiritweaver becomes invisible until the start of its next turn and teleports to a space within 15 feet that it can see.



**Spellcasting.** The spiritweaver casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 17):

At will: *clairvoyance, message, speak with dead*

2/day: *charm person, contact other plane, dominate person, dream, hold person, sending*

## BONUS ACTIONS

**Binding Hex.** *Charisma Saving Throw:* DC 17, one creature the spiritweaver can see within 60 feet. *Failure:* The target becomes cursed. While cursed, it can't use one standard action (such as Dodge, Dash, or similar) of the spiritweaver's choosing. A creature can be affected by this multiple times.

## REACTIONS

**Fade (3/Day).** *Trigger:* The spiritweaver takes damage.

*Response:* The spiritweaver becomes invisible until the start of its next turn and teleports to a space within 30 feet that it can see.