

## SPECTRAL SKY RIDER

Medium fiend (Undead), neutral evil

**Armor Class** 16 (natural armor)

**Hit Points** 136 (16d8 + 64)

**Speed** 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	18 (+4)	12 (+1)	14 (+2)	18 (+4)

**Saving Throws** Wis +6, Cha +8

**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Abyssal, Infernal

**Challenge** 10 (5,900 XP)

**Incorporeal Movement.** The Spectral Sky Rider 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.

**Ethereal Sight.** The Spectral Sky Rider can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

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

**Turn Resistance.** The Spectral Sky Rider has advantage on saving throws against any effect that turns undead.

### ACTIONS

**Multiattack.** The Spectral Sky Rider uses its Dreadful Glare and makes one Spectral Touch attack.

**Spectral Touch.** *Melee or Ranged Spell Attack:* +8 to hit, reach 60 ft., one target. *Hit:* 22 (4d8 + 4) necrotic damage. The target cannot regain hit points until the start of the Spectral Sky Rider's next turn. If this attack kills a creature, the creature's soul is trapped in a state of torment and cannot be resurrected by any means short of a wish spell.

**Dreadful Glare.** The Spectral Sky Rider targets one creature it can see within 60 feet of it. If the target can see the Spectral Sky Rider, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of the Spectral Sky Rider's next turn.

**Etherealness.** The Spectral Sky Rider magically enters the Ethereal Plane from the Material Plane, or vice versa.

### BONUS ACTIONS

**Felsteed (2/day).** The Spectral Sky Rider can use a bonus action to summon a dreadful undead spectral winged horse that appears in an unoccupied space within 30 feet. The creature uses the Felsteed stat block. It remains under the control of the Spectral Sky Rider for 8 hours unless destroyed or dismissed earlier. The Spectral Sky Rider can dismiss the Felsteed as an action.



"Spectral Sky Rider on Felsteed" by Christopher Ginn @ www.TheDungeonGeek.net  
Adobe Photoshop, Generative Prompting, Adobe Lightroom, + ProCreate

## FELSTEED

Large fiend (Undead), Neutral Evil

**Armor Class** 15 (natural armor)

**Hit Points** 22 (3d10 + 6)

**Speed** 60 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	6 (-2)	10 (+0)	7 (-2)

**Skills** Perception +2

**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 12

**Languages** understands Abyssal and Infernal but cannot speak  
**Challenge** 1 (200 XP)

**Incorporeal Movement.** The Felsteed 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.

**Ethereal Sight.** The Felsteed can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

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

**Turn Resistance.** The Felsteed has advantage on saving throws against any effect that turns undead.

### ACTIONS

**Hooves.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage plus 3 (1d6) necrotic damage.

**Etherealness.** The Felsteed magically enters the Ethereal Plane from the Material Plane, or vice versa.



The Dungeon Geek™  
Fantasy Maps & More

#creatuinary2024