Dungeons and Dragons / Bodach



Name: Bodach
Medium undead, neutral evil
Armor Class: 14 (natural armor)
Hit Points: 136 (16d8+64)
Speed: 30 ft.

STR 18 (+4)
DEX 10 (+0)
CON 18 (+4)
INT 7 (-2)
WIS 10 (+0)
CHA 8 (-1)

Damage Resistances: necrotic, poison
Damage Immunities: cold, lightning
Condition Immunities: exhaustion, frightened, poisoned
Senses: darkvision 120 ft., passive Perception 10
Languages: understands all languages it knew in life, but can't speak

Undead Fortitude: If damage reduces The Bodach to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, The Bodach drops to 1 hit point instead.

Actions:

Multiattack: The Bodach makes two claw attacks.

Claw: Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Terrifying Gaze: The Bodach targets one creature within 30 feet of it that can see it. If the target can see the Bodach's eyes, the target must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Foul Stench: The Bodach emits a foul odor in a 20-foot radius. Creatures within the area must make a DC 14 Constitution saving throw or become poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Legendary Actions:

The Bodach can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Bodach regains spent legendary actions at the start of its turn.

Terrifying Gaze: The Bodach uses its Terrifying Gaze.

Foul Stench (Costs 2 Actions): The Bodach uses its Foul Stench.

Nightmare Step: The Bodach teleports up to 30 feet to an unoccupied space it can see. This movement does not provoke opportunity attacks.

Description: The Bodach is a creature of Scottish folklore that is said to haunt the Highlands and Islands of Scotland. The name "Bodach" is derived from the Scottish Gaelic word for "old man" or "miser", which is fitting, given the creature's appearance and demeanor. It is said to be a solitary creature that preys on travelers and wanderers who venture too close to its lair.

Physical Description of the Bodach
The Bodach is typically described as a tall, gaunt figure with long, spindly limbs and a hunched posture. Its skin is said to be gray and leathery, with deep wrinkles and creases that give it the appearance of extreme age. Its face is often obscured by a hood or cloak, but those who have caught a glimpse of it describe it as skeletal and expressionless.
The creature's eyes are said to be its most striking feature, glowing with an otherworldly intensity that can freeze a person in their tracks. Some accounts describe them as being bright red or yellow, while others say they are a deep, inky black.
The Bodach is said to emit a foul odor, like that of decaying flesh, which can linger in the air long after the creature has vanished from sight. Its movements are slow and deliberate, as if it is savoring every moment of its prey's fear and confusion.

Habitat and Behavior of the Bodach
The Bodach is said to inhabit remote, isolated areas of the Scottish countryside, such as abandoned ruins, caves, and rocky outcroppings. It is often associated with places that have a dark and foreboding history, such as battlefields and sites of ancient sacrificial rituals.
The creature is said to be a solitary predator, stalking its prey from a distance and waiting for the perfect moment to strike. It is said to be most active at night, when the veil between the living and the dead is thinnest.

Origins of the Bodach
The origins of the Bodach are shrouded in mystery, with some believing it to be a remnant of the ancient Pictish culture that once inhabited Scotland. Others see it as a manifestation of the country's wild and rugged landscape, a symbol of the untamed wilderness that still exists in the modern age.

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