



## Monsters (N)

### Nalfeshnee

*Demon of Intimidation and Hopelessness*

**Habitat:** Planar (Abyss); **Treasure:** Relics

Nalfeshnees seek to dominate all they encounter. Hulking and grotesque, these demons combine misshapen, bestial features with ogre-like frames. Through both brute force and cunning, nalfeshnees compel cultists and weaker demons to serve them in the endless conflicts of the Abyss or in plots on the Material Plane.

Many nalfeshnees view themselves as prospective demon lords and seek to conquer realms of their own. They often use promises of fiendish magic or Abyssal alliances to tempt ambitious mortals into ruinous pacts. Should they run out of patience, nalfeshnees conjure visions of the Abyss and other nightmares to terrorize others into obeying.

### NALFESHNEE

*Large Fiend (Demon), Chaotic Evil*

**AC 18**    **Initiative** +5 (15)

**HP 184** (16d10 + 96)

**Speed** 20 ft., Fly 30 ft.

	MOD	SAVE		MOD	SAVE
<b>STR</b>	21	+5	+5	<b>INT</b>	19
<b>DEX</b>	10	+0	+0	<b>WIS</b>	12
<b>CON</b>	22	+6	+11	<b>CHA</b>	15

**Resistances** Cold, Fire, Lightning

**Immunities** Poison; **Frightened, Poisoned**

**Senses** Truesight 120 ft.; Passive Perception 11

**Languages** Abyssal; telepathy 120 ft.

**CR** 13 (XP 10,000; PB +5)

### Traits

**Demonic Restoration.** If the nalfeshnee dies outside the Abyss, its body dissolves into ichor, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Abyss.

**Magic Resistance.** The nalfeshnee has Advantage on saving throws against spells and other magical effects.

### Actions

**Multiattack.** The nalfeshnee makes three Rend attacks.

**Rend.** *Melee Attack Roll:* +10, *reach:* 10 ft. *Hit:* 16 (2d10 + 5) Slashing damage plus 11 (2d10) Force damage.

**Teleport.** The nalfeshnee teleports up to 120 feet to an unoccupied space it can see.

### Bonus Actions

**Horror Nimbus (Recharge 5–6).** *Wisdom Saving Throw:* DC 15, each creature in a 15-foot **Emanation** originating from the nalfeshnee. *Failure:* 28 (8d6) Psychic damage, and the target has the **Frightened** condition for 1 minute, until it takes damage, or until it ends its turn with the nalfeshnee out of line of sight. *Success:* The target is immune to this nalfeshnee's Horror Nimbus for 24 hours.

### Reactions

**Pursuit.** *Trigger:* Another creature the nalfeshnee can see ends its move within 120 feet of the nalfeshnee. *Response:* The nalfeshnee uses Teleport, but its destination space must be within 10 feet of the triggering creature.



ARTIST: JUSTIN GERAUD

The Blood War—that ageless clash between devils and demons—helps ensure the balance of the multiverse. At times it makes unlikely allies, but never delude yourself into believing there's a lesser of two evil. I won't be thanking a demon for every day I'm spared a devil's lash.

—MORDENKAINEN

## Night Hag

*Hag of Nightmare and Corruption*

**Habitat:** Planar (Lower Planes); **Treasure:** Arcana

Night hags seek mortals to torment and turn to evil. By day, night hags use supernatural deceptions to plague their victims, shape-shifting to pose as other creatures and make their targets believe the world has turned against them. By night, these hags reinforce their tortures with terrifying dreams. Once they force their targets to desperate limits, night hags claim their victims' tormented spirits, capturing them in sinister traps called soul bags. The hags then slip between planes of existence to barter stolen souls to vile magic-users and fiendish entities.

Night hags maintain networks of nefarious customers and collect rumors from across the Lower Planes. These hags might part with their secrets in exchange for magic items and other wicked prices.

### NIGHT HAG

Medium Fiend, Neutral Evil

**AC 17**    **Initiative** +5 (15)

**HP** 112 (15d8 + 45)

**Speed** 30 ft.

	MOD	SAVE		MOD	SAVE
<b>STR</b>	18	+4	+4	<b>INT</b>	16
<b>DEX</b>	15	+2	+2	<b>WIS</b>	14
<b>CON</b>	16	+3	+3	<b>CHA</b>	16

**Skills** Deception +6, Insight +5, Perception +5, Stealth +5

**Resistances** Cold, Fire

**Immunities** Charmed

**Senses** Darkvision 120 ft.; Passive Perception 15

**Languages** Abyssal, Common, Infernal, Primordial

**CR** 5 (XP 1,800; PB +3)

#### Traits

**Coven Magic.** While within 30 feet of at least two hag allies, the hag can cast one of the following spells, requiring no Material components, using the spell's normal casting time, and using Intelligence as the spellcasting ability (spell save DC 14): *Augury*, *Find Familiar*, *Identify*, *Locate Object*, *Scrying*, or *Unseen Servant*. The hag must finish a Long Rest before using this trait to cast that spell again.

**Magic Resistance.** The hag has Advantage on saving throws against spells and other magical effects.

**Soul Bag.** The hag has a soul bag. While holding or carrying the bag, the hag can use its Nightmare Haunting action.

The bag has AC 15, HP 20, and Resistance to all damage. The bag turns to dust if reduced to 0 Hit Points. If the bag is destroyed, any souls the bag is holding are released. The hag can create a new bag after 7 days.

#### Actions

**Multiaction.** The hag makes two Claw attacks.

**Claw.** *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Slashing damage.

**Nightmare Haunting (1/Day; Requires Soul Bag).** While on the Ethereal Plane, the hag casts *Dream*, using the same spellcasting ability as Spellcasting. Only the hag can serve as the spell's messenger, and the target must be a creature the hag can see on the Material Plane. The spell fails and is wasted if the target is under the effect of the *Protection from Evil and Good* spell or within a *Magic Circle* spell.

If the target takes damage from the *Dream* spell, the target's Hit Point maximum decreases by an amount equal to that damage. If the spell kills the target, its soul is trapped in the hag's soul bag, and the target can't be raised from the dead until its soul is released.

**Spellcasting.** The hag casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 14):

**At Will:** *Detect Magic*, *Etherealness*, *Magic Missile* (level 4 version)

**2/Day Each:** *Phantasmal Killer*, *Plane Shift* (self only)

#### Bonus Actions

**Shape-Shift.** The hag **shape-shifts** into a Small or Medium Humanoid, or it returns to its true form. Other than its size, its game statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.



ARTIST: CYNTHIA SHEPPARD

## Nightmare

*Dread Steed of the Lower Planes*

**Habitat:** Planar (Lower Planes); **Treasure:** None

ARTIST: ALEJANDRO PACHECO



Nightmares resemble horses with flaming manes, burning hooves, and smoldering eyes. They terrorize weaker creatures and often ally with denizens of the Lower Planes in committing evil acts. These supernatural horses can innately travel between the **Ethereal Plane** and the **Material Plane**, and many know the locations of portals to the Lower Planes, the **Shadowfell**, and other sinister realms.

Nightmares' speed, resilience, and ability to gallop between planes of existence make them steeds coveted by evildoers. Roll on or choose a result from the Nightmare Riders table to inspire what might employ a nightmare steed.

## Nightmare Riders

1d6	The Nightmare Carries...
1	The champion or messenger of an evil deity.
2	A group of joyriding <b>imps</b> or <b>quasits</b> .
3	An innocent soul trapped on the wild Fiend.
4	A lore-hunting <b>mage</b> , <b>cultist</b> , or <b>lich</b> .
5	A <b>night hag</b> herding <b>larvae</b> between planes.
6	A wicked cavalier, such as a <b>death knight</b> , an <b>erinyes</b> , an <b>incubus</b> , or a <b>vampire</b> .

## NIGHTMARE

*Large Fiend, Neutral Evil*

**AC 13**    **Initiative +2 (12)**

**HP 68** (8d10 + 24)

**Speed** 60 ft., Fly 90 ft. (hover)

	MOD	SAVE		MOD	SAVE
<b>STR</b>	18	+4	+4	<b>INT</b>	10
<b>DEX</b>	15	+2	+2	<b>WIS</b>	13
<b>CON</b>	16	+3	+3	<b>CHA</b>	15

**Languages** Understands Abyssal, Common, and Infernal but can't speak

**CR 3** (XP 700; PB +2)

### Traits

**Confer Fire Resistance.** The nightmare can grant Resistance to Fire damage to a rider while it is on the nightmare.

**Illumination.** The nightmare sheds **Bright Light** in a 10-foot radius and **Dim Light** for an additional 10 feet.

### Actions

**Hooves.** *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 13 (2d8 + 4) Bludgeoning damage plus 10 (3d6) Fire damage.

**Ethereal Stride.** The nightmare and up to three willing creatures within 5 feet of it teleport to the **Ethereal Plane** from the **Material Plane** or vice versa.

**Immunities** Fire

**Senses** Passive Perception 11

## Nobles

*Royals and Rich Folk*

**Habitat:** Any; **Treasure:** Individual

Nobles encompass a variety of people with social influence. They might be rulers, wealthy merchants, callous bureaucrats, or the idle elite.

### Noble

A noble's social advantages typically grant the noble access to greater education and training than most common folk, while nobles' experience with business or politics makes many adept negotiators.





## NOBLE

Medium or Small Humanoid, Neutral

**AC 15**    **Initiative +1 (11)**

**HP 9 (2d8)**

**Speed** 30 ft.

		MOD	SAVE		MOD	SAVE
<b>STR</b>	11	+0	+0	<b>INT</b>	12	+1
<b>DEX</b>	12	+1	+1	<b>WIS</b>	14	+2
<b>CON</b>	11	+0	+0	<b>CHA</b>	16	+3

**Skills** Deception +5, Insight +4, Persuasion +5

**Gear** Breastplate, Rapier

**Senses** Passive Perception 12

**Languages** Common plus two other languages

**CR** 1/8 (XP 25; PB +2)

### Actions

**Rapier.** *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 5 (1d8 + 1) Piercing damage.

### Reactions

**Parry.** *Trigger:* The noble is hit by a melee attack roll while holding a weapon. *Response:* The noble adds 2 to its AC against that attack, possibly causing it to miss.

## Noble Prodigy

Noble prodigies trace their lineage to a legendary hero, a demigod, a dragon, or some other ancestor that grants them magical prowess. Among some nobles, the source of a prodigy's magic might be a family secret.

## NOBLE PRODIGY

Medium or Small Humanoid, Neutral

**AC 16**    **Initiative +7 (17)**

**HP 148 (27d8 + 27)**

**Speed** 30 ft.

	MOD	SAVE		MOD	SAVE
<b>STR</b>	8	-1	-1	<b>INT</b>	15
<b>DEX</b>	16	+3	+7	<b>WIS</b>	14
<b>CON</b>	12	+1	+5	<b>CHA</b>	19

**Skills** Perception +6, Persuasion +8

**Senses** Passive Perception 16

**Languages** Common plus two other languages

**CR 10 (XP 5,900; PB +4)**

### Actions

**Multiaction.** The noble makes three Beguiling Strike attacks.

**Beguiling Strike.** *Melee or Ranged Attack Roll:* +8, reach 5 ft. or range 60 ft. *Hit:* 18 (4d6 + 4) Psychic damage, and the target has the **Charmed** condition until the start of the noble's next turn.

**Spellcasting.** The noble casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 16):

**At Will:** *Mage Armor* (included in AC), *Mage Hand*, *Minor Illusion*

**1/Day Each:** *Befuddlement*, *Detect Thoughts*, *Fly*, *Scrying*, *Shatter* (level 7 version)

### Reactions

**Shield (2/Day).** The noble casts **Shield** in response to that spell's trigger, using the same spellcasting ability as Spellcasting.

## Nothic

*Witness to the Weird*



**Habitat:** Underdark; **Treasure:** Arcana

Consumed by their thirst for forbidden knowledge, nothics are cursed lore seekers transformed by secrets never meant to be known. The bodies of these former scholars are warped into otherworldly shapes, each with a head dominated by a gigantic, unblinking eye. Nothics remember nothing of their past lives and care only for their endless pursuit of hidden mysteries and uncanny truths. They seek revelations amid the rubble of forgotten ruins, and they use their supernatural sight to pierce magical deceptions, rot the flesh of enemies, and steal the secrets of those who interrupt their investigations.

Some nothics seek to end the curse that warped them into their bizarre forms, but many are unaware of—or uninterested in—their transformation.

Deeper. Deeper and Deeper. Deeper and creeper. Creeping they come. Up from the place that isn't a place. They come to feed. Feed on what I know. So I hide. I hide away. Away in the secret dark. Secret and dark, like all that I know I shouldn't know!

—SCRATCHES IN SHADOWDUSK HOLD

ARTIST: BRIAN VALENZUELA



## NOTHIC

Medium Aberration, Neutral Evil

AC 15      Initiative +3 (13)

HP 45 (6d8 + 18)

Speed 30 ft.

	STR	DEX	CON	MOD	SAVE	INT	WIS	CHA	MOD	SAVE
	14	16	16	+2	+2	13	10	8	+1	+1
				+3	+3				+0	+0
				+3	+3				-1	-1

Skills Arcana +3, Insight +4, Perception +4, Stealth +5

Senses Truesight 120 ft.; Passive Perception 14

Languages Undercommon

CR 2 (XP 450; PB +2)

### Actions

**Multiaction.** The nothic makes two Claw attacks.

**Claw.** *Melee Attack Roll:* +5, *reach* 5 ft. *Hit:* 8 (1d10 + 3) Slashing damage.

**Rotting Gaze.** *Constitution Saving Throw:* DC 13, one creature the nothic can see within 120 feet. *Failure:* 17 (5d6) Necrotic damage. *Success:* Half damage.

### Bonus Actions

**Weird Insight (Recharge 6).** *Wisdom Saving Throw:* DC 14, one creature the nothic can see within 120 feet. *Failure:* The nothic magically learns one fact or secret about the target.

## Nycaloth

*Yugoloth of Strategy and Strife*

**Habitat:** Planar (Gehenna); **Treasure:** Armaments

ARTIST: LARS GRANT-WEST





Fiendish warmongers, nycaloths relish combat and conquest. These tremendous winged yugoloths teleport around battlefields and into the air to bewilder their foes and attack with constantly shifting, Gehenna-forged axes—mercurial weapons similar to those favored by many yugoloths.

Nycaloths might command groups of **mezzaloths** and make pacts to serve **arcanaloths**, **ultroloths**, fiendish warlords, or wicked mortals. So long as they can indulge their bloodlust, most nycaloths are willing to obey more powerful or cunning creatures. Some even serve competent leaders past the terms of their agreements to achieve long-pursued victories. But masters that lead nycaloths to defeat should fear these proud yugoloths' retribution.

Nycaloths and other yugoloths frequently serve as mercenary forces in extraplanar conflicts that spill onto the Material Plane. Roll on or choose a result from the Yugoloth Incursions table to inspire the plans of a yugoloth war band.

## Yugoloth Incursions

1d4	Yugoloth Mercenaries Seek To...
1	Claim a portal with strategic importance.
2	Enlist monsters as allies or beasts of war.
3	Destroy a city harboring enemy cultists.
4	Liberate an imprisoned fiendish ally.

## NYCALOTH

*Large Fiend (Yugoloth), Neutral Evil*

**AC 18**   **Initiative +4 (14)**

**HP 152 (16d10 + 64)**

**Speed** 40 ft., Fly 60 ft.

	STR	20	MOD	SAVE	INT	12	MOD	SAVE
	DEX	11	+0	+0	WIS	10	+0	+0
	CON	19	+4	+4	CHA	15	+2	+2

**Skills** Perception +4, Stealth +4

**Resistances** Cold, Fire, Lightning

**Immunities** Acid, Poison; **Poisoned**

**Senses** **Blindsight** 60 ft.; Passive Perception 14

**Languages** Abyssal, Infernal; telepathy 60 ft.

**CR** 9 (XP 5,000; PB +4)

## Traits

**Fiendish Restoration.** If the nycaloth dies outside Gehenna, its body dissolves into ichor, and it gains a new body instantly, reviving with all its Hit Points somewhere in **Gehenna**.

**Magic Resistance.** The nycaloth has Advantage on saving throws against spells and other magical effects.

## Actions

**Multiattack.** The nycaloth makes two Mercurial Axe attacks.

**Mercurial Axe.** *Melee or Ranged Attack Roll:* +9, reach 10 ft. or range 30/90 ft. *Hit:* 18 (2d12 + 5) Slashing damage plus 10 (3d6) Force damage. *Hit or Miss:* The axe magically returns to the nycaloth's hand immediately after a ranged attack.

## Bonus Actions

**Shadowy Teleport.** The nycaloth has the **Invisible** condition for 1 minute, and it teleports up to 30 feet to an unoccupied space it can see. The condition ends early immediately after it deals damage.

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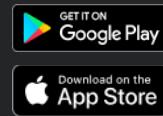
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