

CE

HUGE

UNDEAD

NIGHTSHADE

**Perception** +28; greater darkvision

**Languages** Abyssal, Common, Infernal, telepathy 100ft

**Skills** Arcana +25, Religion +25, Stealth +28 (+31 in darkness)

**Str** +5, **Dex** +8, **Con** +4, **Int** +3, **Wis** +4, **Cha** +4

**AC** 35; **Fort** +22, **Ref** +25, **Will** +28

**HP** 259; **Immunities** cold, death effects, disease, paralyzed, poison, precision, unconscious;

**Weaknesses** light vulnerability

**Light Vulnerability** An object shedding magical light (such as from the light spell) is treated as magical when used to attack the Nightwing.

**Speed** 25 feet, fly 50 feet

**Melee** ♦ jaws +27 (reach 10ft, magical), **Damage** 3d6+13 piercing plus 2d6 cold and magic drain

**Spells** DC 31, attack +23 ; **7th** *finger of death*; **6th** *harm*; **5th** *cone of cold*, *harm*; **4th** *confusion*, *darkness*; **3rd** *haste*, *paralyze*, *chilling darkness*; **2nd** *invisibility*, *dispel magic*, *sudden blight*;;

**Magic Drain** The bite of a nightwing drains magical power and energy. When a nightwing bites a foe, the victim must make a DC 31 Will save or one spell effect currently affecting him immediately ends—determine which spell is drained randomly if the target is under the effects of more than one spell.

The nightwing heals damage equal to twice the level of the spell drained—hit points in excess of its maximum are instead gained as temporary hit points that last for 1 hour.