

NOONWRAITH

Medium undead, chaotic evil

Armor Class 14 (natural armor)

Hit Points 165 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	6 (-2)	9 (-1)	16 (+3)

Saving Throws Cha +5

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities necrotic, radiant

Condition Immunities blinded, exhaustion

Senses passive Perception 9

Languages any languages it knew in life

Challenge 4 (1,100 XP)

Illumination. The Noonwraith sheds bright light in a 30-foot radius and dim light in an additional 30 ft. It also dispells any darkness made by 4th level or lower spell.

Innate Spellcasting. The Noonwraith's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

1/day each: *heat metal*, *scorching ray*, *sunbeam*

Regeneration. The Noonwraith regains 10 hit points at the start of its turn if it has at least 1 hit point and starts its turn in daylight.

ACTIONS

Multiattack. The Noonwraith makes two attacks.

Blinding Ray. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. Hit: 7 (1d8 + 3) radiant damage and the target must succeed a DC 13 Constitution saving throw or become blinded for 1 minute.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage.

