

Accursed Specter

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8) & 4 Temporary HP

Speed 0 ft., fly 50 ft. (hover)

STR 1 (-5) **DEX** 14 (+2) **CON** 11 (+0) **INT** 10 (+0) **WIS** 10 (+0) **CHA** 11 (+0)

Damage Resistance Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, And Slashing From Nonmagical Weapons

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60 Ft., passive Perception 10

Languages Understands All Languages It Knew In Life But Can't Speak

Challenge 1 (200 XP)

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. Melee Spell Attack: +10 to hit, reach 5 ft., one creature. *Hit:* (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0