

# LADY NIGHTSHADE

## CREATURE 10

**UNIQUE****NE****MEDIUM****HUMANOID****URDEFHAN****TIEFLING**

Converted by VaranSL

**Perception** +15; greater darkvision

**Languages** Abyssal, Aquan, Common, Gnome, Goblin, Infernal, Polyglot

**Skills** Acrobatics +19, Arcana +23, Performance +16, Society +19, Thievery +17

**Str** +3, **Dex** +5, **Con** +6, **Int** +7, **Wis** +3, **Cha** +2

**Items** amulet (bonded item), dagger, spellbook

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**AC** 27; **Fort** +18, **Ref** +19, **Will** +21

**HP** 140 (negative healing); **Immunities** death effects, disease, fear; **Resistances** fire 7

**Necrotic Decay** (divine, necromancy, negative) When an urdefhan dies, its invisible flesh quickly rots away and sublimates into a foul-smelling gas that fills a 5-foot emanation around the body. This gas deals 10d6 negative damage to creatures in this area as their flesh curdles and rots as well (DC 30 basic Fortitude save).

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**Speed** 25 feet

**Melee** ♦ dagger +17 [+13/+9] (agile, finesse, versatile S), **Damage** 1d4+7 piercing

**Ranged** ♦ dagger +17 [+13/+9] (agile, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing

**Melee** ♦ jaws +15 [+11/+7] (agile), **Damage** 3d6+7 piercing plus wicked bite

**Arcane Prepared Spells** DC 31, attack +23 ; **5th** *blister, cloak of colors, hallucination, summon dragon*; **4th** *dimension door, fly, invisibility, phantasmal killer*; **3rd** *hypnotic pattern, invisibility sphere, lightning bolt, slow* ; **2nd** *dispel magic, illusory creature, mirror image, obscuring mist*; **1st** *floating disk, illusory disguise, illusory object, mending*; **cantrips (5th)** *ghost sound, mage hand, prestidigitation, produce flame, shield*

**Wizard School Spells** 1 Focus Point, DC 31 , **5th** *warped terrain*;

**Drain Bonded Item** ♦ **Frequency** Once per day; **Requirements** Lady Nightshade hasn't acted yet on this turn. **Effect** Lady Nightshade expends the power stored in her amulet. This gives her the ability to cast one prepared spell she had already previously cast today, without spending a spell slot. She must still Cast the Spell and meet the spell's other requirements.

**Wicked Bite** ♦ **Requirements** Lady Nightshade damaged a creature with a jaws Strike on her last action; **Effect** Lady Nightshade maintains contact, turning the creature's flesh translucent around the site of the injury. She chooses one of two options, each of which requires a DC 30 Fortitude save. If the jaws Strike was a critical hit, the creature suffers both effects, using the same save result for both.

- **Drain Blood** Lady Nightshade drinks some of the creature's blood. On a failed save, the creature is drained 1 and she regains 5 HP (or, on a critical failure, it's drained 2 and she regains 10 HP).

- **Drain Vitality** (necromancy) Lady Nightshade draws out some of the creature's vital essence. The creature becomes enfeebled 1 for 1 hour on a failed save (or enfeebled 2 for 1 hour on a critical failure).

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