

NIGHTSHADES

NEW UNDEAD CREATURES FOR FIFTH EDITION.

by James Introcaso

Get more free game resources, podcasts, GM tips, and more at ENnie-winning worldbuilderblog.me.

This PDF was made using [The Homebrewery](http://TheHomebrewery).

NIGHTSHADES



hen shadows and evil are infused with the strong will of a powerful being, they take massive forms. Appearing as giants, purple worms, and winged-beasts, this animated shadow stuff abhor life and light and desire a world covered in a shadow of death.

Massive Murderers. All nightshades are enormous combinations of solid shadow and corruption. When a strong-willed, evil beings refuse to pass into the afterlife, their souls infuse the with the same material that creates the Plane of Shadow. The souls wrestle with the shadow stuff, taking as much of it on as possible in order to anchor themselves in worlds of the living. At the same time, the shadow sucks any tiny sense of morality from the soul, creating a new being of considerable size, horrific shape, and murderous intent.

Undead Generals. Nightshades are cunning beings, who stalk the Plane of Shadow, looking for wayward victims to kill and turn into other undead through dark rituals. These undead are bound to the nightshade for as long as it exists. They follow its every command. Many nightshades search for ways to lead their armies into the Material Plane, so they might swell their ranks and experience death on a grand scale.

Work Better Together. Nightshades have great respect for others of their kind. They often form alliances to increase their slaughtering capabilities and grow the sizes of their armies.

Undead Nature. Nightshades don't require air, food, drink, or sleep.

NIGHTHAUNT

Nighthaunts resemble large gargoyles and are pure malevolence. As expert tacticians, these nightshades are the best at leading armies of undead or placing guards and strategic defenses around a fortress.

NIGHTWING

Nightwings appear as enormous bats made of darkness, but have the same level of cunning and guile as all other nightshades. Silent as death and nearly invisible against a black sky, these beings dive onto prey before victims even know they're being attacked.

NIGHTWALKER

Nightwalkers are twenty-foot-tall humanoids as silent as death. They are among the multiverse's best stalkers and their dead eyes can cause panic in the most daring prey.

NIGHTCRAWLER

Nightcrawlers resemble purple worms made of pure darkness. Despite their appearance, they are extremely intelligent spellcasters who have devastating strength, burrowing capabilities, and the ability to swallow ogres whole.

NIGHTHAUNT

Large undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points 230 (20d10 + 120)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	22 (+6)	22 (+6)	18 (+4)	16 (+3)

Saving Throws Dex +4, Int +10, Wis +8

Skills Arcana +10, Perception +8, Stealth +4

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities cold, necrotic

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 18

Languages Common, telepathy 120 ft.

Challenge 11 (7,200 XP)

Innate Spellcasting. The nighthaunt's innate spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). The nighthaunt can innately cast the following spells, requiring no material components:

- At will: *darkness*, *invisibility* (self only)
- 3/day each: *dispel magic*
- 1/day each: *blight*, *cone of cold*, *create undead*, *hold monster*, *plane shift* (self only)

Magic Resistance. The nighthaunt has advantage on saving throws against spells and other magical attacks.

Actions

Multiattack. The nighthaunt makes four attacks: one with its bite, one with its horns, and two with its claws.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit* 19 (2d12 + 6) piercing damage, and if the target is a creature, it must succeed on a DC 18 Constitution saving throw or it cannot regain hit points until the end of the nighthaunt's next turn.

Claws. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit* 15 (2d8 + 6) slashing damage.

Horns. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit* 17 (2d10 + 6) piercing damage and if the target is a Huge or smaller creature, it must succeed on a DC 18 Strength saving throw or it is knocked prone.

NIGHTWING

Huge undead, chaotic evil

Armor Class 18 (natural armor)

Hit Points 250 (20d12 + 120)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	22 (+6)	18 (+4)	20 (+5)	18 (+4)

Saving Throws Str +12, Dex +10, Wis +10

Skills Arcana +9, Perception +10, Stealth +9

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities cold, necrotic

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Common, telepathy 120 ft.

Challenge 14 (11,500 XP)

Innate Spellcasting. The nightwing's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The nightwing can innately cast the following spells, requiring no material components:

- At will: *darkness*, *dispel magic*, *invisibility* (self only)
- 3/day each: *blight*, *cone of cold*, *confusion*
- 1/day each: *create undead*, *finger of death*, *hold monster*, *plane shift* (self only)

Magic Resistance. The nightwing has advantage on saving throws against spells and other magical attacks.

Actions

Multiattack. The nightwing makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit* 25 (3d12 + 7) piercing damage, and any non-artifact magic items held or worn by the target lose all magical properties for 24 hours.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit* 22 (3d10 + 7) slashing damage.

NIGHTWALKER

Huge undead, chaotic evil

Armor Class 18 (natural armor)

Hit Points 297 (22d12 + 154)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	24 (+7)	18 (+4)	20 (+5)	22 (+6)

Saving Throws Str +12, Dex +10, Wis +10

Skills Arcana +9, Perception +10, Stealth +5

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities cold, necrotic

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Common, telepathy 120 ft.

Challenge 16 (15,000 XP)

Innate Spellcasting. The nightwalker's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). The nightwalker can innately cast the following spells, requiring no material components:

- At will: *darkness*, *dispel magic*, *invisibility* (self only)
- 3/day each: *blight*, *cone of cold*, *confusion*, *hold monster*
- 1/day each: *create undead*, *finger of death*, *plane shift* (self only)

Magic Resistance. The nightwalker has advantage on saving throws against spells and other magical attacks.

Actions

Multiattack. The nightwalker uses Evil Gaze and makes two slam attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit* 34 (4d12 + 8) bludgeoning damage and the nightcrawler destroys one nonmagical item held by the character. If the nightwalker scores a critical hit with this attack, it destroys one non-artifact item held or worn by the character instead of a nonmagical item.

Evil Gaze. The nightwalker chooses one creature it can see and who can see it within 90 feet. That creature must succeed a DC 19 Wisdom saving throw or become paralyzed until the start of the nightwalker's next turn. Creatures immune to fear automatically succeed on this saving throw.

NIGHTCRAWLER

Gargantuan undead, chaotic evil

Armor Class 19 (natural armor)

Hit Points 232 (19d20 + 133)

Speed 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	24 (+7)	20 (+5)	20 (+5)	20 (+5)

Saving Throws Str +15, Dex +6, Wis +11

Skills Arcana +11, Perception +11, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities cold, necrotic

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, prone

Senses blindsight 60 ft., darkvision 120 ft., tremorsense 60 ft., passive Perception 21

Languages Common, telepathy 120 ft.

Challenge 18 (20,000 XP)

Create Undead. Creatures killed while swallowed by the nightcrawler immediately rise as wraiths under the nightcrawler's control.

Innate Spellcasting. The nightcrawler's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). The nightcrawler can innately cast the following spells, requiring no material or somatic components:

- At will: *darkness*, *dispel magic*, *invisibility* (self only)
- 3/day each: *blight*, *cone of cold*, *confusion*, *contagion*, *hold monster*

- 1/day each: *create undead*, *finger of death*, *plane shift* (self only)

Magic Resistance. The nightcrawler has advantage on saving throws against spells and other magical attacks.

Tunneler. The nightcrawler can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

Actions

Multiattack. The nightcrawler makes two attacks: one with its bite and one with its stinger.

Bite. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. *Hit* 31 (4d10 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 21 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the nightcrawler, and it takes 28, 8d6, necrotic damage at the start of each of the nightcrawler's turns.

If the nightcrawler takes 50 damage or more on a single turn from a creature inside it, the nightcrawler must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the nightcrawler. If the nightcrawler dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Tail Stinger. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. *Hit* 23 (4d6 + 9) piercing damage, and the target must make a DC 21 Constitution saving throw, taking 49 (14d6) poison damage on a failed save, or half as much damage on a successful one.