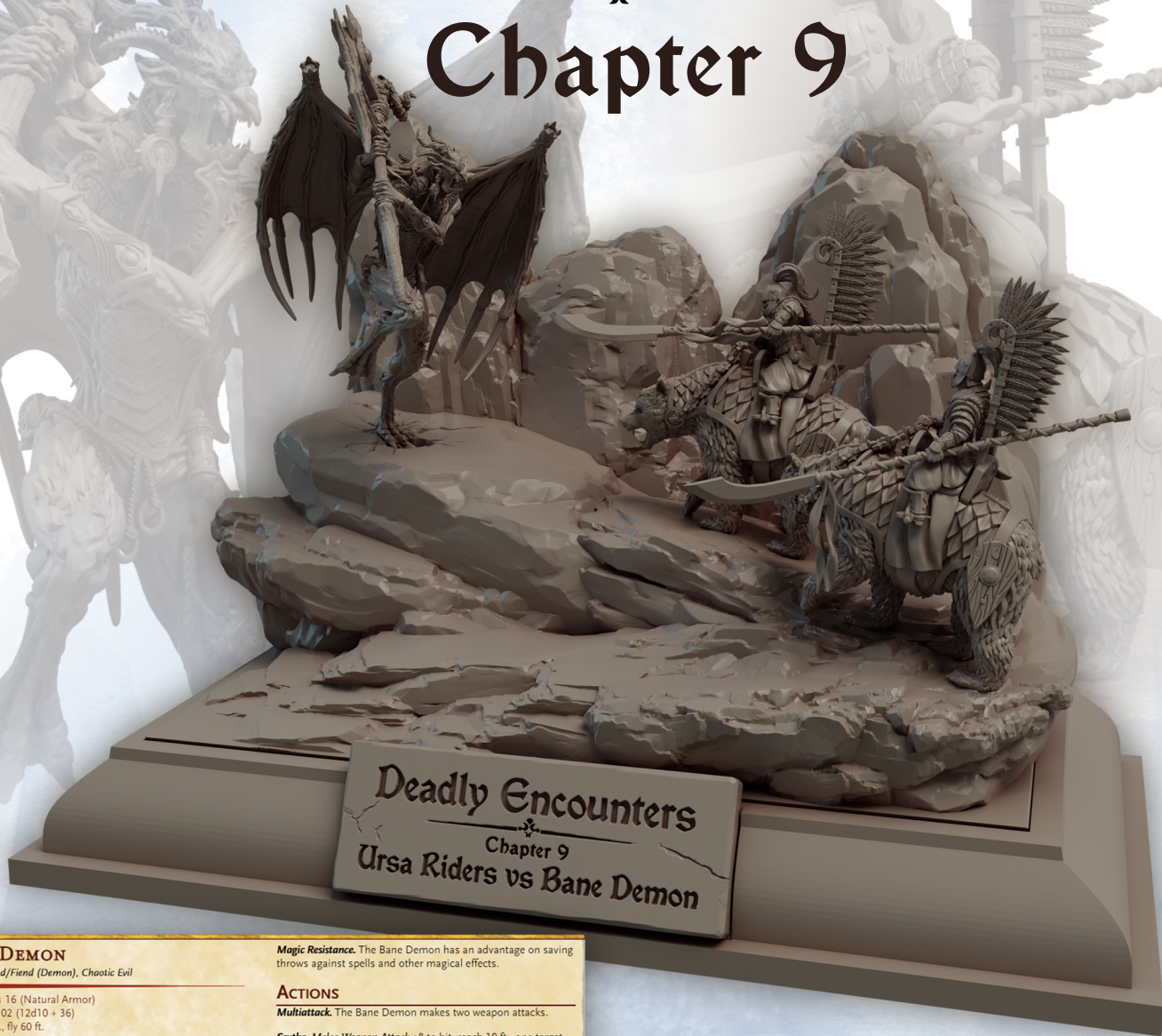


Chapter 9



Deadly Encounters Chapter 9 Ursa Riders vs Bane Demon

BANE DEMON

Large Undead/Fiend (Demon), Chaotic Evil

Armor Class 16 (Natural Armor)
Hit Points 102 (12d10 + 36)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+5)	14 (+2)	16 (+3)	9 (-1)	11 (+0)	5 (-3)

Saving Throws Con +6, Wis +8, Cha +2
Damage Vulnerabilities Radiant, Thunder
Damage Resistances Cold, Fire, Lightning, Piercing, and Slashing from weapons unless Cold Iron or Magical
Damage Immunities Poison, Necrotic
Condition Immunities Poisoned
Senses Darkvision 120 ft., passive Perception 10
Languages Abyssal, Common, Telepathy 120 ft.
Challenge 7 (2,900 XP) **Proficiency** +3

Magic Resistance. The Bane Demon has an advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The Bane Demon makes two weapon attacks.

Scythe. Melee Weapon Attack +8 to hit, reach 10 ft., one target. Hit 16 (2d10 + 5) Slashing damage.

Battleaxe. Melee Weapon Attack +8 to hit, reach 5 ft., one target. Hit 14 (2d8 + 5) Slashing damage.

Trapped Soul. Ranged Weapon Attack +5 to hit, range 60/120 ft., one target. Hit 15 (3d8 + 2) Necrotic damage and the target must make a **DC14 Wisdom Save** or become **Stunned** until the end of the Bane Demon's next turn.

Bite. Melee Weapon Attack +8 to hit, reach 5 ft., one target. Hit 10 (2d4 + 5) Piercing damage and 27 (6d8) Necrotic damage. If the damage brings the target to 0 hp, their soul is trapped by the Bane Demon and cannot be **Resurrected** unless released from the Bane Demon first.

BATTLE URSA

Large Beast, unaligned

- **Armor Class** 14 (Scale Barding)
- **Hit Points** 42 (5d10 + 15)
- **Speed** 40ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	3 (-3)	13 (+1)	8 (-1)

- **Skills** Perception +3
- **Senses** passive Perception 13
- **Languages** —
- **Challenge** 2 (450 XP) **Proficiency** +2

Keen Smell. The Battle Ursa has advantage on **Wisdom (Perception)** checks that rely on smell.

Trampling Charge. If the Battle Ursa moves at least 20 feet straight toward a creature and then hits it with a **claw attack** on the same turn, that target must succeed on a **DC13 Strength Save** or be knocked prone. If the target is prone, the Battle Ursa can make one additional **Claw attack** against it as a bonus action.

ACTIONS

Multiattack. The Battle Ursa makes one **Bite attack** and one **Claw attack**.

Bite. Melee Weapon Attack: +7 to hit, reach 5ft., one target. Hit 9 (1d8 + 5) piercing damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5ft., one target. Hit 12 (2d6 + 5) piercing damage.

BURLATOV AND JOKOVITS - URSAN RIDERS

Medium Humanoid, Lawful Neutral

- **Armor Class** 17 (Splint) or 19 (Splint and Shield)
- **Hit Points** 71 (8d10 + 16)
- **Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	14 (+2)	12 (+1)	9 (-1)	13 (+1)

- **Saving Throws** STR +7, CON +5
- **Skills** Animal Handling +2
- **Senses** passive Perception 9
- **Languages** Common,
- **Challenge** 4 (1,100 XP) **Proficiency** +3

ACTIONS

Multiattack. The Ursan Rider makes two weapon attacks.

Glaive. Mounted Weapon Attack or Melee Two-Handed Weapon Attack: +7 to hit, reach 10ft., one target. Hit 5 (2d6 + 4)

Cutlass. Melee Weapon Attack: +7 to hit, reach 5ft., one target. Hit 7 (1d6 + 4)

REACTIONS

Cheap Shot When the Ursan Rider's mount makes an attack that is part of a charge, the Rider may make one **Glaive attack** as a Reaction. If the attack is successful they do an additional 7 (2d6) slashing damage.

VS