

ESTRIE

Medium • Undead • Neutral Evil

Armor Class 15

Initiative +3 (13)

Hit Points 97 (15d8 + 30)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	16 (+3)	13 (+1)	19 (+4)

Skills Deception +10, Insight +4, Perception +4, Persuasion +10, Stealth +6

Damage Resistances cold, fire, necrotic, poison, psychic

Senses darkvision 120 ft., passive Perception 14

Languages Abyssal, Common, Infernal, telepathy 60 ft.

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



Masterful Charms. *Wisdom Saving Throw:* DC 15, any creature in a 30-foot emanation originating from the estrie ending the charmed condition on itself that was inflicted by the estrie. *Failure:* The charmed condition continues to affect the creature.

Regeneration. The estrie regains 10 hit points at the start of each of its turns. If the estrie takes radiant damage, damage from holy water, or a weapon drenched in it, this trait doesn't function on the estrie's next turn.

Sunlight Sensitivity. While in sunlight, the estrie has disadvantage on ability checks and attack rolls.

Temptress. *Wisdom Saving Throw:* DC 15, a creature targeting the estrie with an attack roll, saving throw, or harmful effect. *Failure:* The target must choose a different target or lose the ability it targeted the estrie with. *Success:* The trait doesn't function until the end of the estrie's next turn.

Unusual Nature. The estrie doesn't require air.

ACTIONS

Multiattack. The estrie makes Whip attacks. She can replace one of these attacks with a use of Biting Kiss or Spellcasting.

Whip. *Melee Weapon Attack:* +6, reach 10 ft. *Hit:* 8 (2d4 + 3) slashing damage plus 13 (3d8) psychic damage.

ESTRIE — WEAKER

Armor Class 14

Initiative +2 (12)

Hit Points 55 (10d8 + 10)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	14 (+2)	11 (+0)	17 (+3)

Skills Deception +9, Insight +3, Perception +3, Persuasion +9, Stealth +5

Damage Resistances cold, fire, necrotic, poison, psychic

Senses darkvision 120 ft., passive Perception 13

Languages Abyssal, Common, Infernal, telepathy 60 ft.

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



Biting Kiss. *Constitution Saving Throw:* DC 15, one creature charmed by the estrie within 5 feet. *Failure:* 5 (1d4 + 3) piercing damage and 21 (6d6) psychic damage and one level of exhaustion. *Success:* Half damage. *Failure or Success:* The estrie gains temporary hit points equal to half the psychic damage dealt.

Spellcasting. The estrie casts one of the following spells, requiring no material component and using Charisma as the spellcasting ability (spell save DC 15):

At will: *alter self* (change appearance only), *charm person*, *enthrall*

1/day: *mass suggestion*

BONUS ACTIONS

Command. A creature charmed by the estrie within 30 feet that can hear and understand her must use its reaction to move and attack a target of the estrie's choice.

REACTIONS

Redirect Attack. *Trigger:* The estrie is targeted by an attack roll while having a creature charmed by her within 5 feet. *Response:* The estrie and the charmed creature swap places, and the charmed creature becomes the target of the attack instead.

Masterful Charms. *Wisdom Saving Throw:* DC 14, any creature in a 20-foot emanation originating from the estrie ending the charmed condition on itself that was inflicted by the estrie. *Failure:* The charmed condition continues to affect the creature.

Regeneration. The estrie regains 10 hit points at the start of each of its turns. If the estrie takes radiant damage, damage from holy water, or a weapon drenched in it, this trait doesn't function on the estrie's next turn.

Sunlight Sensitivity. While in sunlight, the estrie has disadvantage on ability checks and attack rolls.

Temptress. *Wisdom Saving Throw:* DC 14, a creature targeting the estrie with an attack roll, saving throw, or harmful effect. *Failure:* The target must choose a different target or lose the ability it targeted the estrie with. *Success:* The trait doesn't function until the end of the estrie's next turn.

Unusual Nature. The estrie doesn't require air.

ACTIONS

Multiattack. The estrie makes Whip attacks. She can replace one of these attacks with a use of Biting Kiss or Spellcasting.

Whip. *Melee Weapon Attack:* +5, reach 10 ft. *Hit:* 7 (2d4 + 2) slashing damage plus 9 (2d8) psychic damage.

ESTRIE — STRONGER

Armor Class 15

Hit Points 84 (13d8 + 26)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	16 (+3)	18 (+4)	15 (+2)	21 (+5)

Skills Deception +13, Insight +6, Perception +6, Persuasion +13, Stealth +8

Damage Resistances cold, fire, necrotic, poison, psychic

Senses darkvision 120 ft., passive Perception 16

Languages Abyssal, Common, Infernal, telepathy 60 ft.

CR 11 (XP 7,200; PB +4)

Masterful Charms. *Wisdom Saving Throw:* DC 17, any creature in a 30-foot emanation originating from the estrie ending the charmed condition on itself that was inflicted by the estrie. *Failure:* The charmed condition continues to affect the creature.

Regeneration. The estrie regains 15 hit points at the start of each of its turns. If the estrie takes radiant damage, damage from holy water, or a weapon drenched in it, this trait doesn't function on the estrie's next turn.

Sunlight Sensitivity. While in sunlight, the estrie has disadvantage on ability checks and attack rolls.

Temptress. *Wisdom Saving Throw:* DC 17, a creature targeting the estrie with an attack roll, saving throw, or harmful effect. *Failure:* The target must choose a different target or lose the ability it targeted the estrie with. *Success:* The trait doesn't function until the end of the estrie's next turn.

Unusual Nature. The estrie doesn't require air.

ACTIONS

Multiattack. The estrie makes Whip attacks. She can replace one of these attacks with a use of Biting Kiss or Spellcasting.

Whip. *Melee Weapon Attack:* +8, reach 10 ft. *Hit:* 11 (3d4 + 4) slashing damage plus 18 (4d8) psychic damage.

Biting Kiss. *Constitution Saving Throw:* DC 14, one creature charmed by the estrie within 5 feet. *Failure:* 4 (1d4 + 2) piercing damage and 17 (5d6) psychic damage and one level of exhaustion. *Success:* Half damage. *Failure or Success:* The estrie gains temporary hit points equal to half the psychic damage dealt.

Spellcasting. The estrie casts one of the following spells, requiring no material component and using Charisma as the spellcasting ability (spell save DC 14):

At will: *alter self* (change appearance only), *charm person*, *enthrall*

BONUS ACTIONS

Command. A creature charmed by the estrie within 30 feet that can hear and understand her must use its reaction to move and attack a target of the estrie's choice.

REACTIONS

Redirect Attack. *Trigger:* The estrie is targeted by an attack roll while having a creature charmed by her within 5 feet.

Response: The estrie and the charmed creature swap places, and the charmed creature becomes the target of the attack instead.



Biting Kiss. *Constitution Saving Throw:* DC 17, one creature charmed by the estrie within 5 feet. *Failure:* 6 (1d4 + 4) piercing damage and 31 (9d6) psychic damage and one level of exhaustion. *Success:* Half damage. *Failure or Success:* The estrie gains temporary hit points equal to half the psychic damage dealt.

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

At will: *alter self* (change appearance only), *charm person*, *enthrall*

1/day: *mass suggestion*

BONUS ACTIONS

Command. A creature charmed by the estrie within 30 feet that can hear and understand her must use its reaction to move and attack a target of the estrie's choice.

REACTIONS

Redirect Attack. *Trigger:* The estrie is targeted by an attack roll while having a creature charmed by her within 5 feet.

Response: The estrie and the charmed creature swap places, and the charmed creature becomes the target of the attack instead.