

# DOOMSAYER

Small or Medium • Humanoid • Chaotic

**Armor Class** 11

**Initiative** +1 (11)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 12 (+1) | 12 (+1) | 13 (+1) | 12 (+1) | 15 (+2) |

**Skills** Intimidation +4, Performance +6, Persuasion +4

**Senses** passive Perception 11

**Languages** Common plus one other language

**CR** 1 (XP 200; PB +2)



**Dark Devotion.** The doomsayer has advantage on saving throws against being charmed or frightened.

**Exploit Fear.** Creatures who are frightened of the doomsayer have disadvantage on saving throws forced by it and can ignore the movement restriction by the frightened condition if commanded so by the doomsayer.

## ACTIONS

**Multiattack.** The doomsayer makes one Hidden Blade attack and uses its Spellcasting for an at-will spell.

**Hidden Blade.** *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 6 (2d4 + 1) piercing damage. If the target is frightened by the doomsayer, it takes an additional 3 (1d6) psychic damage.

**Foreboding Tale.** *Wisdom Saving Throw:* DC 12, each creature that can hear and understand the doomsayer within 120 feet. *Failure:* The target becomes frightened until the doomsayer's speech ends. The doomsayer must take a bonus action on its subsequent turns to continue its speech. *Success:* A target becomes immune to the doomsayer's Foreboding Tale for the next 24 hours.

## DOOMSAYER — WEAKER

**Armor Class** 10

**Initiative** +0 (10)

**Hit Points** 9 (2d8)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 11 (+0) | 10 (+0) | 11 (+0) | 10 (+0) | 13 (+1) |

**Skills** Intimidation +3, Performance +5, Persuasion +3

**Senses** passive Perception 10

**Languages** Common plus one other language

**CR** 1/8 (XP 25; PB +2)



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

At will: *command*, *thaumaturgy*

1/day: *fear*, *suggestion*

## REACTIONS

**Demand Protection.** *Trigger:* A creature deals damage to the doomsayer. *Response:* The doomsayer chooses a creature that is frightened by it within 30 feet of the attacker. The target then uses its reaction to move to the attacker and makes a Grapple or Shove attack.

**Proclaim Wrongdoing.** *Trigger:* A creature within 60 feet that the doomsayer can see moves towards it. *Response - Wisdom Saving Throw:* DC 12. *Failure:* The target becomes stunned until the end of its current turn. *Success or Effect Ends:* The target becomes immune to this effect for 24 hours.

**Dark Devotion.** The doomsayer has advantage on saving throws against being charmed or frightened.

**Exploit Fear.** Creatures who are frightened of the doomsayer have disadvantage on saving throws forced by it and can ignore the movement restriction by the frightened condition if commanded so by the doomsayer.

## ACTIONS

**Multiattack.** The doomsayer makes one Hidden Blade attack and uses its Spellcasting for an at-will spell.

**Hidden Blade.** *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) piercing damage.

**Foreboding Tale.** *Wisdom Saving Throw:* DC 11, each creature that can hear and understand the doomsayer within 60 feet. *Failure:* The target becomes frightened until the doomsayer's speech ends. The doomsayer must take a bonus action on its subsequent turns to continue its speech. *Success:* A target becomes immune to the doomsayer's Foreboding Tale for the next 24 hours.

## DOOMSAYER — STRONGER

**Armor Class** 13

**Hit Points** 71 (13d8 + 13)

**Speed** 30 ft.

**Initiative** +2 (12)

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 14 (+2) | 12 (+1) | 13 (+1) | 14 (+2) | 17 (+3) |

**Skills** Intimidation +5, Performance +7, Persuasion +5

**Gear** leather

**Senses** passive Perception 12

**Languages** Common plus one other language

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

**Dark Devotion.** The doomsayer has advantage on saving throws against being charmed or frightened.

**Exploit Fear.** Creatures who are frightened of the doomsayer have disadvantage on saving throws forced by it and can ignore the movement restriction by the frightened condition if commanded so by the doomsayer.

**Reactive.** The doomsayer can take two reactions per round.

## ACTIONS

**Multiattack.** The doomsayer makes two Hidden Blade attacks and uses its Spellcasting for an at-will spell.

**Hidden Blade.** *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 12 (3d6 + 2) piercing damage. If the target is frightened by the doomsayer, it takes an additional 7 (2d6) psychic damage.

**Foreboding Tale.** *Wisdom Saving Throw:* DC 13, each creature that can hear and understand the doomsayer within 120 feet. *Failure:* The target becomes frightened until the doomsayer's speech ends. The doomsayer must take a bonus action on its subsequent turns to continue its speech. *Success:* A target becomes immune to the doomsayer's Foreboding Tale for the next 24 hours.

**Spellcasting.** The doomsayer casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 11):

At will: *command, thaumaturgy*

## REACTIONS

**Demand Protection.** *Trigger:* A creature deals damage to the doomsayer. *Response:* The doomsayer chooses a creature that is frightened by it within 30 feet of the attacker. The target then uses its reaction to move to the attacker and makes a Grapple or Shove attack.



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

At will: *command, thaumaturgy*

2/day: *fear, suggestion*

## REACTIONS

**Demand Protection.** *Trigger:* A creature deals damage to the doomsayer. *Response:* The doomsayer chooses a creature that is frightened by it within 30 feet of the attacker. The target then uses its reaction to move to the attacker and makes a Grapple or Shove attack.

**Proclaim Wrongdoing.** *Trigger:* A creature within 60 feet that the doomsayer can see moves towards it. *Response - Wisdom Saving Throw:* DC 13. *Failure:* The target becomes stunned until the end of its current turn. *Success or Effect Ends:* The target becomes immune to this effect for 24 hours.