

Allip

Medium, Undead, Neutral Evil

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ARMOR CLASS

14

HIT POINTS

78 (12d8 + 24)

CHALLENGE

5 | 1,800 XP

PROFICIENCY

+3

Speed Fly 40 ft. (hover), Walk 0 ft.

Initiative +3

Saving Throws Int +7, Wis +5

Skills Arcana +7, Perception +5

Damage Vulnerabilities Radiant

Damage Resistances Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, Slashing from nonmagical attacks

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Poisoned, Prone, Restrained

Senses Darkvision 120 ft.; Passive Perception 15

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Languages The languages it knew in life

STR

6
-2

DEX

16
+3

CON

14
+2

INT

18
+4

WIS

14
+2

CHA

16
+3

Traits

Whispered Secret. A creature that starts its turn within 10 feet and can hear the allip has Disadvantage on the next Intelligence or Wisdom saving throw it makes before the end of that turn.

Incorporeal Drift. The allip can move through creatures and objects as if they were Difficult Terrain, taking 5 Force damage if it ends its turn inside an object.

Actions

Maddening Touch. Melee Spell Attack: +7, reach 5 ft. Hit: 22 (4d8 + 4) Psychic damage.

Forbidden Revelation (Recharge 5-6). Intelligence Saving Throw: creatures within 30 feet that can hear the allip. Failure: 31 (7d8) Psychic damage and the target cannot take Reactions until the end of its next turn. Success: Half damage.

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