

NIGHT TWIST

“THIS LARGE, BLACK, LEAFLESS TREE IS CHARACTERISED by unnatural and unsettling shapes. It radiates gloomy twilight, nightmares, and sorrow.”

THE MOURNFUL VOICE

Long before luckless travellers in more remote and foreboding marshes see the harrowing sight of a lone night twist, they hear its haunting and melancholic song. The ghostly moaning of its song seems slightly different to each individual that hears it. To some, the song sounds like a chorus of weeping souls. To others, it is more akin to a cold wind blowing over a desolate graveyard. In every case, however, the song takes the form of something the listener finds sorrowful and unpleasant. A dirge of death and despair meant to lead them to their end.

MARSH MENACE

Night twists subsist in the most inhospitable marshes, feeding on the rotting carcasses of creatures and travellers attracted by its despair song. A typical night twist stands 15-feet tall and weighs 600 pounds.

THE HAG'S GARDEN

The night twist is a foul curse made manifest. They lure in wayward souls with the hope of killing and devouring them. In some cases, night hags have been known to cultivate night twists for the purpose of drawing in victims for their foul schemes.



NIGHT TWIST

Large plant, neutral evil

Armor Class 15 (Unholy Grace)

Hit Points 184 (16d10 + 96)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	6 (-2)	22 (+6)	12 (+1)	16 (+3)	20 (+5)

Saves STR +11, DEX +3, CON +11, INT +6, WIS +8, CHA +10

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Condition Immunities charmed

Senses passive Perception 13

Languages Common, Druidic, Elven, Sylvan

Challenge 11 (7,200 XP)

Proficiency Bonus +4

Death Curse. When another creature deals damage that reduces the night twist to 0 hit points and kills it, the attacking creature must succeed on a DC 20 Wisdom saving throw or be cursed by the night twist.

A creature cursed this way is wracked with nightmares, denying them the benefits of long rests and causing them to take 5 (1d10) psychic damage once each night while they sleep, which can't be reduced in any way. A creature that takes this damage must succeed on a DC 10 Constitution saving throw or gain a level of exhaustion. This DC increases by 1 for each night the creature remains cursed.

A creature who does not sleep is immune to the curse, however, elves are still subject to its effects during meditation. A *remove curse* or similar spell cast on the victim can remove the curse, but only if the spell is cast while the victim is asleep. If a creature dies while cursed in this way, a new night twist sapling springs from their corpse after one month. The new sapling appears to be a normal plant until it reaches maturity.

Despair Song. Every evening, the night twist emits a sorrowful

sound that inspires melancholy and despair in all creatures within 1 mile who can hear it that have an Intelligence score of 6 or higher. All creatures who hear the song must succeed on a DC 17 or be charmed by the night twist. Creatures charmed in this way suffer the following detriments:

- The creature has disadvantage on ability checks, attack rolls, and saving throws.
- The creature is compelled to seek the source of the song, neglecting all other tasks or needs in order to do so. If physically prevented from doing so, the charmed creature takes 5 (1d10) psychic damage every evening until the charm is removed. This damage also reduces the creature's maximum hit points by the amount taken and cannot be prevented in any way.

Relocating the charmed creature outside the area affected by the night twist's song does not end the enchantment. The song also ends immediately once the night twist attacks the target, or if the night twist is destroyed. A creature who succeeds on their saving throw is immune to the Despair Song for the next 24 hours.

False Appearance. While the night twist remains motionless, it is indistinguishable from a normal tree.

Unholy Grace. The night twist's AC and saving throws gain a bonus equal to its Charisma modifier (already calculated).

ACTIONS

Multiattack. The night twist makes two attacks and casts *gust of wind*.

Slam. Melee Weapon Attack: +10 to hit, reach 10 ft., one creature. **Hit:** 19 (3d8 + 6) bludgeoning damage.

Innate Spellcasting. The night twist's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *gust of wind*

3/day each: *blight, darkness, entangle, fear, phantasmal killer*

DUNGEON DAD PATREON EXCLUSIVE

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