

CANNIBAL SHAMAN

Small or Medium • Humanoid • Any Alignment

A savage ritual shaman adorned with bones and

Armor Class 14

Initiative +3 (13)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	14 (+2)	17 (+3)	14 (+2)

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

Skills Acrobatics +6, Medicine +6, Nature +5, Perception +6, Survival +6

Gear dagger, leather, quarterstaff

Senses passive Perception 16

Languages Common

CR 5 (XP 1,800; PB +3)

Fearless. The cannibal has advantage on saving throws against being frightened.

Pack Tactics. The cannibal has advantage on an attack roll against a creature if at least one of the cannibal's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The cannibal makes two attacks. It can replace one of these attacks with a use of Grab and Bite or Spellcasting.

Ceremonial Dagger. *Melee or Ranged Weapon Attack:* +6, reach 5 ft or range 20/60 ft. *Hit:* 5 (1d4 + 3) slashing damage plus 14 (4d6) psychic damage. If the target is concentrating on a spell, it has disadvantage on the saving throw it makes to maintain its concentration.

Grab and Bite. *Strength Saving Throw:* DC 13, one creature within 5 feet of the cannibal that it can see. *Failure:* 4 (1d4 + 2) piercing damage plus 9 (2d8) psychic damage, and the target becomes grappled (escape DC 13). Further, the target's hit dice maximum is reduced by 1, and it can't cast spells until the end of its next turn. The target dies if this reduces its hit dice maximum to 0. Otherwise, the reduction lasts until the target finishes a long rest.

CANNIBAL SHAMAN — WEAKER

Armor Class 13

Initiative +2 (12)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	12 (+1)	15 (+2)	12 (+1)

Saving Throws Wis +4, Cha +3

Skills Acrobatics +4, Medicine +4, Nature +4, Perception +4, Survival +4

Gear dagger, leather, quarterstaff

Senses passive Perception 14

Languages Common

CR 2 (XP 450; PB +2)

Spellcasting. The cannibal casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 14):

At will: *longstrider*

2/day: *hold person*, *pass without trace*

1/day: *polymorph* (only self or allies and only carnivorous Beasts)

BONUS ACTIONS

Frenzy. The cannibal targets one allied creature within 30 feet of it that the cannibal can see. The target can use its reaction to make a melee attack. When it does so, attacks have advantage against the target until the end of its next turn.

REACTIONS

Cannibalism. *Trigger:* The cannibal reduces a creature to 0 hit points. *Response:* The cannibal uses its Grab and Bite against the target.

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Fearless. The cannibal has advantage on saving throws against being frightened.

Pack Tactics. The cannibal has advantage on an attack roll against a creature if at least one of the cannibal's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The cannibal makes two attacks. It can replace one of these attacks with a use of Grab and Bite or Spellcasting.

Ceremonial Dagger. *Melee or Ranged Weapon Attack:* +4, reach 5 ft or range 20/60 ft. *Hit:* 4 (1d4 + 2) slashing damage plus 4 (1d8) psychic damage. If the target is concentrating on a spell, it has disadvantage on the saving throw it makes to maintain its concentration.

Grab and Bite. *Strength Saving Throw:* DC 11, one creature within 5 feet of the cannibal that it can see. *Failure:* 3 (1d4 + 1) piercing damage plus 3 (1d6) psychic damage, and the target becomes grappled (escape DC 11). Further, the target's hit dice maximum is reduced by 1, and it can't cast spells until the end of its next turn. The target dies if this reduces its hit dice maximum to 0. Otherwise, the reduction lasts until the target finishes a long rest.

CANNIBAL SHAMAN — STRONGER

Armor Class 16

Hit Points 135 (18d8 + 54)

Speed 30 ft.

Initiative +4 (14)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	16 (+3)	19 (+4)	16 (+3)

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

Skills Acrobatics +7, Medicine +7, Nature +6, Perception +7, Survival +7

Gear dagger, quarterstaff, studded leather

Senses passive Perception 17

Languages Common

CR 8 (XP 3,900; PB +3)

Fearless. The cannibal has advantage on saving throws against being frightened.

Pack Tactics. The cannibal has advantage on an attack roll against a creature if at least one of the cannibal's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The cannibal makes two attacks. It can replace one of these attacks with a use of Grab and Bite or Spellcasting.

Ceremonial Dagger. *Melee or Ranged Weapon Attack:* +7, reach 5 ft or range 20/60 ft. *Hit:* 6 (1d4 + 4) slashing damage plus 22 (4d10) psychic damage. If the target is concentrating on a spell, it has disadvantage on the saving throw it makes to maintain its concentration.

Grab and Bite. *Strength Saving Throw:* DC 14, one creature within 5 feet of the cannibal that it can see. *Failure:* 5 (1d4 + 3) piercing damage plus 18 (4d8) psychic damage, and the target becomes grappled (escape DC 14). Further, the target's hit dice maximum is reduced by 1, and it can't cast spells until the end of its next turn. The target dies if this reduces its hit dice maximum to 0. Otherwise, the reduction lasts until the target finishes a long rest.

Spellcasting. The cannibal casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 12):

At will: *longstrider*

1/day: *hold person, pass without trace*

BONUS ACTIONS

Frenzy. The cannibal targets one allied creature within 30 feet of it that the cannibal can see. The target can use its reaction to make a melee attack. When it does so, attacks have advantage against the target until the end of its next turn.

REACTIONS

Cannibalism. *Trigger:* The cannibal reduces a creature to 0 hit points. *Response:* The cannibal uses its Grab and Bite against the target.

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

At will: *longstrider*

2/day: *hold person, pass without trace, polymorph* (only self or allies and only carnivorous Beasts)

BONUS ACTIONS

Frenzy. The cannibal targets one allied creature within 60 feet of it that the cannibal can see. The target can use its reaction to make a melee attack. When it does so, attacks have advantage against the target until the end of its next turn.

REACTIONS

Cannibalism. *Trigger:* The cannibal reduces a creature to 0 hit points. *Response:* The cannibal uses its Grab and Bite against the target.