

## GUL, SEPULCHRAL

*Medium fiend, Chaotic evil*

**Armor Class** 16      **Hit Points** 88 (16d8+16)  
**Speed** 30 feet  
**STR**   **DEX**   **CON**   **INT**   **WIS**   **CHA**  
 16 (+3) 16 (+3) 12 (+1) 10 (+0) 12 (+1) 10 (+0)

**Skills** Perception +4, Stealth +6,  
**Damage Resistances** necrotic; bludgeoning, piercing, and slashing if dealt by by non-Grim weapons  
**Damage Immunities** poison  
**Condition Immunities** charmed, poisoned, blinded, exhausted  
**Senses** passive perception 14, Blindsight 60 feet  
**Languages** whispers of the echoes  
**Vile Foe.** DC 13, 6 Soul Points  
**Spider climb.** The acolyte can climb difficult surfaces, including ceilings, along which they walk upside down without making an Ability check.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. Hit: 17 (4d6+3) piercing damage.  
**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. Hit: 12 (2d8+3) slashing damage. If the target is not an undead, it must make a successful DC 15 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of any of its turns; if it succeeds, the condition ends.  
**Sepulchral Wailing (1/day).** As long as it is not under direct moonlight during the Ascending Phase, the Gul can emit a baleful cry. This scream does not affect Construct, Fiends and Undead. Any other creature within 30 feet of the Sepulchral Gul must make a successful DC 14 Constitution saving throw; failing means losing 18 (4d8) Soul Points, halved in case of success.

Challenge 6 (2300 XP), Adventures Book: page 158

## PETTENEDDA

*Large aberration, chaotic neutral*

**Armor Class** 15, 17 (new moon)  
**Hit Points** 102 (12d10+36)      **Speed** 20 feet  
**STR**   **DEX**   **CON**   **INT**   **WIS**   **CHA**  
 16 (+3) 14 (+2) 17 (+3) 10 (+0) 10 (+0) 10 (+0)

**Saving Throws** Dex +5, Con +6  
**Skills** Perception +3  
**Damage Resistances** acid, cold, fire, thunder, lightning; bludgeoning, piercing and slashing from weapons that aren't grim weapons  
**Damage Immunities (only during new moon)** bludgeoning, piercing and slashing from weapons that aren't grim weapons  
**Senses** darkvision 60 feet, passive perception 13  
**Languages** Common  
**Favored Terrain.** Deconsecrated/cursed place.  
**Magic Resistance.** The Pettenedda has advantage on saving throws against spells and other magical effects.  
**Vile Foe.** DC 13, 6 Soul Points

### ACTIONS

**Multiattack.** The Pettenedda makes two claw attacks.  
**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 feet, one target. Hit: 7 (1d8+3) slashing damage plus 10 (3d6) poison damage. On a hit, the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 hour.  
**Void Gaze (1/day works only during new moon).** The Pettenedda's eyes suddenly become deep black and it forces a creature that it can see within 60 feet of it to look into them. The target must make a DC 16 Wisdom saving throw, taking 26 (4d12) psychic damage, and losing 5 (2d4) Soul Points on a failed save, or half as much damage and no other ill effects on a successful one.

Challenge 6 (2300 XP), Bestiary: page 138

## MAGGOT MAN

*Medium swarm of Tiny beasts, chaotic evil*

**Armor Class** 14      **Hit Points** 45 (10d8)  
**Speed** 20 feet, climb 20 feet  
**STR**   **DEX**   **CON**   **INT**   **WIS**   **CHA**  
 13 (+1) 14 (+2) 11 (+0) 10 (+0) 13 (+1) 10 (+0)

**Damage Resistances** bludgeoning, piercing, slashing; psychic  
**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned  
**Senses** blindsight 30 feet, passive Perception 11  
**Languages** Common  
**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm cannot gain hit points or temporary hit points.  
**Feeding Maggots.** When a creature ends its turn while in a space occupied by the maggot man, the creature must make a DC 10 Constitution saving throw. The creature takes 18 (4d8) piercing damage, or 9 (2d8) if the swarm has half of its hit points or less on a failed save, or half as much damage on a successful one.

### ACTIONS

**Bites.** *Melee Weapon Attack:* +4 to hit, reach 5 feet, one creature. Hit: 18 (4d8) piercing damage, or 9 (2d8) if the swarm has half of its hit points or less.

### REACTIONS

**Flow of Maggots.** The maggot man moves into the space occupied by one creature within 5 feet of it when that creature attacks it.

Challenge 4 (1,100 XP), Adventures Book, page 160

## BONE SPIDER

*Medium beast, unaligned*

**Armor Class** 16      **Hit Points** 22 (4d8 + 4)  
**Speed** 30 feet, climb 30 feet  
**STR**   **DEX**   **CON**   **INT**   **WIS**   **CHA**  
 12 (+1) 18 (+4) 12 (+1) 5 (-3) 13 (+1) 6 (-2)

**Skills** Perception +3, Stealth +6  
**Senses** darkvision 60 feet, passive Perception 13  
**Languages** —  
**Spider Climb.** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. Hit: 10 (1d12 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 16 (3d10) poison damage and becoming poisoned for 1 minute on a failed save, or just half as much damage on a successful one. A target poisoned in this way takes a -10 foot penalty to Speed, has damage vulnerability bludgeoning, and its weapon attacks deal half damage. At the end of each round, the poisoned target can repeat the saving throw and ends the effect on itself with a success.

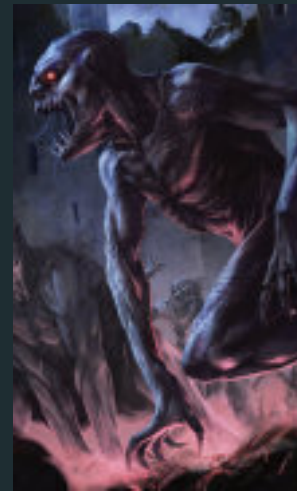
Challenge 2 (450 XP), Adventures Book: page 153

NIGHTFELL



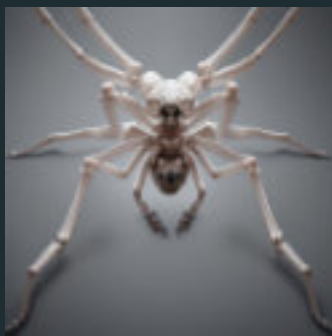
PETTENEDDA

NIGHTFELL



GUL, SEPULCHRAL

NIGHTFELL



BONE SPIDER

NIGHTFELL



MAGGOT MAN

## THRALL OF THE SERPENT

*Medium Undead, neutral evil*

**Armor Class** 13      **Hit Points** 52 (8d8+16)  
**Speed** 30 feet  
**STR** DEX CON INT WIS CHA  
16 (+3) 14 (+2) 14 (+2) 10 (+0) 10 (+0) 14 (+2)

**Saving Throws** Con +4  
**Skills** Athletics +5, Deception + 2, Sleight of Hand +4, Religion +2  
**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from weapons that aren't magical  
**Damage Immunities** poison  
**Condition Immunities** poisoned, exhaustion  
**Senses** darkvision 60 feet, passive perception 10  
**Languages** Common, Draconic, Stone Tongue

**Chaos of the Serpent.** The powers of the serpent are old, almost forgotten, and hard to be mastered. When the Thrall of the Serpent casts a spell or uses Breath of the Serpent, roll a d20 to see if an unpredictable effect happens:

- 1-14 nothing unusual happens
- 15 the Thrall of the Serpent gains advantage on their attack rolls, saving throws, and ability checks until the start of their next turn
- 16 the Thrall of the Serpent's armor class becomes 18 until the start of their next turn
- 17 the Thrall of the Serpent gains resistance to all damage until the start of their next turn
- 18 the Thrall of the Serpent has disadvantage on their attack rolls, saving throws, and ability checks until the start of their next turn
- 19 the Thrall of the Serpent is vulnerable to all damage until the start of their next turn

- 20 the Thrall of the Serpent recharges their Breath of the Serpent. If it's already been recharged, the Thrall of the Serpent gains one more use of it as a bonus action until the end of its next turn.

**Innate Spellcasting.** The Thrall of the Serpent's innate spellcasting ability is Charisma (spell save DC 12, +4 to spell attack). They can innately cast the following spells, requiring no material components:

*At will:* guidance, poison spray, resistance

*3/day:* false life, hold person, suggestion

**Serpent's Strength.** When the Thrall of the Serpent makes a weapon attack and hits, the target takes extra 7 (2d6) damage. Roll 1d6 to determine the type of damage:

1 acid	2 lightning	3 poison
4 fire	5 cold	6 necrotic

**Vile Foe.** DC 11, 2 Soul Points

### ACTIONS

**Multiattack.** The Thrall of the Serpent makes three attacks: two with their claws and one bite.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target.

*Hit:* 8 (2d4+3) piercing damage plus 7 (2d6) damage (see Serpent's Strength).

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target.

*Hit:* 7 (1d8+3) slashing damage plus 7 (2d6) damage (see Serpent's Strength)

**Breath of the Serpent (Recharge 6).** The Thrall of the Serpent exhales a draconic breath in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 21 (6d6) damage on a failed save, or half as much damage on a successful one. Roll 1d6 to determine the type of damage:

1 acid	2 lightning	3 poison
4 fire	5 cold	6 necrotic

### Challenge 2 (450 XP), Bestiary: page 44

## PRIEST OF THE SERPENT

*Medium undead, chaotic evil*

**Armor Class** 17      **Hit Points** 135 (18d8+54)  
**Speed** 30 feet  
**STR** DEX CON INT WIS CHA  
12 (+1) 16 (+3) 16 (+3) 10 (+0) 14 (+2) 18 (+4)

**Saving Throws** Con +7, Wis +6, Cha +8  
**Skills** Deception +8, Perception +6, Persuasion +8, Religion +4  
**Damage Resistances** cold, necrotic; bludgeoning, piercing and slashing from weapons that aren't magical  
**Damage Immunities** poison  
**Condition Immunities** poisoned, exhausted  
**Senses** darkvision 60 feet, passive perception 16  
**Languages** Common, Draconic, Stone Tongue

**Chaos of the Serpent.** The powers of the serpent are old, almost forgotten, and hard to be mastered. When the Priest of the Serpent casts a spell or uses Breath of the Serpent or Children of the Serpent, roll a d20 to see if an unpredictable effect happens:

- 1-14 nothing unusual happens
- 15 the Priest of the Serpent gains advantage on their attack rolls, saving throws, and ability checks until the start of their next turn
- 16 the Priest of the Serpent's armor class becomes 22 until the start of their next turn
- 17 the Priest of the Serpent gains resistance to all damage until the start of their next turn
- 18 the Priest of the Serpent has disadvantage on their attack rolls, saving throws, and ability checks until the start of their next turn
- 19 the Priest of the Serpent is vulnerable to all damage until the start of their next turn
- 20 the Priest of the Serpent recharges their Breath of the Serpent. If it's already been recharged, the Priest of the Serpent gains one more use of it as a bonus action until the end of their next turn.

**Immolation of the Serpent.** When the Priest of the Serpent dies, their body explodes. Each creature within 20 feet of the Priest of the Serpent must make a DC 16 Constitution saving throw, taking 22 (4d10) damage on a failed save, or half as much damage on a successful one. Roll 1d6 to determine the type of damage:

1 acid	2 lightning	3 poison
4 fire	5 cold	6 necrotic

**Innate Spellcasting.** The Priest of the Serpent's innate spellcasting ability is Charisma (spell save DC 16, +8 to spell attack). They can innately cast the following spells, requiring no material components:

*At will:* guidance, poison spray, resistance

*3/day:* bane, false life, hold person, speak with animals, suggestion

*2/day:* darkness, fear, misty step, stinking cloud

*1/day:* cloudkill, commune, contagion

**Magic Resistance.** The Priest of the Serpent has advantage on saving throws against spells and other magical effects.

**Serpent's Strength.** When the Priest of the Serpent makes a weapon attack and hits, the target takes extra 10 (3d6) damage. Roll 1d6 to determine the type of damage:

1 acid	2 lightning	3 poison
4 fire	5 cold	6 necrotic

**Turn Resistance.** The Priest of the Serpent has advantage on saving throws against any effect that turns *Undead*.

**Vile Foe.** DC 15, 11 Soul Points

### ACTIONS

**Multiattack.** The Priest of the Serpent makes three attacks. Two with its claw, and one with its bite.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 8 (3d4+1) piercing damage plus 10 (3d6) damage (see Serpent's Strength).

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 8 (2d6+1) slashing damage plus 10 (3d6) damage (see Serpent's Strength)

**Breath of the Serpent (Recharge 6).** The Priest of the Serpent exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 28 (8d6) damage on a failed save, or half as much damage on a successful one. Roll 1d6 to determine the type of damage:

1 acid	2 lightning	3 poison
4 fire	5 cold	6 necrotic

**Children of the Serpent (Recharges after a Short or Long Rest).**

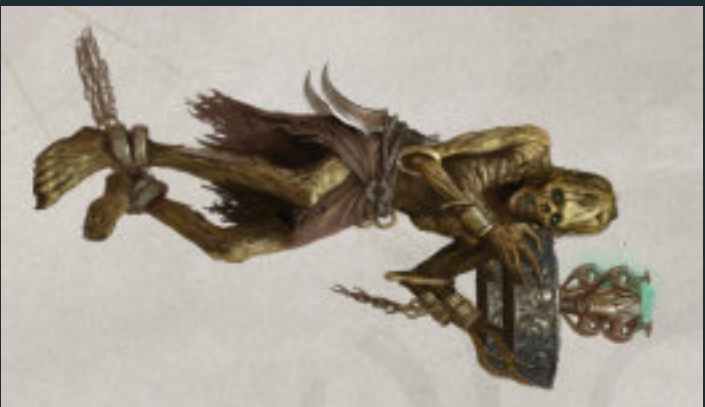
The Priest of the Serpent can conjure small dragons at their service. As an action, they can conjure a dragon wyrmling. The Priest of the Serpent can telepathically issue orders to it, and it acts in its own turn. It disappears when it dies or after 1 hour. Roll 1d4 to determine the type of dragon:

1 black	2 blue	3 red	4 white
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### REACTIONS

**Serpent's Kiss.** When the Priest of the Serpent is hit by a melee attack and their attacker is within 5 feet, they can make a bite attack.

### Challenge 11 (8.400 xp), Bestiary: page 43



THRALL OF THE SERPENT



PRIEST OF THE SERPENT



## BLOODMOON VAMPIRE

*Medium Undead, lawful evil*

**Armor Class** 17, 19 (new moon)  
**Hit Points** 118 (14d8+56) **Speed** 40 feet, climb 20 feet  
**STR** **DEX** **CON** **INT** **WIS** **CHA**  
18 (+4) 18 (+4) 18 (+4) 16 (+3) 16 (+3) 19 (+4)

**Saving Throws** Dex +9, Con +9, Wis +8  
**Skills** Athletics +9, Stealth +9, Perception +8  
**Damages Resistances** bludgeoning, piercing and slashing from weapons that aren't grim  
**Senses** darkvision 120 feet, passive perception 18  
**Languages** the languages it knew in life  
**Legendary Resistance (1/day, 3/day during new moon).**  
**Moon Tormented Progeny (doesn't work during new moon).** The Bloodmoon Vampire has disadvantage on attack rolls and sightbased Wisdom (Perception) checks when they or their target are directly hit by moonlight.  
**Shapechanger.** If the Bloodmoon Vampire isn't in sun light or running water, they can use its action to Polymorph into a Tiny bat or a Medium cloud of mist, or back into their true form. While in bat form, the Bloodmoon Vampire can't speak, their walking speed is 5 feet, and has a flying speed of 30 feet. Their Statistics, other than size and speed, are unchanged. Anything they are wearing transforms with it, but nothing they are carrying does. They revert to their true form if they die. While in mist form, the Bloodmoon Vampire can't take any Actions, speak, or manipulate Objects. They are weightless, have a flying speed of 20 feet, can hover, and can enter a Hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. They have advantage on Strength, Dexterity, and Constitution Saving Throws, and are immune to all nonmagical damage, except the damage they take from sunlight.  
**Threat from above.** The Bloodmoon Vampire can climb at half their speed, being able to climb completely smooth surfaces and even upside down.  
**Superhuman Prowess.** As a bonus action, the Bloodmoon Vampire can have advantage on the next Strength check made in that turn.  
**Vile Foe.** DC 15, 10 Soul Points  
**Vampire Weaknesses.** *The Bloodmoon Vampire has the following flaws:* Forbiddenance. Harmed by Running Water. Stake to the Heart. Moonlight Hypersensitivity.

### ACTIONS

**Multiattack (Vampire Form Only):** The Bloodmoon Vampire makes two attacks, only one of which can be a bite Attack.  
**Claw (Vampire Form Only):** *Melee Weapon Attack:* +9 to hit, reach 5 feet, one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the Bloodmoon Vampire can grapple the target (escape DC 16).  
**Bite (Bat or Vampire Form Only):** *Melee Weapon Attack:* +9 to hit, reach 5 feet, one willing creature, or a creature that is Grappled by the vampire, Incapacitated, or Restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage and target loses 5 (2d4) Soul Points. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the Bloodmoon Vampire regains Hit Points equal to that amount. The reduction lasts until the target finishes a Long Rest. The target dies if this Effect reduces its hit point maximum to 0. A Humanoid slain in this way and then buried in the ground rises the following night as a Vampiric Offspring under the Vampire's control.  
**Charm:** The Bloodmoon Vampire targets one Humanoid they can see within 30 feet. If the target can see the Bloodmoon Vampire, the target must succeed on a DC 16 Wisdom saving throw or be Charmed by the Bloodmoon Vampire. The Charmed target regards the Bloodmoon Vampire as a trusted friend to be heeded and protected. Although the target isn't under the Bloodmoon Vampire's control, it takes the Bloodmoon Vampire's requests or Actions in the most favorable way it can, and it is a willing target for the vampire's bite Attack. Each time the Bloodmoon Vampire or the Bloodmoon Vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the Bloodmoon Vampire is destroyed, is on a different plane of existence than the target or takes a bonus action to end the effect.  
**Night creatures Supremacy (1/day, works only during new moon):** The Bloodmoon Vampire summons a Swarm of Bats or 1d4 wolves. They arrive in 1d4 rounds and remain at their service and obey their verbal commands for 1 hour, or until they die or are dismissed.  
**REACTIONS**  
**Body of Mists (recharges after a long rest).** When they are hit by a weapon attack made with a weapon that isn't grim, the Bloodmoon Vampire can cast the *gaseous form* spell.  
**LEGENDARY ACTIONS**  
The Bloodmoon Vampire can take 2 Legendary Actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary Actions are regained at the start of their turn.  
**Move.** The Bloodmoon Vampire moves up to their speed without provoking Opportunity Attacks.  
**Claw.** The Bloodmoon Vampire makes one Unarmed Strike.  
**Bite (Costs 2 Actions, works only during new moon).** The Bloodmoon Vampire makes one bite Attack.

Challenge 10 (5.900 XP), Bestiary: page 34

## GHOST WITCH

*Medium undead, chaotic evil*

**Armor Class** 13 (16 w mage armor) **Speed** 0 feet, fly 60 feet (hover) **Hit Points** 99 (18d8 + 18)  
**STR** **DEX** **CON** **INT** **WIS** **CHA**  
6 (-2) 17 (+3) 12 (+1) 20 (+5) 17 (+3) 22 (+6)

**Saving Throws** Dex +8, Int +10, Wis +8, Cha +11  
**Skills** Arcana +10, History +10, Perception +8  
**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non-magical attacks; damage from spells  
**Damage Immunities** cold, necrotic, poison  
**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained  
**Senses** darkvision 60 feet, passive Perception 18  
**Languages** Common, Draconic

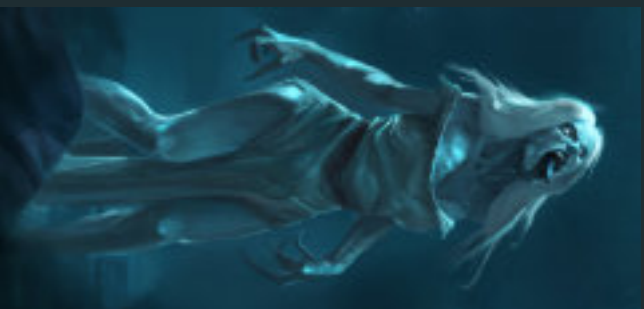
**Vile Foe.** DC 16, 13 Soul Points  
**Dreadful Visage.** Each non-undead creature within 120 feet of the ghost witch that can see it must succeed on a DC 19 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target is also stunned for as long as it remains frightened. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the ghost witch's Dreadful Visage for the next 24 hours.  
**Ethereal Sight.** The ghost witch can see into the Ethereal Plane when she is on the Material Plane, and vice versa.  
**Incorporeal Movement.** The ghost witch can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.  
**Magic Resistance.** The ghost witch has advantage on saving throws against spells and other magical effects.

**Spellcasting.** The ghost witch is an 18th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). She has the following wizard spells prepared.  
**Cantrips (at will):** fire bolt, mage hand, message, ray of frost, shocking grasp  
**1st level (4 slots):** fog cloud, mage armor\*, shield, witch bolt  
**2nd level (3 slots):** blindness/deafness, blur, ray of enfeeblement, scorching ray  
**3rd level (3 slots):** bestow curse, fear, fireball, lightning bolt  
**4th level (3 slots):** greater invisibility, ice storm, phantasmal killer, wall of fire  
**5th level (3 slots):** cloudkill, cone of cold, hold monster  
**6th level (1 slot):** chain lightning, disintegrate  
**7th level (1 slot):** finger of death, teleport  
**8th level (1 slot):** incendiary cloud  
**9th level (1 slot):** power word kill  
*\*The ghost witch casts these spells on herself before combat.*

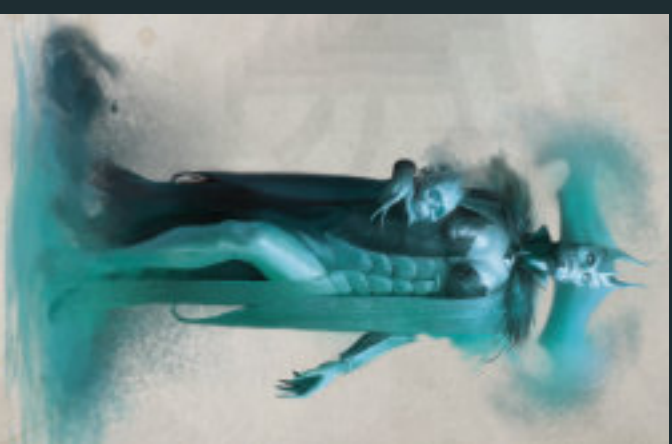
### ACTIONS

**Draining Touch.** *Melee Weapon Attack:* +8 to hit, reach 5 feet, one creature. *Hit:* 34 (8d6 + 6) necrotic damage.  
**Etherealness.** The ghost witch enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on either plane.  
**Sanity Blast (Recharge 6).** Each non-undead creature within 60 feet of the ghost witch must make a DC 19 Charisma saving throw. A creature takes 55 (5d10) psychic damage and becomes frightened for 1 minute on a failed save, or just takes half this damage on a successful one.

Challenge 13 (10,000 XP), Adventures Book: page 155



BLOODMOON VAMPIRE



GHOST WITCH

## BLACK DRUID

*Medium humanoid (any), lawful evil*

**Armor Class** 16      **Hit Points** 130 (20d8+40)  
**Speed** 20 feet  
**STR** DEX CON INT WIS CHA  
10 (+0) 14 (+2) 14 (+2) 12 (+1) 18 (+4) 11 (+0)

**Saving Throws** Int +5, Wis +8  
**Skills** Arcana +5, Medicine +5, Nature +5, Perception +8, Survival +8  
**Damage Resistances** cold, necrotic; poison: bludgeoning, piercing, and slashing from weapons that aren't magical  
**Senses** passive perception 18  
**Languages** Common, Wild Jargon, Primordial Runic  
**Magic Weapon.** The enchanted club attack is magical.  
**Spellcasting.** The Black Druid is a 14th level spellcaster. Their spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). They have the following druid spells prepared:  
*Cantrips (at will):* druidcraft, guidance, poison spray, shillelagh  
*1st level (4 slots):* cure wounds, entangle, faerie fire, speak with animals  
*2nd level (3 slots):* flame blade, flaming sphere, pass without trace  
*3rd level (3 slots):* conjure animals, speak with plants, wind wall  
*4th level (3 slots):* blight, conjure minor elementals, ice storm  
*5th level (2 slots):* insect plague, tree stride  
*6th level (1 slot):* conjure fey  
*7th level (1 slot):* fire storm

### ACTIONS

**Enchanted Club.** *Melee Weapon Attack:* +8 to hit, reach 5 feet, one target. *Hit:* 7 (1d6+4) bludgeoning damage. The club is enchanted through the shillelagh cantrip.  
**Foul Beast Shape (2/day).** As a bonus action the Black Druid magically polymorphs into a beast with a challenge rating of 4 or less and can remain in this form for up to 7 hours. The Black Druid can choose whether their equipment falls to the ground, melds with their new form, or is worn by the new form. The Black Druid reverts to their true form if they die or fall unconscious. The Black Druid can revert to their true form using a bonus action on their turn. While in a new form, the Black Druid retains their statistics and ability to speak, but their AC, movement, Strength, and Dexterity are replaced by those of the new form, and they gain any special senses, proficiencies, features, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that they lack. They can cast their spells with verbal or somatic components in their new form. Additionally, the beast has the following changes:  
• Its type is *Undead* instead of beast  
• It is vulnerable to radiant damage  
• It has darkvision 60 feet  
• When it hits with a weapon attack, the target takes 6 (1d12) cold or necrotic damage (chosen by the Black Druid when it assumes the form)  
• While in darkness or dim light, on each of its turn, it can take the Hide action as a bonus action  
• The new form's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks

Challenge 10 (5.900 XP), Bestiary: page 49

## COGA

*Medium monstrosity, neutral evil*

**Armor Class** 17, 20 at full moon, 15 at new moon  
**Hit Points** 90 (12d8+36)      **Speed** 20 feet  
**STR** DEX CON INT WIS CHA  
16 (+3) 16 (+3) 17 (+3) 10 (+0) 14 (+2) 18 (+4)

**Skills** Arcana +3, Stealth +6, Deception +7, Nature +3, Survival +5  
**Damages Resistances** cold, fire, necrotic, poison; bludgeoning, piercing and slashing from weapons that aren't magical  
**Senses** darkvision 90 feet, passive Perception 12  
**Languages** Common, Wild Jargon  
**Favored Terrain.** Dungeon/ruins.  
**Full Moon Appearance.** During the full moon, the Coga has a long beastly tail.  
**Innate Spellcasting.** The Coga's spellcasting ability is Charisma (spell save DC 15, +7 to spell attacks). It can innately cast the following spells, requiring no material components:  
*At will:* detect magic, minor illusion, charm person  
*3/day each:* alter self, pass without trace, invisibility, sleep  
*2/day each:* clairvoyance, phantasmal killer  
*1/day:* dream  
**Magic Resistance.** The Coga has advantage on saving throws against spells and other magical effects.  
**Magic Weapons.** The Coga's attacks are magical.  
**Special Equipment.** The Coga carries a black pit dagger and a hag's pouch.

### ACTIONS

**Multiattack.** The Coga makes two attacks: one with its claw and one with the black pit dagger. During the full moon, it also makes a tail attack.  
**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. *Hit:* 11 (2d4+6) slashing damage.  
**Black pit dagger.** *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. *Hit:* 8 (1d4+6) piercing damage plus 13 (3d8) necrotic damage. If the target is a living creature and dies, after 24 hours its soul goes to the Hag's Pouch under the Coga's control.  
**Tail.** *Melee Weapon Attack:* +6 to hit, reach 10 feet, one target. *Hit:* 11 (2d4+6) bludgeoning damage. On a hit the target must make a DC 15 Strength saving throw. On a failed save, target is prone until the end of its turn.  
**Midnight's Charm (1/day).** The Coga chooses a creature that it can see within 120 feet of it. When that creature goes to sleep it must make a DC 15 Wisdom saving throw. On a failed save, that creature has terrible nightmares while sleeping and it is charmed by the Coga until it goes to sleep again. While charmed, that creature obeys to the orders issued by the Coga and the Coga can telepathically communicate with that creature as long as it's within 300 feet of it.  
**Moonstrike (1/day) (only during full moon).** A streak of silver energy blasts from the Coga, forming a line 60 feet long and 5 feet wide. Each creature in the line must make a Dexterity DC 15 saving throw, taking 21 (6d6) radiant damage and 21 (6d6) psychic damage on a failed save or half as much damage on a successful one

Challenge 5 (1.800 XP), Bestiary: page 155

W  
NIGHTFELL



BLACK DRUID

W  
NIGHTFELL



COGA



## BADELISK

*Huge construct, unaligned*

**Armor Class** 16      **Hit Points** 147 (14d12+56)  
**Speed** 20 feet  
**STR** DEX CON INT WIS CHA  
 20 (+5) 10 (+0) 19 (+4) 5 (-3) 10 (+0) 1 (-5)

**Saving Throws** Str +8, Con +7  
**Skills** Athletics +8  
**Damage Resistances** bludgeoning, piercing and slashing from weapons that aren't magical  
**Damage Immunities** poison; bludgeoning, piercing and slashing from weapons that aren't magical (see Blessing of the Dark Moon)  
**Condition Immunities** poisoned  
**Senses** passive perception 10  
**Languages** -  
***Blessing of the Dark Moon.*** During the new moon, the Badelisk is immune to bludgeoning, piercing, and slashing damage from weapons that aren't magical.  
***Construct Nature.*** The Badelisk doesn't require air, food, drink, or sleep.  
***Favored Terrain.*** Forest.  
***Immutable Form.*** The Badelisk is immune to any spell or effect that would alter its form.  
***Magic Resistance.*** The Badelisk has advantage on saving throws against spells or other magical effects.  
***Magic Weapons.*** The Badelisk weapon attacks are magical.

### ACTIONS

**Multiattack.** The Badelisk makes two slam attacks.  
**Slam.** *Melee Weapon Attack:* +8 to hit, reach 10 feet, one target.  
*Hit:* 27 (4d10+5) bludgeoning damage.  
**Circle of Bones and Wood (1/day, works only during new moon).** The Badelisk creates a 15-foot sphere made of bones and wood pieces centered on it that lasts for 1 minute. The sphere's space is difficult terrain. When a creature moves into the sphere for the first time or starts its turn there, must make a DC 16 Strength, taking 14 (4d6) bludgeoning damage and being knocked prone on a failed save, or half as much damage and no other ill effects on a successful save

Challenge 8 (3.900 XP), Bestiary: page 111

## ARKEA

*Medium monstrosity, lawful evil*

**Armor Class** 15      **Hit Points** 195 (30d8+60)  
**Speed** 30 feet  
**STR** DEX CON INT WIS CHA  
 10 (+0) 14 (+2) 14 (+2) 12 (+1) 20 (+5) 16 (+3)

**Saving throws** Int +5, Wis +9, Cha +7  
**Skills** Arcana +5, Deception +7, Nature +9, Perception +9, Survival +4  
**Damage Resistances** necrotic; bludgeoning, piercing, and slashing if dealt by non-magical attacks (only during New Moon)  
**Senses** Darkvision 60 feet, passive perception 19  
**Languages** common, primordial runic  
**Cursed weapons.** Arkea's weapon attacks are to be considered as magical; her weapons are imbued with dark energy thanks to her devotion to the Mazarol and they deal deals an extra die of the weapon's damage (already included in the attack).  
**Sharp sight and hearing.** Arkea has Advantage on Wisdom (Perception) check based on hearing and sight.

**Innate spellcasting.** Arkea's innate spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks); Arkea can cast the following innate spells without any material component:

**At will:** minor illusion, poison spray, ray of frost, true strike

**2/day each:** charm person, counterspell, darkness, detect thoughts, misty step, scorching ray, suggestion

**1/day each:** arcane eye, hallucinatory terrain

**Magic resistance.** Arkea has Advantage on saving throws against spells and magic effects.

### ACTIONS

**Multiattack.** Arkea makes two melee attacks, one per scimitar.

**Scimitar.** *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. *Hit:* 9 (2d6+2) slashing damage, and 7 (2d6) necrotic damage

Challenge 11 (7200 XP), Adventures Book: page 152



BADELISK



ARKEA

DREAD SPECTER

Medium undead, chaotic evil

Armor Class 14

Hit Points 65 (10d8 + 20)

Speed 0 feet, fly 50 feet (hover)

STRDEXCONINTWISCHA

1 (-5)18 (+4)15 (+2)14 (+2)14 (+2)17 (+3)

Saving Throws Dex +7, Wis +5, Cha +6

Skills Perception +5

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from non-magical attacks

Damage Immunities necrotic, poison

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

Senses darkvision 60 feet, passive Perception 15

Languages understands all languages it knew in life but can't speak

Vile Foe. DC 13, 7 Soul Points

Vision of Endings. A non-undead creature within 60 feet of the specter and that can see the specter at the start of its turn must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns provided it cannot see the specter, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the dread specter's Vision of Endings for the next 24 hours.

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.

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

ACTIONS

Multiattack. The specter makes two life drain attacks.

Life Drain. Melee Spell Attack: +6 to hit, reach 5 feet, one creature. Hit: 16 (3d10) necrotic damage and 10 (3d6) psychic damage. The target must succeed on a DC 14 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. If the target dies of this effect, it rises as a specter 1d6 rounds later.

Challenge 7 (2900 XP), Adventures Book: page 154



DREAD SPECTER

