

Despair

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<https://www.dndbeyond.com/monsters/4075936-despair>



Medium Humanoid, Typically Chaotic Evil

Armor Class 16 Mage Armor

Hit Points 104 (12d8 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	15 (+2)	16 (+3)	22 (+6)

Saving Throws WIS +6, CHA +9

Skills [Arcana](#) +7, [History](#) +7, [Religion](#) +7

Damage Resistances Cold, Necrotic

Senses Passive Perception 14

Languages --

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Legendary Resistance (1/Day). If Despair fails a saving throw, it can choose to succeed instead.

Hadaar Touched. Any Hadaar-based spell does not work on Despair, and any magical darkness created by such spells Despair can see as if the darkness was not there.

Spellcasting. A level 9 spellcaster with a spellcasting ability is Charisma (Spell Save DC 17, +7 to hit with spell attacks).

Cantrips (at will): [Chill Touch](#), [Green Flame Blade](#)

1st level (4 slots): [Arms of Hadar](#), [Chromatic Orb](#), [Bane](#)

2nd level (3 slots): [Blur](#), [Dragon's Breath](#), [Hold Person](#)

3rd level (3 slots): [Hunger of Hadar](#), [Vampiric Touch](#)

4th level (2 slots): [Evard's Black Tentacles](#), [Greater Invisibility](#)

5th level (1 slot): [Synaptic Static](#)

Actions

Entropic Raipier. Melee Weapon Attack: +9 to hit, reach 10 ft., 1 target. Hit: 15 (1d8 + 6) [Slashing Damage](#) and (1d8) [Cold Damage](#) damage. Using Hadar influence, this magical weapon can use the spellcasting modifier of the wielder.

Legendary Actions

She is given 2 Legendary Actions per round of combat.

Cast a Spell (1 Action). Despair can cast any spell of her choosing from her given spell list.

Crimson Target (1 Action). Despair can point out an enemy that she can see and have any friendly creature she chooses to target with an attack.

Crimson Warping. Kera can choose an enemy and if they fail a Charisma Saving Throw of DC 15 they can be teleported to an area of Kera's choice within 30ft of the original location.

Crimson Eyes and Mind (2 Action). If Despair has the Exotic Tombs, she can begin reading the ancient spells inside using Hadar's Eyes and Mouth to read the incantation. At the end of the round can activate one of the ancient spells.

- **Convert:** Convert a creature marked with the Crimson Star into a
- **Aura:** Strange otherworldly whispers surround you as your veins become black. You gain the following benefits for the duration:
 - You are immune to psychic damage and have resistance to necrotic damage.
 - You can move across difficult terrain created by tentacles or darkness without spending extra movement.
 - You gain a blindsight of 15 feet.
 - As an action, you can cause spectral dark tentacles to lash out at those around you. Each creature within 15 feet of you must make a Strength saving throw. A creature takes 3d8 [Necrotic Damage](#) on a failed save, or half as much on a successful one. If a creature fails this save, it also can't take reactions until the end of its next turn.