

NOCTRA

Medium fiend (devil), neutral evil

Armor Class 15 (natural armor)

Hit Points 66

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	15 (+2)	14 (+2)	20 (+5)

Saving Throws DEX +7, CON +5, WIS +6, CHA +9

Damage Resistances Cold, Lightning, Poison;

Bludgeoning, Piercing, and Slashing from nonmagical attacks

Damage Immunities Fire

Condition Immunities Poisoned, Charmed

Senses Darkvision 60 ft., Passive Perception 16

Languages Abyssal, Common, Infernal, Telepathy 120 ft.

Infernal Calling. Each time Noctra's Talisman is used to summon her, she provides the demands for her services, which are to be paid to her at the moment of her next summoning. If Noctra's tribute is not provided at her next summoning, she shows distaste and vanishes.

Telepathic Bond. Noctra ignores the range restriction on her telepathy when communicating with either a creature she has charmed, or the creature that holds her talisman. The two don't even need to be on the same plane of existence.

Hellish Weapons. Noctra's weapon attacks are magical and deal an extra 1d8 fire damage on a hit (included in the attacks).

Shapechanger. Noctra can use her action to polymorph into a small or medium humanoid, or back into her original form. Without wings, Noctra loses her flying speed. Other than her size and speed, Noctra's statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Innate Spellcasting. Noctra's spellcasting ability is Charisma (Spell save DC 15). Noctra can innately cast the following spells, requiring no material components:

- At will: *control flames, thaumaturgy*
- 3/day each: *detect magic*
- 1/day: *gift of alacrity, wrathful smite, knock*



Actions

Multiattack. Noctra makes two attacks with her fiery claws.

Fiery Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 1d8 + 2 slashing damage plus 1d8 fire damage.

Arc Lightning [Recharge 5-6]. *Ranged Spell Attack:* 15 ft. cone. Noctra blasts an arc of crackling lightning in a 15 ft. cone. Each creature in the area must make a DC15 Constitution saving throw, taking 4d8 lightning damage on a failed save or half as much on a successful one.

Charm. One humanoid Noctra can see within 30 ft. of her must succeed on a DC15 Wisdom saving throw or be magically charmed for 1 day (or until she is released of service). The charmed target obeys Noctra's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to Noctra's Charm for the next 24 hours. Noctra can have only one target charmed at a time. If she charms another, the effect on the previous target ends.

Draining Kiss (1/day). Noctra kisses a creature charmed by her or a willing creature. The target must make a DC15 Constitution saving throw against this magic, taking 5d10 + 5 psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness. Noctra magically enters the Ethereal Plane from the Material Plane, or vice versa.

Bonus Actions

Stolen Life (1/day). Noctra has a limited well of stamina that she can draw on to protect herself from harm. On her turn, she can use a bonus action to regain hit points equal to 1d10 + 12. If Noctra has already used her *draining kiss* on a creature, she regains an additional 1d10 hit points.

Reactions

Hellish Rebuke (1/day). Noctra uses the spell *hellish rebuke* in response to being damaged by a creature within 60 ft. of her that she can see.

