

MEPHISTOPHELES

Large shapechanger (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 485 (35d10 + 210)

Speed 50 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	23 (+6)	24 (+7)	25 (+7)	25 (+7)

Saving Throws Dex +15, Int +17, Wis +17, Cha +17

Skills Deception +27, Intimidation +27, Perception +17, Persuasion +27

Damage Resistances acid, fire

Damage Immunities cold, necrotic, poison; bludgeoning, piercing, slashing from Nonmagical Attacks

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 240 ft., passive Perception 27

Languages Common, Ignan, Infernal, telepathy 120 ft.

Challenge 30 (155,000 XP)

Ashen Essence. (Recharge 5-6). When Mephistopheles is hit by an attack, he can use his reaction to collapse into ash, teleports himself and his possessions to an unoccupied space he can see within 30 ft. of him and causing the attack to automatically miss. Within his realm of Caina, Mephistopheles can teleport up to 300 ft., or up to 30 ft. when subject to an effect that normally prevent teleportation.

Flattering Inquisitor. Anyone who attempts to lie when responding to a direct question posed by Mephistopheles within 30ft of him must succeed at a DC 25 Charisma save or be unable to speak for 24 hours (Mephistopheles can end this enforced vow of silence at will).

Infernal Wings. Mephistopheles has three pairs of wings, and while the damage caused by all six wings is identical, the additional effect caused by a strike from a wing depends on its nature.

- A hit from one of his burning wings deals an additional 3(1d6) fire damage.
- A hit from one of his draconic wings deals an additional 7(2d6) slashing damage.
- A target hit by his raven wings must succeed on a DC 25 Constitution saving throw or be permanently blinded.

Innate Spellcasting. Mephistopheles' spellcasting ability is Charisma (spell save DC 25). Mephistopheles can innately cast the following spells, requiring no material components:

At will: *astral projection, darkness, dispel magic, dominate person, hallow, scrying, teleport*

3/day each: *fire storm, globe of invulnerability, mass suggestion, mislead*

1/day each: *time stop, wish*

Legendary Resistance (3/Day). When Mephistopheles fails a saving throw, he can choose to succeed instead.

Magic Resistance. Mephistopheles has advantage on saving throws against spells and other magical effects.

Hellish Weapons. Mephistopheles' weapon attacks are magical. When Mephistopheles hits with any weapon, the weapon deals an extra 13 (3d8) fire damage, and an extra 13 (3d8) necrotic damage (included in the attack).

Shapechanger. Mephistopheles can use his action to polymorph into a Small or Medium humanoid, or back into his true form. His statistics, other than size and speed are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

Actions

Multiattack. Mephistopheles makes five attacks with his trident.

Profane Gift. Mephistopheles grants a non-devil he touches advantage on ability checks, attack rolls, and saving throws using one ability of his choice for 7 days. During this time, he can communicate telepathically with the target at any distance, even across different planes of existence. After 7 days, the target has disadvantage on ability checks, attack rolls, and saving throws using the chosen ability for 1d6 x 30 days.

The entire effect can be dismissed by Mephistopheles at any time (no action required), or removed with dispel evil and good.

Trident. Melee Weapon Attack. +19 to hit, reach 10 ft., one target. *Hit:* 18 (2d8+9) piercing damage plus 13 (3d8) fire damage, and 13 (3d8) necrotic damage.

Summon Devils (1/Day). Mephistopheles summons 1d4 ice devils with no chance of failure

Legendary Actions

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

You Dare Oppose Me? Mephistopheles makes one trident attack.

Infernal Speed Mephistopheles moves up to his speed.

Wing Attack (Cost 3 Actions) Mephistopheles makes 6 separate attacks with each of his wings. *Melee Weapon Attack.* +19 to hit, reach 10 ft., one target. *Hit:* 18(2d8+9) bludgeoning damage, plus one effect based on the wing that hit (read *Infernal Wings*).

VISINEIR (MAJOR ARTIFACT)

This adamantine quill pen is the greatest weapon Mephistopheles has in the corruption of souls.

Mephistopheles can use it to inscribe a magic circle or pen an infernal contract. These contracts can grant any number of boons, but typically do so in the form of a wish spell.

Visineir can be wielded as a +1 adamantine dagger, but Mephistopheles rarely does so, preferring his trident in battle. The quill can store a sample of blood from every creature it strikes, storing up to 33 blood samples at a time. The quill gains the bane special ability against any creature whose blood it stores. Mephistopheles can expend one stored blood sample to call the creature to him as if he had cast planar binding (regardless of the creature's actual type).

MEPHISTOPHELES

Mephistopheles, also known as the Lord of No Mercy and the Cold Lord, is the lord of Cania, the eighth of the Nine Hells. He was the main opponent of Baalzebul during the Reckoning of Hell, and still holds a claim to his own layer. He seeks to take Baalzebul's layer away from him, that he may gain enough power to one day challenge Asmodeus for rulership of all the Nine Hells.

Mephistopheles is something of a walking contradiction. Unstable and thoroughly wicked, he presents multiple faces to those he meets. On the one hand, he can be charming, erudite, and civil. But beneath the veneer of respectability is a vicious temper and unchecked ambition. He is patient and cunning, yet when alone, he flies into a fury, screaming and shrieking, tearing at his skin and destroying everything around him in a thunderous explosion of hellfire and devastating magic.

He has one goal, one reason for existence: He covets Asmodeus's throne. It is, in his mind, his destiny to rule the Nine Hells. So confident is he that he has told this to Asmodeus himself. One would think that such arrogance would be reason enough for the Lord of the Ninth to bring this archdevil to heel, but curiously, Asmodeus hasn't. It seems he's content to let Mephistopheles have his delusions. Mephistopheles' naked ambition and haughtiness does not sit well with his peers. Some are drawn to his power, such as Dispaten, but most despise him, seeing him as an unstable and unpredictable element in the Hells' convoluted politics. Among his enemies, Baalzebul is his greatest. The Lord of Lies has long opposed his every effort. So long as Baalzebul lives, Mephistopheles spends his time hatching plots to eliminate his ancient rival, leaving Asmodeus secure in his position as the Lord of the Nine Hells.

Despite his distractions, Mephistopheles still poses a grave threat. He commands legions of ice devils as well as the pit fiends, barbazus, and cornugons that have flocked to his banner. In addition, it falls to him to protect the only gate into Nessus, so he nominally commands the army whose sole duty it is to safeguard Asmodeus's realm. To make matters worse, he has mastered the essence of Hell, channeling it into a foul destructive energy called hellfire. With such tools at his disposal, it seems Mephistopheles will one day make good on his promise to rule in Asmodeus's stead. Thankfully, Mephistopheles does not exert the same influence on the Prime Material Plane. Many mortals confuse him and Asmodeus, believing they are one in the same. This frustrates Mephistopheles to no end; above all, he wants to be worshiped as a god. Still, he has a number of small cults that revere him as the god of hellfire. He also attracts disaffected devilworshippers, stealing individuals from other archdevils.

