

# **One-Stop Stat Blocks: Mordenkainen's Tome of Foes for 5th Edition Dungeons & Dragons\***

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## BERBALANG

<i>Medium aberration, neutral evil</i> <i>CR 2 (450 XP)</i>					
<b>AC</b> 14 (natural armor) <b>HPs</b> 38 (11d8-11) <b>Speed</b> 30', fly 40'					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
9 (-1)	16 (+3)	9 (-1)	17 (+3)	11 (+0)	10 (+0)
<b>Saves</b> Dex +5, Int +5 <b>Skills</b> Arcana +5, History +5, Insight +2, Perception +2, Religion +5 <b>Senses</b> truesight 120', passive Perception 12 <b>Languages</b> all					
<p><b>Innate Spellcasting: <i>Speak with Dead (at will)</i>.</b> Action to cast, 60', instantaneous. A corpse with a mouth that isn't undead and hasn't been subjected to this spell in the last 10 days must answer up to five questions from the berbalang. The corpse's knowledge matches what it had while alive, including both facts known and languages spoken. Its answers are brief, cryptic, or repetitive, and untruthful if it views the warlock as an adversary.</p> <p><b>Innate Spellcasting: <i>Plane Shift (1/day □)</i>.</b> Action to cast, touch, instantaneous. The lich and up to 8 willing creatures who link hands in a circle transport to another plane, taking the creatures to a general location of the lich's choosing. Alternatively, the berbalang can banish with a melee spell attack (+4) a creature that fails to make a DC 13 Cha save.</p> <p><b>Spectral Duplicate (<i>recharges after a rest</i>).</b> As a bonus action, the berbalang creates one spectral duplicate of itself in an unoccupied space it can see within 60' and falls unconscious. The duplicate disappears when the berbalang drops to 0 HP or the berbalang dismisses it (no action). All damage the duplicate does is psychic.</p>					
<h3>ACTIONS</h3>					
<p><b>Multiattack.</b> The berbalang attacks once with <i>Bite</i> and once with <i>Claws</i>.</p> <p><b>Bite.</b> <i>Melee Weapon Attack:</i> +5 to hit, reach 5', one creature. Hit: 8 (1d10+3) piercing damage and 27 (6d8) radiant damage.</p> <p><b>Claws.</b> <i>Melee Weapon Attack:</i> +5 to hit, reach 5', one creature. Hit: 8 (2d4+3) slashing damage.</p>					

## DEATHLOCK

Medium undead, neutral evil  
CR 4 (1,100 XP)

AC 12 (15 with *Mage Armor*)

HPs 36 (8d8)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	10 (+0)	14 (+2)	12 (+1)	16 (+3)

**Saves** Int +4, Wis +5

**Skills** Arcana +4, History +4

**Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60', passive Perception 11

**Languages** the languages it knew in life

**Innate Spellcasting: Detect Magic (at will).** Action to cast, self, concentration up to 10 minutes. The deathlock can detect the presence of magic within 30' of it. It can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.

**Innate Spellcasting: Disguise Self (at will).** Action to cast, self, 1 hour. The deathlock makes itself and its belongings look different: 1' shorter or taller; thin, fat, or in between; but bipedal. The disguise will not hold up to inspection. To discern that the deathlock is disguised, a creature may spend its action to inspect its appearance or make a DC 13 Investigation check.

**Innate Spellcasting: Mage Armor (at will).** Action to cast, touch, 8 hours. The unarmored target's base AC becomes 13 + its Dex modifier.

**Spellcasting:** 5th-level, Cha-based, DC 13, +5 to hit

3rd ☐ ☐

**Chill Touch (cantrip).** Action to cast, 60', instantaneous. The conjurer hurls a large bead of acid at one creature or two creatures within 5' of one another. Each target must make a DC 14 Dex save or take 2d6 acid damage.

**Eldritch Blast (cantrip).** Action to cast, 300', instantaneous. The deathlock makes two ranged spell attacks (+5) against one or two targets, each doing 1d10 force damage.

**Mage Hand (cantrip).** Action to cast, 30', 1 minute. The deathlock creates a ghost-like hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.

**Arms of Hadar (as 3rd).** Action to cast, 10', instantaneous. Action to cast, self (10' radius), instantaneous. Each creature within 10' of the deathlock takes 3d6 necrotic damage and loses reactions until its next turn (DC 13 Str save for half damage and no other effect).

**Dispel Magic (3rd).** Action to cast, 120', instantaneous. The deathlock dispels any spell of the slot level used to cast the spell (or lower) affecting a creature, object, or area within range. For higher-level spells, the deathlock must succeed on a Cha (+3) check (DC 10+level of the effect).

**Hold Person (as 3rd).** Action to cast, 60', concentration up to 1 minute. The deathlock targets two humanoids within range, who must make a DC 13 Wis save or be paralyzed for the duration. A target may make a save at the end of each of its turns to end the spell's effect.

**Hunger of Hadar (3rd).** Action to cast, 150', concentration up to 1 minute. The deathlock creates a sphere of extreme cold and difficult terrain, making subtle noises that can be heard up to 30' away. No light (including magic) can illuminate it, and creatures are blinded while within it. Any creature starting its turn in the sphere takes 2d6 cold, and if ending its turn in the sphere must make a DC 13 save or take 2d6 acid damage.

**Invisibility (as 3rd).** Action to cast, touch, concentration up to 1 hour. A willing, target creature and its equipment become invisible until it attacks or casts a spell. The spell can target an additional creature for each slot above 2nd used to cast the spell.

**Spider Climb (as 3rd).** Action to cast, 150', concentration up to 1 hour. One willing creature can move up, down, across vertical surfaces, and upside down on ceilings while leaving its hands free with a climb speed equal to its walking speed.

**Turn Resistance.** The deathlock has advantage on saves against any effect that turns undead.

## ACTIONS

**Deathly Claw.** *Melee Weapon Attack:* +4 to hit, reach 5', one target. Hit: 9 (2d6+2) necrotic damage.

## DEATHLOCK MASTERMIND

Medium undead, neutral evil  
CR 8 (3,900 XP)

AC 13 (16 with *Mage Armor*)  
HPs 110 (20d8+20)  
Speed 30'

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	15 (+2)	12 (+1)	17 (+3)

**Saves** Int +5, Wis +6  
**Skills** Arcana +5, History +5, Perception +4  
**Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered  
**Damage Immunities** poison  
**Condition Immunities** exhaustion, poisoned  
**Senses** darkvision 120' (including magical darkness), passive Perception 14  
**Languages** the languages it knew in life

**Innate Spellcasting: Detect Magic (at will).** Action to cast, self, concentration up to 10 minutes. The deathlock can detect the presence of magic within 30' of it. It can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.

**Innate Spellcasting: Disguise Self (at will).** Action to cast, self, 1 hour. The deathlock makes itself and its belongings look different: 1' shorter or taller; thin, fat, or in between; but bipedal. The disguise will not hold up to inspection. To discern that the deathlock is disguised, a creature may spend its action to inspect its appearance or make a DC 14 Investigation check.

**Innate Spellcasting: Mage Armor (at will).** Action to cast, touch, 8 hours. The unarmored target's base AC becomes 13 + its Dex modifier.

**Spellcasting:** 10th-level, Cha-based, DC 14, +6 to hit

5th ☐ ☐

**Chill Touch (cantrip).** Action to cast, 60', instantaneous. The conjurer hurls a large bead of acid at one creature or two creatures within 5' of one another. Each target must make a DC 14 Dex save or take 2d6 acid damage.

**Mage Hand (cantrip).** Action to cast, 30', 1 minute. The deathlock creates a ghost-like hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.

**Minor Illusion (cantrip).** Action to cast, 300', instantaneous. Action to cast, 30', 1 minute. The deathlock creates a sound or image of an object (not both). An object must be no larger than a 5' cube. A creature can determine it's an illusion with a DC 14 Investigation check.

**Poison Spray (cantrip).** Action to cast, 300', instantaneous. Action to cast, 10', instantaneous. The target creature must make a DC 14 Con save or take 2d12 poison damage.

**Arms of Hadar (1st as 5th).** Action to cast, 10', instantaneous. Action to cast, self (10' radius), instantaneous. Each creature within 10' of the deathlock takes 3d6 necrotic damage and loses reactions until its next turn (DC 14 Str save for half damage and no other effect).

**Blight (4th as 5th).** Action to cast, 30', instantaneous. A creature (not undead or a construct) the deathlock can see within 30' takes 9d8 necrotic damage (DC 14 Con save for half damage; plant creatures and magical plants have disadvantage on this save).

**Counterspell (3rd as 5th).** Reaction to cast when a creature within 60' casts a spell, 60', instantaneous. The deathlock automatically stops the target spell if it is 5th or lower level. Otherwise, the deathlock stops the target spell with a successful Cha (+3) check (DC 10+the target spell's level).

**Crown of Madness (2nd as 5th).** Action to cast, 120', concentration up to 1 minute. One humanoid must succeed on a DC 14 Wis save or be charmed by the deathlock. The deathlock chooses a creature other than the target against whom the target must use its action on each of its turns (before moving) to make a melee attack. If no valid targets are available, the target may act normally. The spell ends if the deathlock doesn't use its action to sustain the spell or if the target successfully saves at the end of its turn.

**Darkness (2nd as 5th).** Action to cast, 60', concentration up to 10 minutes. The deathlock spreads darkness in a 15'-radius sphere centered on a point within range, an unattended object in range, or an object the deathlock is holding. The darkness spreads around corners. The darkness dispels an area of light created by a spell of 2nd level or lower.

**Dimension Door (4th as 5th).** Action to cast, 500', instantaneous. The deathlock can teleport itself, anything it can carry, an adjacent willing creature the deathlock's size or smaller, and anything that creature can carry to a place within range. If the place is already occupied, both the deathlock and the other creature (if any) take 4d6 force damage and aren't teleported.

**Dispel Magic (3rd as 5th).** Action to cast, 120', instantaneous. The deathlock dispels any spell of the slot level used to cast the spell (or lower) affecting a creature, object, or area within range. For higher-level spells, the deathlock must succeed on a Cha (+3) check (DC 10+level of the effect).

**Fly (3rd as 5th).** Action to cast, touch, concentration up to 10 minutes. Up to three willing creatures gain a fly speed of 60'. When the spell ends, a target falls if it's still airborne.

**Hold Monster (5th).** Action to cast, 90', concentration up to 1 minute. The deathlock targets a creature within range, who must make a DC 14 Wis save or be paralyzed for the duration. The target may make a save at the end of each of its turns to end the spell's effect.

***Invisibility (2nd as 5th).*** Action to cast, touch, concentration up to 1 hour. A willing, target creature and its equipment become invisible until it attacks or casts a spell. The spell can target an additional creature for each slot above 2nd used to cast the spell.

***Turn Resistance:*** The deathlock has advantage on saves against any effect that turns undead.

### ACTIONS

***Deathly Claw. Melee Weapon Attack:*** +4 to hit, reach 5', one target. Hit: 9 (2d6+2) necrotic damage.

## DEATHLOCK WIGHT

Medium undead, neutral evil  
CR 3 (700 XP)

**AC** 12 (15 with *Mage Armor*)  
**HPs** 37 (5d8+15)  
**Speed** 30'

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	16 (+3)	12 (+1)	14 (+2)	16 (+3)

**Saves** Wis +4

**Skills** Arcana +3, Perception +4

**Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60', passive Perception 11

**Languages** the languages it knew in life

**Innate Spellcasting: Detect Magic (at will).** Action to cast, self, concentration up to 10 minutes. The deathlock can detect the presence of magic within 30' of it. It can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.

**Innate Spellcasting: Disguise Self (at will).** Action to cast, self, 1 hour. The deathlock makes itself and its belongings look different: 1' shorter or taller; thin, fat, or in between; but bipedal. The disguise will not hold up to inspection. To discern that the deathlock is disguised, a creature may spend its action to inspect its appearance or make a DC 13 Investigation check.

**Innate Spellcasting: Mage Armor (at will).** Action to cast, touch, 8 hours. The unarmored target's base AC becomes 13 + its Dex modifier.

**Innate Spellcasting: Fear (1/day ☐).** Action to cast, self only, concentration up to 1 minute. Each creature within a 30' cone must make a DC 13 Wis save or drop what it's holding and be frightened. On its turn, a frightened creature must take the Dash action and move away from the deathlock as safely as possible. If the creature ends its turn without the deathlock in sight, the creature may repeat the save.

**Innate Spellcasting: Hold Person (1/day ☐).** Action to cast, 60', concentration up to 1 minute. A humanoid target (not undead) within range must make a DC 13 Wis save or be paralyzed. The target may repeat the save at the end of each of its turns.

**Innate Spellcasting: Misty Step (1/day ☐).** Bonus action to cast, self, instantaneous. The deathlock teleports up to 30' to an unoccupied space it can see.

**Sunlight Sensitivity:** The deathlock has disadvantage on attack rolls and Perception checks relying on sight while in sunlight.

### ACTIONS

**Multiattack.** The deathlock attacks twice with *Grave Bolt*.

**Grave Bolt. Ranged Spell Attack:** +5 to hit, range 120', one target. Hit: 7 (1d8+3) necrotic damage.

**Life Drain. Melee Weapon Attack:** +4 to hit, range 120', one creature. Hit: 9 (2d6+2) necrotic damage, and the target must succeed on a DC 13 Con save or its HP maximum is reduced by the amount of damage taken (until a Long Rest). The target dies if this attack reduces its HP maximum to 0, in which case it rises 24 hrs later (unless brought back to life or its corpse destroyed) as a zombie under the deathlock's control (maximum of 12 zombies at a time).

## DEMON: DYBBUK

Medium fiend (demon), chaotic evil  
CR 4 (1,100 XP)

AC 14

HPs 37 (5d8+15)

Speed 0', fly 30' (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	16 (+3)	16 (+3)	15 (+2)	14 (+2)

**Skills** Deception +6, Intimidation +4, Perception +4

**Resistances** acid, cold, fire, lightning; nonmagical bludgeoning, piercing, and slashing

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 120', passive Perception 14

**Languages** Abyssal, Common, telepathy 120'

**Incorporeal Movement:** The demon can move through other creatures and objects as if they were difficult terrain, taking 5 (1d10) force damage if ending its turn inside an object.

**Innate Spellcasting: Dimension Door (at will).** Action to cast, 500', instantaneous. The demon can teleport itself, anything it can carry, an adjacent willing creature the demon's size or smaller, and anything that creature can carry to a place within range. If the place is already occupied, both the demon and the other creature (if any) take 4d6 force damage and aren't teleported.

**Innate Spellcasting: Fear (3/day □□□).** Action to cast, self only, concentration up to 1 minute. Each creature within a 30' cone must make a DC 12 Wis save or drop what it's holding and be frightened. On its turn, a frightened creature must take the Dash action and move away from the demon as safely as possible. If the creature ends its turn without the demon in sight, the creature may repeat the save.

**Innate Spellcasting: Phantasmal Force (3/day □□□).** Action to cast, 120', concentration up to 1 minute. A target creature (neither undead nor a construct) must make a DC 12 Intelligence save or have an image placed in its mind. The target may make a DC 12 Investigation check to realize the image is an illusion. While affected, the target is so convinced that the illusion is real that it can take damage from it. Each round on the barlgura's turn, the target takes 1d6 psychic damage if within 5' of the illusion.

**Magic Resistance:** The demon has advantage on saves against spells and other magical effects.

**Violate Corpse:** The demon can use a bonus action while it is possessing a corpse to make it do something unnatural. Any beast or humanoid that sees this behavior must succeed on a DC 12 Wis save or be frightened of the demon for 1 minute. The frightened creature can repeat the save at the end of each of its turns to end the effect on itself and become immune to *Violate Corpse* for 24 hrs.

## ACTIONS

**Tendril. Melee Weapon Attack:** +6 to hit, reach 5', one target. Hit: 13 (2d8+4) necrotic damage. If the target is a creature, its HP maximum is reduced by 3 (1d6), which lasts until the target completes a Long or Short rest. The target dies if this attack reduces its HP maximum to 0.

**Posses Corpse (recharge ⅓).** The demon disappears into a Large or smaller, intact corpse of a beast or a humanoid that it can see within 5'. The corpse is undead, though it now looks alive, and it gains temp HPs equal to the corpse's HP maximum in life. While possessing the corpse, the demon retains its HPs, alignment, Int, Wis, Cha, telepathy, and immunities to poison, exhaustion, and being charmed and frightened, otherwise using the possessed target's game statistics and gaining access to its knowledge and proficiencies but not its class features, if any. The possession lasts until the temp HPs are lost (at which point the body becomes a corpse) or the demon ends the possession as a bonus action, reappearing in an unoccupied space within 5'.



## DEMON: MOLYDEUS

*Huge fiend (demon), chaotic evil*  
CR 21 (33,000 XP)

**AC** 19 (natural armor)  
**HPs** 216 (16d12+112)  
**Speed** 40'

STR	DEX	CON	INT	WIS	CHA
28 (+9)	22 (+6)	25 (+7)	21 (+5)	24 (+7)	24 (+7)

**Saves** Str +16, Con +14, Wis +14, Cha +14

**Skills** Perception +21

**Resistances** cold, fire, lightning; nonmagical bludgeoning, piercing, and slashing

**Damage Immunities** poison

**Condition Immunities** blinded, charmed, deafened, frightened, poisoned, stunned

**Senses** truesight 120', passive Perception 31

**Languages** Abyssal, telepathy 120'

**Innate Spellcasting: *Dispel Magic* (at will).** Action to cast, 120', instantaneous. The demon dispels any spell of level 3 or lower affecting a creature, object, or area within range. For spells of 4th level or higher, the demon must succeed on a Cha (+7) check (DC 10+level of the effect).

**Innate Spellcasting: *Polymorph* (at will).** Action to cast, 60', concentration up to 1 hour. The demon transforms the target into a new form unless the target succeeds at a DC 22 Wis save. The new form can be a beast of a challenge level no greater than the level of the target, and the target assumes the HPs of that form. The target is limited by its new form, being unable to wield weapons, cast spells, speak, etc. if the new form prohibits it. If the spell ends or the target's new form drops to 0 HPs, it reverts to its true form, with damage it took carrying over to its HP total prior to the polymorph.

**Innate Spellcasting: *Telekinesis* (at will).** Action to cast, 60', concentration up to 10 minutes. Each round, as an action, the demon can manipulate a creature or object. **Creature.** The demon makes a +14 spell attack contested by the creature's Str check. If successful, the demon moves the creature 30' in any direction, but not outside the range of the spell, where it remains restrained. On its turn, the demon can maintain the grip or repeat the contest. **Object.** The demon moves up to 1,000 lbs. 30' in any direction. If the object is attended, the demon must succeed at the contest above against the attending creature. The demon may make minor manipulations on the object, such as turning a doorknob, opening a container, etc.

**Innate Spellcasting: *Teleport* (at will).** The demon magically teleports itself and up to 8 willing creatures it can see within 5' of it, along with any equipment they are carrying or wearing, to a location up to 1 mile away with which the demon is familiar.

**Innate Spellcasting: *Lightning Bolt* (3/day□□□).** Action to cast, 100' long, 5' wide line from self, instantaneous. Each creature in the line takes 8d6 lightning damage (DC 22 Dex save for half).

**Innate Spellcasting: *Imprisonment* (1/day□).** 1 minute, 30', until dispelled. A target creature must make a DC 22 Wis save or be bound. If the target makes the save, it is immune to the spell if cast again by the demon. While bound, the target doesn't need to breathe, eat, or drink; it doesn't age; and divination magic can't find or perceive it. The binding can be dispelled only by a *Dispel Magic* cast at 9th level, but otherwise continues until a reasonable, tangibly-stated condition (specified at casting) comes to pass. The binding takes one of the following forms, useable only once each at a time. **Burial:** The target is entombed far beneath the earth in a magical force sphere just large enough to contain it. Nothing can pass through the sphere, nor can any creature use magical travel to get into or out of it. **Chaining:** The target is restrained by heavy chains, and it can't move or be moved by any means, until the spell ends. **Prison:** The target is transported to a demiplane that is warded against magical travel. **Bejeweled:** The target shrinks to 1" height and imprisoned inside a gem made indestructible by the spell. Only light can pass through the gem normally, allowing the target to see out and other creatures to see in. Nothing else can pass through, even if using magical travel. **Sleep:** The target falls asleep and can't be awoken.

**Magic Resistance.** The demon has advantage on saves against spells and other magical effects.

**Magic Weapon.** The demon's weapon attacks are magical.

### ACTIONS

**Multiattack.** The demon attacks once with *Demonic Weapon*, once with *Snakebite*, and once with *Wolf Bite*.

**Demonic Weapon. Melee Weapon Attack:** +16 to hit, reach 15', one target. Hit: 20 (2d10+9) slashing damage. If the target has at least one head and the demon rolled a 20 on the attack, the target is decapitated and dies if it can't survive without that head. A target is immune to this effect if it takes none of the damage, has legendary actions, or is Huge or larger, instead taking an extra 6d8 slashing damage from the hit.

**Wolf Bite. Melee Weapon Attack:** +16 to hit, reach 10', one target. Hit: 16 (2d6+9) piercing damage.

**Demonic Weapon. Melee Weapon Attack:** +16 to hit, reach 15', one target. Hit: 12 (1d6+9) piercing damage, and the target must make a DC 22 Con save or have its HP maximum reduced by the amount of damage taken (until taking a long rest). The target transforms into a manes if this reduces its HP maximum to 0, which can be undone only by a *Wish* spell.

### LEGENDARY ACTIONS

The demon can take 3 legendary actions, only one at a time and only at the end of another creature's turn. The demon regains spent actions at the start of its turn.

**Attack.** The demon makes either a *Demonic Weapon* or *Snakebite* attack.

**Move.** The demon can move without provoking.

**Cast a Spell.** The demon can cast one *Innate Spellcasting* spell.

## DEMON: SIBRIEX

*Huge fiend (demon), chaotic evil*  
CR 18 (20,000 XP)

**AC** 19 (natural armor)  
**HPs** 150 (12d12+72)  
**Speed** 0', fly 20' (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	3 (-4)	23 (+6)	25 (+7)	24 (+7)	25 (+7)

**Saves** Int+13, Cha +13  
**Skills** Arcana +13, History +13, Perception +13  
**Resistances** cold, fire, lightning; nonmagical bludgeoning, piercing, and slashing  
**Damage Immunities** poison  
**Condition Immunities** poisoned  
**Senses** truesight 120', passive Perception 23  
**Languages** all, telepathy 120'

**Contamination.** The demon emits a 30' aura. Plants that aren't creatures wither, and the ground is difficult terrain for other creatures. Any creature that starts its turn in the aura must succeed on a DC 20 Con save or take 14 (4d6) poison damage. A creature that succeeds is immune to this demon's Contamination for 24 hrs.

**Innate Spellcasting: Charm Person (at will).** Action to cast, 30', 1 hour. If the target humanoid fails a DC 21 Wis save (made with advantage if currently fighting the demon), the target is charmed until the spell ends or the demon attacks it.

**Innate Spellcasting: Command (at will).** Action to cast, 60', 1 round. The demon speaks one command word to a target. If the target fails a DC 22 Wis save, the target must obey. Example command words are approach, drop (item), flee, grovel (go prone), and halt (take no actions).

**Innate Spellcasting: Dispel Magic (at will).** Action to cast, 120', instantaneous. The demon dispels any spell of level 3 or lower affecting a creature, object, or area within range. For spells of 4th level or higher, the demon must succeed on a Cha (+7) check (DC 10+level of the effect).

**Innate Spellcasting: Hold Monster (at will).** Action to cast, 90', concentration up to 1 minute. The demon targets a creature within range, who must make a DC 22 Wis save or be paralyzed for the duration. The target may make a save at the end of each of its turns to end the spell's effect.

**Innate Spellcasting: Feeblemind (3/day□□□).** Action to cast, 100' long, 5' wide line from self, instantaneous. Each creature in the line takes 8d6 lightning damage (DC 22 Dex save for half).

**Legendary Resistance (3/day□□□).** The demon can choose to succeed on a save it fails.

**Magic Resistance.** The demon has advantage on saves against spells and other magical effects.

### ACTIONS

**Multiattack.** The demon uses *Squirt Bile* once, and then makes three attacks with *Bite*, *Chain*, or both.

**Bite. Melee Weapon Attack:** +6 to hit, reach 5', one target. Hit: 9 (2d8) piercing damage and 9 (2d8) acid damage.

**Chain. Melee Weapon Attack:** +6 to hit, reach 15', one target. Hit: 20 (2d12+7) piercing damage.

**Squirt.** A target within 120' the demon can see must make a DC 20 Dex save or take 25 (10d6) acid damage.

**Warp Creature.** Up to three creatures within 120' the demon can see must make a DC 20 Con save. On a success, the target is immune to this demon's *Warp Creature*. On a failure, the target is poisoned and gains 1 level of exhaustion. The target must repeat the save at the start of each of its turns while still poisoned. Three successful saves ends all effects. Each failed save adds a level of exhaustion. If a target reaches 6 levels of exhaustion, it dies and immediately transforms into a living abyssal under the demon's control. Only a *Wish* spell can undo this transformation.

### LEGENDARY ACTIONS

The demon can take 3 legendary actions, only one at a time and only at the end of another creature's turn. The demon regains spent actions at the start of its turn.

**Cast a Spell.** The demon can cast one *Innate Spellcasting* spell.

**Spray Bile.** The demon can use *Spray Bile*.

**Warp Creature (2 actions).** The demon can use *Warp Creature*.

## DEMON LORD: BAPHOMET

*Huge fiend (demon), chaotic evil*  
CR 23 (50,000 XP)

**AC** 22 (natural armor)  
**HPs** 275 (19d12+152)  
**Speed** 40'

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	26 (+8)	18 (+4)	24 (+7)	16 (+3)

**Saves** Dex +9, Con +15, Wis +14  
**Skills** Intimidation +17, Perception +14  
**Resistances** cold, fire, lightning  
**Damage Immunities** poison; nonmagical bludgeoning, piercing, and slashing  
**Condition Immunities** charmed, exhaustion, frightened, poisoned  
**Senses** truesight 120', passive Perception 24  
**Languages** all, telepathy 120'

**Charge.** If Baphomet moves at least 10' toward a target and hits it with a *Gore* on the same turn, the target takes an extra 16 (3d10) piercing damage. If the target is a creature, it must succeed on a DC 25 Str save or be pushed up to 10' and knocked prone.

**Innate Spellcasting: Detect Magic (at will).** Action to cast, self, concentration up to 10 minutes. Baphomet can detect the presence of magic within 30' of him. He can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.

**Innate Spellcasting: Dispel Magic (3/day□□□).** Action to cast, 120', instantaneous. Baphomet dispels any spell of level 3 or lower affecting a creature, object, or area within range. For spells of 4th level or higher, Baphomet must succeed on a Cha (+3) check (DC 10+level of the effect).

**Innate Spellcasting: Dominate Beast (3/day□□□).** Action to cast, 60', concentration up to 1 minute. A target beast must make a DC 18 Wis save or be charmed. The beast makes a new save whenever it takes damage. While charmed, Baphomet has a telepathic link to it to issue simple and general commands, which it will follow, but after which it will simply defend itself. Baphomet can use an Action to gain total control such that the beast will do nothing other than what Baphomet commands, including using Baphomet's reaction as commanded.

**Innate Spellcasting: Hunter's Mark (3/day□□□).** Bonus action to cast, 90', concentration up to 1 hour. Baphomet chooses a creature he can see. Until the spell ends, Baphomet deals an extra 1d6 damage whenever Baphomet hits it with a weapon attack, and gains advantage on Perception and Survival checks to find it. If the creature drops to 0 HP before the spell ends, Baphomet can use a bonus action to transfer the effect to another creature.

**Innate Spellcasting: Maze (3/day□□□).** Action to cast, 60' long, 5' wide line from self, concentration up to 10 minutes. Baphomet banishes a creature he can see. The target can use its action to make a DC 20 Int check to escape. When the spell ends, the target returns to the space it occupied before banishment, or to the nearest unoccupied space.

**Innate Spellcasting: Wall of Stone (3/day□□□).** Action to cast, 120', concentration up to 10 minutes. Baphomet creates a wall of stone consisting of 10 contiguous 10' by 10' panels 6" thick, or 10' by 20' panels 3" thick. Each creature whose space is targeted is pushed to one side of the wall (Baphomet's choice). If a creature would be entirely enclosed, it may make a DC 18 Dex save, on a success using its reaction to move its speed such that it's not confined. The wall need not rest on a solid surface but must connect and merge with solid stone at each end. Each panel has AC 15 and 30 HP/inch of thickness. If reduced to 0 HP, a panel is destroyed. If the spell is maintained for the entire 10 minutes, it becomes permanent and cannot be dispelled.

**Innate Spellcasting: Teleport (1/day□).** Baphomet magically teleports itself and up to 8 willing creatures he can see within 5' of it, along with any equipment they are carrying or wearing, to a location up to 1 mile away with which Baphomet is familiar.

**Legendary Resistance (3/day□□□).** Baphomet can choose to succeed on a save he fails.

**Magic Resistance.** Baphomet has advantage on saves against spells and other magical effects.

**Magic Weapon.** Baphomet's weapon attacks are magical.

**Labyrinthine Recall.** Baphomet can perfectly recall any path he has traveled and is immune to *Maze*.

**Reckless.** At the start of his turn, Baphomet can gain advantage on all attack rolls during that turn, but attack rolls against him are at advantage until the start of his next turn.

### ACTIONS

**Multiattack.** Baphomet attacks once with *Bite*, once with *Gore*, and once with *Heartcleaver*.

**Bite.** *Melee Weapon Attack:* +17 to hit, reach 10', one target. Hit: 19 (2d8+10) piercing damage.

**Gore.** *Melee Weapon Attack:* +17 to hit, reach 10', one target. Hit: 17 (2d6+10) piercing damage.

**Heartcleaver.** *Melee Weapon Attack:* +17 to hit, reach 15', one target. Hit: 21 (2d10+10) slashing damage.

**Frightful Presence.** Each creature of Baphomet's choice within 120' and aware of him must succeed on a DC 18 Wis save or become frightened for 1 minute. A frightened creature can repeat the save at the end of each of its turns to end the effect on itself. The subsequent saves have disadvantage if Baphomet is within line of sight of the creature. If a creature succeeds on any of these saves or the effect ends on it, the creature is immune to Baphomet's *Frightful Presence* for the next 24 hours.

### LEGENDARY ACTIONS

Baphomet can take 3 legendary actions, only one at a time and only at the end of another creature's turn. Baphomet regains spent actions at the start of its turn.

**Attack.** Baphomet makes a *Heartcleaver* attack.

**Charge (2 actions).** Baphomet moves up to 40' and makes a *Gore* attack.

### LAIR ACTIONS

On initiative 20 (losing ties), Baphomet can take a lair action to cause one of the following magical effects. He can't use the same effect two rounds in a row.

- Baphomet seals one unoccupied entryway within the lair, filling it with solid stone for 1 minute or until it creates this effect again.
- Baphomet reverses the gravity in a room within the lair that is no larger in any dimension than 100' until the next initiative count 20. Baphomet can ignore the gravity reversal if in the room but sometimes uses this action to land on a ceiling to attack flying targets.
- **Mirage Acrane.** 10 minutes, sight, 10 days. Baphomet modifies the look, feel, smell, and sound of a room no more than 100' in any dimension, with only the general shape necessarily appearing the same. Baphomet can change the appearance of structures or add them but can't modify creatures in these ways. The illusion's elements can be manipulated and can affect movement by changing terrain, but any element removed from the area disappears. A creature with truesight is aware of the illusion but can still interact with it.

### AREA EFFECTS

If Baphomet dies, these effects fade over the course of 1d10 days.

- Plant life within 1 mile of the lair thickens and forms walls in the form of small mazes.
- Beasts within 1 mile of the lair unnaturally feel they're being hunted and may attack or panic when no threat is apparent.
- If a humanoid spends at least 1 hr within 1 mile of the lair, that creature must succeed on a DC 18 Wis save or develop insanity determined by the table below. A creature that succeeds on this save can't be affected by this effect again for 24 hours.

d100	Flaw (until cured)
01-20	When made angry, the humanoid loses control of that anger.
21-40	The humanoid acts like a wild animal.
41-60	The humanoid sees all others as prey to be hunted.
61-80	The humanoid angers unnaturally easily.
81-00	The humanoid sees its enemies as prey.

## DEMON LORD: DEMOGORGON

*Huge fiend (demon), chaotic evil*  
CR 26 (90,000 XP)

**AC** 22 (natural armor)  
**HPs** 406 (28d12+224)  
**Speed** 50', swim 50'

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	26 (+8)	20 (+5)	17 (+3)	25 (+7)

**Saves** Dex +10, Con +16, Wis +11, Cha +15  
**Skills** Insight +11, Perception +19  
**Resistances** cold, fire, lightning  
**Damage Immunities** poison; nonmagical bludgeoning, piercing, and slashing  
**Condition Immunities** charmed, exhaustion, frightened, poisoned  
**Senses** truesight 120', passive Perception 29  
**Languages** all, telepathy 120'

**Legendary Resistance (3/day** ☐☐☐**).** Demogorgon can choose to succeed on a save he fails.

**Magic Resistance.** Demogorgon has advantage on saves against spells and other magical effects.

**Magic Weapon.** Demogorgon's weapon attacks are magical.

**Perceptive.** Demogorgon has advantage on saves against being blinded, deafened, stunned, or knocked unconscious.

**Innate Spellcasting: Detect Magic (at will).** Action to cast, self, concentration up to 10 minutes. Demogorgon can detect the presence of magic within 30' of it. He can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.

**Innate Spellcasting: Major Image (at will).** Action to cast, self, concentration up to 10 minutes. Demogorgon.

**Innate Spellcasting: Dispel Magic (3/day** ☐☐☐**).** Action to cast, 120', instantaneous. Demogorgon dispels any spell of level 3 or lower affecting a creature, object, or area within range. For spells of 4th level or higher, Demogorgon must succeed on a Cha (+7) check (DC 10+level of the effect).

**Innate Spellcasting: Fear (3/day** ☐☐☐**).** Action to cast, self only, concentration up to 1 minute. Each creature within a 30' cone must make a DC 23 Wis save or drop what it's holding and be frightened. On its turn, a frightened creature must take the Dash action and move away from Demogorgon as safely as possible. If a creature ends its turn without Demogorgon in sight, the creature may repeat the save.

**Innate Spellcasting: Telekinesis (3/day** ☐☐☐**).** Action to cast, 60', concentration up to 10 minutes. Each round, as an action, Demogorgon can manipulate a creature or object. **Creature.** Demogorgon makes a +13 spell attack contested by the creature's Str check. If successful, the Demogorgon moves the creature 30' in any direction, but not outside the range of the spell, where it remains restrained. On its turn, Demogorgon can maintain the grip or repeat the contest. **Object.** Demogorgon moves up to 1,000 lbs. 30' in any direction. If the object is attended, Demogorgon must succeed at the contest above against the attending creature. Demogorgon may make minor manipulations on the object, such as turning a doorknob, opening a container, etc.

**Innate Spellcasting: Feeblemind (1/day** ☐**).** Action to cast, 150', instantaneous. One creature takes 4d6 psychic damage. On a failed DC 23 Int save, the target's Int and Cha become 1, rendering it mentally incapacitated other than identifying its friends, following them, and protecting them. The target can repeat the save in 30-day intervals to end the effect. The spell can also be ended by *Greater Restoration*, *Heal*, or *Wish*.

**Innate Spellcasting: Project Image (1/day** ☐**).** Action to cast, 500 miles, concentration up to 1 day. Demogorgon creates an illusory, intangible copy of itself in a location it has seen. The copy looks and sounds like Demogorgon, and if it takes damage, it dissipates, and the spell ends. Demogorgon can use an action to make the copy move up to twice its speed and communicate verbally and/or somatically. Demogorgon can use a bonus action to alternate between using its own senses or the copy's senses, remaining blinded and deafened to the surroundings not chosen. Physical interaction or a DC 23 Investigation check reveal the copy to be an illusion.

### ACTIONS

**Multiattack.** Demogorgon attacks *twice with Tentacle*.

**Tentacle. Melee Weapon Attack:** +17 to hit, reach 10', one target. Hit: 28 (3d12+9) bludgeoning damage. If a creature, the target must succeed on a DC 23 Con save or its HP maximum is reduced by the amount of damage taken until the target takes a Long rest. The target dies if its HP maximum is 0.



**Gaze.** One creature within 120' that Demogorgon can see must make a DC 23 Wis save unless it can avert its eyes to avoid Demogorgon's gaze. If it averts its eyes (which it can't do if incapacitated), the target can't see Demogorgon until the start of his next turn without having to immediately make the save. If the target fails the save, the target suffers one of the following effects of Demogorgon's choice or at random:

**Beguile:** The target is stunned until the start of Demogorgon's next turn or until it can't see Demogorgon.

**Hypnosis:** The target is charmed by Demogorgon until the start of Demogorgon's next turn. Demogorgon chooses how the target uses its actions, reactions, and move, but can't use Maddening Gaze while this is in effect. **Insanity:** Until the start of Demogorgon's next turn, the target can't take reactions and must roll 1d10 at the start of its turn to determine its action. The creature may make a new save at the end of each of its turns to end the effect.

d10	Behavior
1	Creature takes no action and uses all movement to move in a random direction.
2-6	Creature doesn't move or take actions.
7-8	Creature uses action to make a melee attack against a randomly determined target. If no target is within reach, the creature does nothing.
9-10	The creature can act and move normally.

### LEGENDARY ACTIONS

Demogorgon can take 3 legendary actions, only one at a time and only at the end of another creature's turn. Baphomet regains spent actions at the start of its turn.

**Tail. Melee Weapon Attack:** +17 to hit, reach 15', one target. Hit: 20 (2d10+9) bludgeoning damage and 11 (2d10) necrotic damage.

**Maddening Gaze.** Demogorgon uses his *Gaze* action and must choose either *Beguile* or *Insanity*.

### LAIR ACTIONS

On initiative 20 (losing ties), Demogorgon can take a lair action to cause one of the following magical effects. They can't use the same effect two rounds in a row.

- Demogorgon creates an illusory duplicate of themselves, which appears in their own space and lasts until the next initiative count 20. On their turn, Demogorgon can move the illusory duplicate a distance equal to their walking speed (requires no action). The first time a creature or object interacts physically with Demogorgon, there is a 50% chance that the illusory duplicate is being affected instead of Demogorgon, in which case the illusion disappears.
- **Darkness.** Action to cast, 60', until the next initiative count 20. Demogorgon spreads darkness in four 15'-radius spheres centered on different points or unattended objects within range. The darkness spreads around corners. The darkness dispels an area of light created by a spell of 2nd level or lower.

### AREA EFFECTS

If Demogorgon dies, these effects fade over the course of 1d10 days.

- The area within 6 miles of the lair becomes overpopulated with venomous beasts.
- All beasts within 1 mile of the lair become violent and crazed.
- If a humanoid spends at least 1 hr within 1 mile of the lair, that creature must succeed on a DC 23 Wis save or develop insanity determined by the table below. A creature that succeeds on this save can't be affected by this effect again for 24 hours.

d100	Flaw (until cured)
01-20	Paranoia results in the humanoid always initiating a fight.
21-40	The humanoid approaches all combat as requiring killing all enemies.
41-60	The humanoid is convinced they have multiple personalities.
61-80	The humanoid tolerates no disagreement, starting fights to resolve them.
81-00	The humanoid believes anyone touching the humanoid's possession seeks to steal them and reacts accordingly.

## DEMON LORD: FRAZ-URB'LUU

Large fiend (demon), chaotic evil  
CR 23 (50,000 XP)

AC 18 (natural armor)  
HPs 337 (27d10+189)  
Speed 40', fly 40'

STR	DEX	CON	INT	WIS	CHA
29 (+9)	12 (+1)	25 (+7)	26 (+8)	24 (+7)	26 (+8)

**Saves** Dex +8, Con +14, Int +15, Wis +14

**Skills** Deception +15, Perception +14, Stealth +8

**Resistances** cold, fire, lightning

**Damage Immunities** poison; nonmagical bludgeoning, piercing, and slashing

**Condition Immunities** charmed, exhaustion, frightened, poisoned

**Senses** truesight 120', passive Perception 24

**Languages** all, telepathy 120'

**Innate Spellcasting: Alter Self (at will).** Action to cast, self, concentration up to 1 hour. Fraz-Urb'luu uses an action to take or change into of three forms: Aquatic adaptation (can breathe water and has swim speed 30'); change appearance (change form to another medium, humanoid creature); or natural weapons (gain natural weapons, reach 5', +4 to hit, 1d6+1 damage).

**Innate Spellcasting: Detect Magic (at will).** Action to cast, self, concentration up to 10 minutes. Fraz-Urb'luu can detect the presence of magic within 30' of him. He can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.

**Innate Spellcasting: Dispel Magic (at will).** Action to cast, 120', instantaneous. Fraz-Urb'luu dispels any spell of level 3 or lower affecting a creature, object, or area within range. For spells of 4th level or higher, Fraz-Urb'luu must succeed on a Cha (+8) check (DC 10+level of the effect).

**Innate Spellcasting: Phantasmal Force (at will).** Action to cast, 120', concentration up to 1 minute. A target creature (neither undead nor a construct) must make a DC 23 Intelligence save or have an image placed in its mind. The target may make a DC 23 Investigation check to realize the image is an illusion. While affected, the target is so convinced that the illusion is real that it can take damage from it. Each round on Fraz-Urb'luu's turn, the target takes 1d6 psychic damage if within 5' of the illusion.

**Innate Spellcasting: Dream (3/day□□□).** 1 minute, special, 8 hours. Fraz-Urb'luu enters the dreams of a sleeping target on the same plane of existence and can communicate with it. If creating a nightmare, the target must make a DC 23 Wis save or it will not gain the benefit of the rest and will take 3d6 psychic damage upon waking. If Fraz-Urb'luu has a body part of the target, the target makes the save with disadvantage.

**Innate Spellcasting: Confusion (3/day□□□).** Action to cast, 90', concentration up to 1 minute. Each creature in a 10'-radius sphere centered on a point within range must succeed on a DC 23 Wis save or be affected. An affected creature can't take reactions and must roll 1d10 at the start of each turn to determine its action. The creature may make a new save at the end of each of its turns to end the effect.

d10	Behavior
1	Creature takes no action and uses all movement to move in a random direction.
2-6	Creature doesn't move or take actions.
7-8	Creature uses action to make a melee attack against a randomly determined target. If no target is within reach, the creature does nothing.
9-10	The creature can act and move normally.

**Innate Spellcasting: Mislead (3/day□□□).** Action to cast, self, concentration up to 1 hour. Fraz-Urb'luu becomes invisible and creates an illusory double where he's standing. The double lasts for the duration, but the invisibility ends if Fraz-Urb'luu attacks or casts a spell. Fraz-Urb'luu can use his action to move his double up to 80' and make it behave in any way he chooses. Fraz-Urb'luu can see through its eyes and hear through its ears. On each his turns as a bonus action, Fraz-Urb'luu can switch from using its senses to using his own, or back again. While using its senses, Fraz-Urb'luu is blinded and deafened in regard to his own surroundings.

**Innate Spellcasting: Programmed Illusion (3/day□□□).** Action to cast, 120', until dispelled. Fraz-Urb'luu creates an illusory, visual and audible phenomenon that activates and is perceptible when a specific condition is met. It can be no larger than a 30' cube and acts for up to 5 minutes in a scripted manner specified at casting. After that, it disappears and remains dormant for 10 minutes, after which it can be activated again. Physical interaction of a successful DC 23 Investigation check reveals its illusory nature.

**Innate Spellcasting: Seeming (3/day□□□).** Action to cast, 30', 8 hours. Each creature Fraz-Urb'luu can see in range is given an illusory appearance (DC 23 Cha save to resist), disguising items worn or carried, doesn't add or subtract limbs, and adjusting height by no more or less than 1'. The spell may be dismissed as an action. Physical inspection passes through the illusion, and anyone making a successful DC 23 Investigation check becomes aware it's an illusion.

**Innate Spellcasting: Mirage Arcane (1/day□).** 10 minutes, sight, 10 days. Fraz-Urb'luu modifies the look, feel, smell, and sound of up to 1 square mile of terrain, with only the general shape necessarily appearing the same. Fraz-Urb'luu can change the appearance of structures or add them but can't modify creatures in these ways. The illusion's elements can be manipulated and can affect movement by changing terrain, but any element removed from the area disappears. A creature with truesight is aware of the illusion but can still interact with it.

**Innate Spellcasting: Modify Memory (1/day□).** Action to cast, 30', concentration up to 1 minute. A creature Fraz-Urb'luu sees makes a DC 23 Wis save (with advantage if fighting Fraz-Urb'luu). On failure, the creature is charmed, incapacitated, and unaware of its surroundings other than what Fraz-Urb'luu says. If it takes damage or is targeted by a spell, the spell ends, and its memories aren't modified. While charmed, the target's memory of an event (10 minute duration or less from within the last 24 hours; 7 days if cast at 6th level) can be erased, recalled perfectly, altered, or replaced by Fraz-Urb'luu's audible description, which must be understood and must be logical. The memories take hold when the spell ends. A *Remove Curse* or *Greater Restoration* restores the memory.

**Innate Spellcasting: Project Image (1/day□).** Action to cast, 500 miles, concentration up to 1 day. Fraz-Urb'luu creates an illusory, intangible copy of himself in a location he has seen. The copy looks and sounds like Fraz-Urb'luu, and if it takes damage, it dissipates, and the spell ends. Fraz-Urb'luu can use an action to make the copy move up to 80' and communicate verbally and/or somatically. Fraz-Urb'luu can use a bonus action to alternate between using his own senses or the copy's senses, remaining blinded and deafened to the surroundings not chosen. Physical interaction or a DC 23 Investigation check reveal the copy to be an illusion.

**Legendary Resistance (3/day□□□).** Fraz-Urb'luu can choose to succeed on a save he fails.

**Magic Resistance.** Fraz-Urb'luu has advantage on saves against spells and other magical effects.

**Magic Weapon.** Fraz-Urb'luu's weapon attacks are magical.

**Undetectable.** Fraz-Urb'luu can't be targeted by divination magic, perceived through magical scrying, or detected by abilities that sense demons or fiends.

## ACTIONS

**Multiattack.** Fraz-Urb'luu attacks once with *Bite* and twice with *Fist*.

**Bite.** *Melee Weapon Attack:* +16 to hit, reach 10', one target. Hit: 19 (3d6+9) piercing damage.

**Fist.** *Melee Weapon Attack:* +16 to hit, reach 10', one target. Hit: 22 (3d8+9) bludgeoning damage.

## LEGENDARY ACTIONS

Fraz-Urb'luu can take 3 legendary actions, only one at a time and only at the end of another creature's turn. Fraz-Urb'luu regains spent actions at the start of his turn.

**Tail.** *Melee Weapon Attack:* +16 to hit, reach 15', one target. Hit: 20 (2d10+9) bludgeoning damage. If the target is Large or smaller, it's grappled (escape DC 24) and restrained. Fraz-Urb'luu can grapple only one target at a time with *Tail*.

**Phantasmal Killer.** A creature must make a DC 23 Wis save or become frightened for 1 minute due to the illusory manifestation of its nightmares. At the start of each of its turns, the target must repeat and succeed on the Wis save or take 4d10 psychic damage. On a success, the spell ends.

## LAIR ACTIONS

On initiative 20 (losing ties), Fraz-Urb'luu can take a lair action to cause one of the following magical effects. He can't use the same effect two rounds in a row.

- Fraz-Urb'luu causes up to five doors within the lair to become walls, and an equal number of doors to appear on walls where there were previously none.
- Each creature Fraz-Urb'luu can see within the lair must succeed on a DC 23 Wis save or take 33 (6d10) psychic damage.
- **Simulacrum.** 12 hours, one humanoid in the lair, until the next initiative count 20 or it drops to 0 HPs (whichever is sooner). Fraz-Urb'luu creates a magical duplicate of the target but with half its HP maximum and with no equipment. The duplicate obeys Fraz-Urb'luu's spoken commands, acting on Fraz-Urb'luu's initiative.

## AREA EFFECTS

If Fraz-Urb'luu dies, these effects fade over the course of 1d10 days.

- Intelligent creatures within 1 mile of the lair frequently see brief hallucinations of long-dead friends and comrades.
- Roads and paths within 6 miles of the lair twist and turn back on themselves, making navigation exceedingly difficult.
- If a humanoid spends at least 1 hr within 1 mile of the lair, that creature must succeed on a DC 23 Wis save or develop insanity determined by the table below. A creature that succeeds on this save can't be affected by this effect again for 24 hours.

d100	Flaw (until cured)
01-20	The humanoid won't divulge its true actions or intentions.
21-40	The humanoid suffers hallucinations and fits of catatonia.
41-60	The humanoid suffers daydreams that it can't distinguish from reality.
61-80	The humanoid believes false information despite overwhelming evidence to the contrary.
81-00	The humanoid is prone to violent delusions.



## DEMON LORD: GRAZ'ZT

*Large fiend (demon, shapechanger), chaotic evil*  
CR 24 (62,000 XP)

**AC** 20 (natural armor)  
**HPs** 346 (33d10+165)  
**Speed** 40'

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	21 (+5)	23 (+6)	21 (+5)	26 (+8)

**Saves** Dex +9, Con +12, Wis +12  
**Skills** Deception +15, Insight +12, Perception +12, Persuasion +15  
**Resistances** cold, fire, lightning  
**Damage Immunities** poison; nonmagical bludgeoning, piercing, and slashing  
**Condition Immunities** charmed, exhaustion, frightened, poisoned  
**Senses** truesight 120', passive Perception 22  
**Languages** all, telepathy 120'

**Innate Spellcasting: Charm Person (at will).** Action to cast, 30', 1 hour. If the target humanoid fails a DC 23 Wis save (made with advantage if currently fighting Graz'zt), the target is charmed until the spell ends or Graz'zt attacks it.

**Innate Spellcasting: Crown of Madness (at will).** Action to cast, 120', concentration up to 1 minute. One humanoid must succeed on a DC 23 Wis save or be charmed by Graz'zt. Graz'zt chooses a creature other than the target against whom the target must use its action on each of its turns (before moving) to make a melee attack. If no valid targets are available, the target may act normally. The spell ends if Graz'zt doesn't use its action to sustain the spell or if the target successfully saves at the end of its turn.

**Innate Spellcasting: Detect Magic (at will).** Action to cast, self, concentration up to 10 minutes. Graz'zt can detect the presence of magic within 30' of him. He can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.

**Innate Spellcasting: Dispel Magic (at will).** Action to cast, 120', instantaneous. Graz'zt dispels any spell of level 3 or lower affecting a creature, object, or area within range. For spells of 4th level or higher, Graz'zt must succeed on a Cha (+8) check (DC 10+level of the effect).

**Innate Spellcasting: Dissonant Whispers (at will).** Action to cast, 60', instantaneous. A single target (not currently deaf) takes 3d6 psychic damage and must use its reaction, if available, to move away from Graz'zt without entering obviously dangerous ground (DC 23 Wis save for half damage with no forced movement).

**Innate Spellcasting: Counterspell (3/day□□□).** Reaction to cast when a creature within 60' casts a spell, 60', instantaneous. Graz'zt automatically stops the target spell if it is of 3rd level or lower. Otherwise, Graz'zt stops the target spell with a successful Cha (+8) check (DC 10+the target spell's level).

**Innate Spellcasting: Darkness (3/day□□□).** Action to cast, 60', concentration up to 10 minutes. Graz'zt spreads darkness in a 15'-radius sphere centered on a point within range, an unattended object in range, or an object Graz'zt is holding. The darkness spreads around corners. The darkness dispels an area of light created by a spell of 2nd level or lower.

**Innate Spellcasting: Dominate Person (3/day□□□).** Action to cast, 60', concentration up to 1 minute. The humanoid target must make a DC 23 Wis save or be charmed by Graz'zt for the duration of the spell. If the target is fighting Graz'zt or his allies, the target has advantage on the save. While the target is charmed, Graz'zt may telepathically command it, which the target does its best to obey. The commands can be simple and generic. Graz'zt can use an action to limit the creature only to the actions Graz'zt commands. Each time the target takes damage, it may attempt a DC 23 Wis save to end the spell.

**Innate Spellcasting: Sanctuary (3/day□□□).** Bonus action to cast, 30', 1 minute. Any creature that tries to attack the target creature must succeed on a DC 23 Wis save or else choose a new target (or lose the attack). The spell does not protect the target from area effects. If target attacks or affects an enemy, the spell ends.

**Innate Spellcasting: Telekinesis (3/day□□□).** Action to cast, 60', concentration up to 10 minutes. Each round, as an action, Graz'zt can manipulate a creature or object. **Creature.** Graz'zt makes a +14 spell attack contested by the creature's Str check. If successful, Graz'zt moves the creature 30' in any direction, but not outside the range of the spell, where it remains restrained. On its turn, Graz'zt can maintain the grip or repeat the contest. **Object.** Graz'zt moves up to 1,000 lbs. 30' in any direction. If the object is attended, Graz'zt must succeed at the contest above against the attending creature. Graz'zt may make minor manipulations on the object, such as turning a doorknob, opening a container, etc.

**Innate Spellcasting: Teleport (3/day□□□).** Action to cast, 10', instantaneous. Either Graz'zt and up to 8 willing creatures, or a single object Graz'zt can see within range, are/is teleported to a location of Graz'zt's choosing that is both known to Graz'zt and on the same plane of existence. The following chart determines whether the spell succeeds:

Familiarity	Mishap	Similar Area	Off Target	On Target
Perm. Teleportation Circle	--	--	--	01-100
Object Taken from Location < 6 months ago	--	--	--	01-100
Location often visited	01-05	06-13	14-24	25-100
Location visited more than once, but unfamiliar	10-33	34-43	44-53	54-100
Location viewed once (possibly with magic)	01-43	44-53	54-73	74-100
Location merely described by another	01-43	44-53	54-73	74-100
Location that doesn't exist	01-50	51-100	--	--

**On Target:** The targets appear at the intended location.

**Off Target:** The targets appear 1d10 x 1d10% of the distance traveled from the intended location.

**Similar Area:** The targets appear at the closest place to the intended location that is similar in description or theme.

**Mishap:** Each target takes 3d10 force damage, and the DM rerolls on the table. Multiple mishaps can occur, resulting in damage.

**Innate Spellcasting: Dominate Monster (1/day□).** Action to cast, 60', concentration up to 1 hour. A target creature must succeed on a DC 23 Wis save or be charmed by Graz'zt for the spell's duration. While charmed and on the same plane, the target can be telepathically ordered by Graz'zt to follow simple commands. If Graz'zt uses an action to do so, the creature may be given detailed commands, including using Graz'zt's reaction as its own. Each time it takes damage, the target may attempt a new save to end the spell.

**Innate Spellcasting: Greater Invisibility (1/day□).** Action to cast, touch, concentration up to 1 minute. Graz'zt or a creature he touches (and their possessions) become invisible until the spell ends.

**Legendary Resistance (3/day□□□).** Graz'zt can choose to succeed on a save he fails.

**Magic Resistance.** Graz'zt has advantage on saves against spells and other magical effects.

**Magic Weapon.** Graz'zt's weapon attacks are magical.

**Undetectable.** Graz'zt can't be targeted by divination magic, perceived through magical scrying, or detected by abilities that sense demons or fiends.

## ACTIONS

**Multiattack.** Graz'zt attacks twice with *Wave of Sorrow*.

**Wave of Sorrow (greatsword).** *Melee Weapon Attack:* +13 to hit, reach 10', one target. Hit: 20 (4d6+6) slashing damage, and 10 (3d6) acid damage.

**Teleport.** Graz'zt and his equipment (worn or carried) magically teleport up to 120' to an unoccupied space he can see.

## LEGENDARY ACTIONS

Graz'zt can take 3 legendary actions, only one at a time and only at the end of another creature's turn. Graz'zt regains spent actions at the start of his turn.

**Attack.** Graz'zt attacks with *Wave of Sorrow*.

**Dance, My Puppet!** One creature charmed by Graz'zt that Graz'zt can see must use its reaction to move up to its speed as Graz'zt commands.

**Sow Discord.** Graz'zt casts *Crown of Madness* or *Dissonant Whispers*.

**Teleport.** Graz'zt uses his *Teleport* action.

## LAIR ACTIONS

On initiative 20 (losing ties), Graz'zt can take a lair action to cause one of the following magical effects. He can't use the same effect two rounds in a row.

- Until a different lair action is used, creatures within the lair have disadvantage on Stealth checks made to hide.
- **Command.** Action to cast, 60', 1 round. Graz'zt speaks one command word to any number of creatures of his choice in the lair as long as he's aware of them. If the target fails a DC 23 Wis save, the target must obey. Example command words are approach, drop (item), flee, grovel (go prone), and halt (take no actions).

## AREA EFFECTS

If Graz'zt dies, these effects fade over the course of 1d10 days.

- Flat surfaces within 1 mile of the lair that are made of stone or metal become supernaturally mirrorlike.
- Wild beasts within 6 miles of the lair mirror the behavior that occurs during their mating seasons.
- If a humanoid spends at least 1 hr within 1 mile of the lair, that creature must succeed on a DC 23 Wis save or develop insanity determined by the table below. A creature that succeeds on this save can't be affected by this effect again for 24 hours.

d100	Flaw (until cured)
01-20	The humanoid becomes unreasonably narcissistic.
21-40	The humanoid becomes nymphomaniacal.
41-60	The humanoid unreasonably gluttonous.
61-80	The humanoid becomes obsessed with spreading rumors with no regard for their veracity.
81-90	The humanoid becomes obsessed with intricate, debauched rituals.
91-00	The humanoid insists that everyone must follow its commands.

## DEMON LORD: JUIBLEX

*Huge fiend (demon), chaotic evil*  
CR 24 (62,000 XP)

**AC** 18 (natural armor)  
**HPs** 350 (28d12+168)  
**Speed** 40'

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	23 (+6)	20 (+5)	20 (+5)	16 (+3)

**Saves** Dex +7, Con +13, Wis +12

**Skills** Perception +12

**Resistances** cold, fire, lightning

**Damage Immunities** poison; nonmagical bludgeoning, piercing, and slashing

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

**Senses** truesight 120', passive Perception 22

**Languages** all, telepathy 120'

**Foul.** Any non-ooze creature that starts its turn within 10' of Juiblex must succeed on a DC 21 Con save or be poisoned until the start of the creature's next turn.

**Innate Spellcasting: Acid Splash (at will).** Action to cast, 60', instantaneous. Juiblex hurls a large bead of acid at one creature or two creatures within 5' of one another. Each target must make a DC 18 Dex save or take 1d6 acid damage.

**Innate Spellcasting: Detect Magic (at will).** Action to cast, self, concentration up to 10 minutes. Juiblex can detect the presence of magic within 30' of him. He can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.

**Innate Spellcasting: Blight (3/day □□□).** Action to cast, 30', instantaneous. A creature (not undead or a construct) Juiblex can see within 30' takes 8d8 necrotic damage (DC 18 Con save for half damage; plant creatures and magical plants have disadvantage on this save).

**Innate Spellcasting: Contagion (3/day □□□).** Action to cast, touch, 7 days. Juiblex makes a melee spell attack (+10) to a target creature within its reach. On a hit, the target contracts a natural disease chosen by Juiblex. The target makes DC 18 Con saves at the end of each of the target's turns. If it succeeds on three before failing on three, the target recovers from the disease. Otherwise, the disease lasts for the duration. **Blinding Sickness.** The target has disadvantage on Wis checks and saves and is blinded. **Filth Fever.** The target has disadvantage on Str checks, saves, and attacks using Str. **Flesh Rot.** The target has disadvantage on Cha checks and has vulnerability to all damage. **Midfire.** The target has disadvantage on Int checks and saves and behaves as if under a *Confusion* spell (see below). **Seizure.** The target has disadvantage on Dex checks, saves, and attacks using Dex. **Slimy Doom.** The target has disadvantage on Con checks and saves, and whenever the target takes damage, it's stunned until the end of its next turn.

**Confusion.** An affected creature can't take reactions and must roll 1d10 at the start of each turn to determine its action. The creature may make a new save at the end of each of its turns to end the effect.

d10	Behavior
1	Creature takes no action and uses all movement to move in a random direction.
2-6	Creature doesn't move or take actions.
7-8	Creature uses action to make a melee attack against a randomly determined target. If no target is within reach, the creature does nothing.
9-10	The creature can act and move normally.

**Innate Spellcasting: Gaseous Form (3/day □□□).** Action to cast, touch, concentration up to 1 hour. A willing, corporeal target transforms into a cloud until the spell ends or the target drops to 0 HPs. The target has only a fly speed (10'); can enter and occupy a space occupied by another creature; has resistance to nonmagical damage; and has advantage on Str, Dex, and Con saves. The target can pass through small holes but treats liquids as solid surfaces.

**Legendary Resistance (3/day □□□).** Juiblex can choose to succeed on a save he fails.

**Magic Resistance.** Juiblex has advantage on saves against spells and other magical effects.

**Magic Weapon.** Juiblex's weapon attacks are magical.

**Regeneration.** Juiblex regains 20 HPs at the start of its turn unless it took fire or radiant damage since its last turn. Juiblex dies only if it starts its turn with 0 HPs and can't regenerate.

**Spider Climb.** Juiblex can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Undetectable.** Juiblex can't be targeted by divination magic, perceived through magical scrying, or detected by abilities that sense demons or fiends.

## ACTIONS

**Multiattack.** Juiblex attacks thrice with *Acid Lash*.

**Acid Lash. Melee Weapon Attack:** +14 to hit, reach 10', one target. Hit: 21 (4d6+7) acid damage. Any creature killed by Acid Lash is absorbed into Juiblex and dissolved after 1 minute.

**Spew Slime.** One creature Juiblex can see within 60' must make a DC 21 Dex save or take 55 (10d10) acid damage. Unless the target avoids taking any of this damage, any metal armor worn by the target takes a permanent -1 penalty to its AC, and any metal weapon it's carrying or wearing takes a permanent -1 penalty to damage rolls. The penalty worsens each time a target is subjected to this effect, with the object destroyed if the penalty on it drops to -5.

## LEGENDARY ACTIONS

Juiblex can take 3 legendary actions, only one at a time and only at the end of another creature's turn. Juiblex regains spent actions at the start of his turn.

**Acid.** Juiblex casts *Acid Splash*.

**Attack:** Juiblex attacks with *Acid Lash*.

**Corruption (2 actions).** *Melee Weapon Attack:* +14 to hit, reach 10', one target. Hit: 21 (4d6+7) poison damage, and the target is coated with slime. Until the target uses an action to remove the slime, the target and any non-ooze creature within 10' are poisoned.

## LAIR ACTIONS

On initiative 20 (losing ties), Juiblex can take a lair action to cause one of the following magical effects. He can't use the same effect two rounds in a row.

- A 10' square within the lair that Juiblex can see becomes coated in slime for 1 hour or until burned away with fire (which takes 1 round). Each creature in the area, and each creature entering it for the first time or ending their turn there, must succeed on a DC 21 Str save or become restrained. A creature can free itself or another by using an action and making a successful DC 21 Str save. A creature starting its turn in burning slime takes 22 (4d10) fire damage.
- A 10' square within the lair that Juiblex can see becomes coated in slime for 1 hour or until burned away with fire (which takes 1 round). Each creature in the area, and each creature entering it for the first time or ending their turn there, must succeed on a DC 21 Dex save or fall prone and slide 10' in a random direction. A creature starting its turn in burning slime takes 22 (4d10) fire damage.
- A green slime appears on a spot on the ceiling within the area, disintegrating after 1 hr.

## AREA EFFECTS

If Juiblex dies, these effects fade over the course of 1d10 days.

- Small bodies of water within 1 mile of the lair turn highly acidic, corroding any object that touches them.
- Surfaces within 6 miles of the lair are frequently covered by a thin, slick, adhesive film of slime.
- If a humanoid spends at least 1 hr within 1 mile of the lair, that creature must succeed on a DC 18 Wis save or develop insanity determined by the table below. A creature that succeeds on this save can't be affected by this effect again for 24 hours.

d100	Flaw (until cured)
01-20	The humanoid wants to eat as much as possible.
21-40	The humanoid becomes unreasonably protective of its belongings, refusing to part with any.
41-60	The humanoid becomes obsessed with making others eat and drink to excess.
61-80	The humanoid becomes obsessed with collecting as many material goods as possible.
81-00	The humanoid disregards social custom, expecting all to be concerned only with what it eats.

## DEMON LORD: ORCUS

*Huge fiend (demon), chaotic evil*  
CR 26 (90,000 XP)

**AC** 17 (natural armor), 20 with his Wand  
**HPs** 405 (30d12+210)  
**Speed** 40', fly 40'

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	20 (+5)	20 (+5)	25 (+7)

**Saves** Dex +10, Con +15, Wis +13  
**Skills** Arcana +12, Perception +12  
**Resistances** cold, fire, lightning  
**Damage Immunities** necrotic, poison; nonmagical bludgeoning, piercing, and slashing  
**Condition Immunities** charmed, exhaustion, frightened, poisoned  
**Senses** truesight 120', passive Perception 22  
**Languages** all, telepathy 120'

### **Wand of Orcus (7 charges, regains 1d4+3 charges at dawn).**

Orcus can use an action to conjure undead creatures whose combined average HPs don't exceed 500. These undead magically rise up from the ground or otherwise form in unoccupied spaces within 300' and obey his commands until destroyed or he dismisses them as an action. Once this property of the wand is used, the property can't be used again until the next dawn. In addition, Orcus can use the wand to cast any of the following spells.

**Animate Dead (as 9th, 0 charges).** 1 minute to cast, 10', instantaneous. Orcus creates up to 13 undead servants. As a bonus action on each of his turns, Orcus can telepathically order any number of such servants within 60' of him, though multiple servants commanded with a single bonus action must receive the same order. If not receiving an order, the servant merely defends itself. Orcus loses control over a servant after 24 hours unless recasting the spell on it, which can reassert control over up to 4 servants (but see *Master of Undeath*).

**Blight (4th, 0 charges).** Action to cast, 30', instantaneous. A creature (not undead or a construct) Orcus can see within 30' takes 8d8 necrotic damage (DC 18 Con save for half damage; plant creatures and magical plants have disadvantage on this save).

**Speak with Dead (at will, 0 charges).** Action to cast, 60', instantaneous. A corpse with a mouth that isn't undead and hasn't been subjected to this spell in the last 10 days must answer up to five questions from Orcus. The corpse's knowledge matches what it had while alive, including both facts known and languages spoken. Its answers are brief, cryptic, or repetitive, and untruthful if it views Orcus as an adversary.

**Circle of Death (6th, 1 charge).** Action to cast, 180', instantaneous. Each creature in a 60'-radius sphere takes 8d6 necrotic damage (DC 18 Con save for half).

**Finger of Death (7th, 1 charge).** Action to cast, 60', instantaneous. A target creature takes 7d8+30 necrotic damage (DC 18 Con save for half damage). A humanoid killed by this spell rises as a zombie at the start of Orcus's next turn and is permanently under Orcus's control.

**Power Word Kill (9th, 2 charges).** Action to cast, 60', instantaneous. Orcus kills a creature it can see within range if it currently has 100 HPs or fewer.

**Innate Spellcasting: Chill Touch (at will).** Action to cast, 120', instantaneous. Orcus makes a ranged spell attack (+15) doing 4d8 necrotic damage and prevents the target from regaining HPs until the start of Orcus's next turn. If the target is undead, the target has disadvantage on attack rolls until the end of Orcus's next turn.

**Innate Spellcasting: Detect Magic (at will).** Action to cast, self, concentration up to 10 minutes. Orcus can detect the presence of magic within 30' of him. He can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.

**Innate Spellcasting: Create Undead (3/day□□□).** 1 minute, 10', instantaneous. Corpses of Small or Medium humanoids Orcus chooses animate as undead under Orcus's control. He can animate six ghouls, three ghouls, three wights, or two mummies provided the required number of corpses are available. Orcus can use a bonus action to command any or all of these within 120' with a single command instructing them how to move and spend their actions. If no command is given, they merely defend themselves against hostile creatures. Orcus loses control after 24 hours unless he casts *Create Undead* again (but see *Master of Undeath*).

**Innate Spellcasting: Dispel Magic (3/day□□□).** Action to cast, 120', instantaneous. Orcus dispels any spell of the slot level used to cast the spell (or lower) affecting a creature, object, or area within range. For spells of 4th level or higher, Orcus must succeed on a Cha (+7) check (DC 10+level of the effect).

**Innate Spellcasting: Time Stop (1/day□).** Action to cast, self, instantaneous. Orcus stops time for 1d4+1 turns, during which he may take actions normally. The spell ends if either Orcus moves 1,000' from where the spell was cast, or if he affects another creature or an object carried or worn by such creature.

**Legendary Resistance (3/day□□□).** Orcus can choose to succeed on a save he fails.

**Magic Resistance.** Orcus has advantage on saves against spells and other magical effects.

**Magic Weapon.** Orcus's weapon attacks are magical.

**Master of Undeath.** When Orcus casts *Animate Dead* or *Create Undead*, he chooses the level at which the spell is cast, and the creatures created by the spells remain under his control indefinitely. Additionally, he can cast *Create Undead* even when it isn't night.



## ACTIONS

**Multiattack.** Orcus attacks twice in melee with *Wand of Orcus*.

**Wand of Orcus.** *Melee Weapon Attack:* +19 to hit, reach 10', one target. Hit: 21 (3d8+8) bludgeoning damage and 13 (2d12) necrotic damage.

**Tail.** *Melee Weapon Attack:* +16 to hit, reach 10', one target. Hit: 21 (3d8+8) bludgeoning damage and 9 (2d8) poison damage.

## LEGENDARY ACTIONS

Orcus can take 3 legendary actions, only one at a time and only at the end of another creature's turn. Orcus regains spent actions at the start of his turn.

**Tail.** Orcus uses *Tail*.

**A Taste of Undeath:** Orcus casts *Chill Touch*.

**Creeping Death (2 actions).** Orcus chooses a point on the ground that he can see within 100'. Creatures in a 60' tall, 10' radius cylinder centered on that point have vulnerability to necrotic damage.

## LAIR ACTIONS

On initiative 20 (losing ties), Orcus can take a lair action to cause one of the following magical effects. He can't use the same effect two rounds in a row.

- Orcus causes up to six corpses within the lair to rise as skeletons, zombies, or ghouls, which obey his telepathic commands sent from anywhere within the lair.
- Each creature in a 20' square Orcus can see must succeed on a DC 23 Str save or be restrained until the next initiative count 20 or Orcus releases them (requiring no action).
- **Power Word Kill.** Action to cast, 60', instantaneous. Orcus kills a creature it knows is in the lair if it currently has 100 HPs or fewer.

## AREA EFFECTS

If Orcus dies, these effects fade over the course of 1d10 days.

- Dead beasts periodically animate as skeletal and zombie versions themselves.
- The air becomes filled with the stench of rotting flesh, and buzzing flies grow thick within the region.
- If a humanoid spends at least 1 hr within 1 mile of the lair, that creature must succeed on a DC 23 Wis save or develop insanity determined by the table below. A creature that succeeds on this save can't be affected by this effect again for 24 hours.

d100	Flaw (until cured)
01-20	The humanoid becomes emotionally withdrawn.
21-40	The humanoid seeks to make suffer those it deems weak.
41-60	The humanoid becomes obsessed with corpses to better understand the nature of death.
61-80	The humanoid wants to become undead.
81-00	The humanoid sees life as futile.

## DEMON LORD: YEENOGHU

*Huge fiend (demon), chaotic evil*  
CR 24 (62,000 XP)

**AC** 20 (natural armor)  
**HPs** 333 (28d12+184)  
**Speed** 50'

STR	DEX	CON	INT	WIS	CHA
29 (+9)	16 (+3)	23 (+6)	15 (+2)	24 (+7)	15 (+2)

**Saves** Dex +10, Con +15, Wis +14

**Skills** Intimidation +9, Perception +14

**Resistances** cold, fire, lightning

**Damage Immunities** poison; nonmagical bludgeoning, piercing, and slashing

**Condition Immunities** charmed, exhaustion, frightened, poisoned

**Senses** truesight 120', passive Perception 24

**Languages** all, telepathy 120'

**Legendary Resistance (3/day)** (□□□). Yeenoghu can choose to succeed on a save he fails.

**Magic Resistance.** Yeenoghu has advantage on saves against spells and other magical effects.

**Magic Weapon.** Yeenoghu's weapon attacks are magical.

**Innate Spellcasting: Detect Magic (at will).** Action to cast, self, concentration up to 10 minutes. Yeenoghu can detect the presence of magic within 30' of him. He can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.

**Innate Spellcasting: Dispel Magic (3/day)** (□□□). Action to cast, 120', instantaneous. Yeenoghu dispels any spell of the slot level used to cast the spell (or lower) affecting a creature, object, or area within range. For spells of 4th level or higher, Yeenoghu must succeed on a Cha (+2) check (DC 10+level of the effect).

**Innate Spellcasting: Fear (3/day)** (□□□). Action to cast, self only, concentration up to 1 minute. Each creature within a 30' cone must make a DC 17 Wis save or drop what it's holding and be frightened. On its turn, a frightened creature must take the Dash action and move away from Yeenoghu as safely as possible. If the creature ends its turn without Yeenoghu in sight, the creature may repeat the save.

**Innate Spellcasting: Invisibility (3/day)** (□□□). Action to cast, self only, concentration up to 1 hour. Yeenoghu and his equipment become invisible until it attacks or casts a spell.

**Innate Spellcasting: Teleport (1/day)** (□). Action to cast, 10', instantaneous. Either Yeenoghu and up to 8 willing creatures, or a single object Yeenoghu can see within range, are/is teleported to a location of Yeenoghu's choosing that is both known to Yeenoghu and on the same plane of existence. The following chart determines whether the spell succeeds:

Familiarity	Mishap	Similar Area	Off Target	On Target
Perm. Teleportation Circle	--	--	--	01-100
Object Taken from Location < 6 months ago	--	--	--	01-100
Location often visited	01-05	06-13	14-24	25-100
Location visited more than once, but unfamiliar	10-33	34-43	44-53	54-100
Location viewed once (possibly with magic)	01-43	44-53	54-73	74-100
Location merely described by another	01-43	44-53	54-73	74-100
Location that doesn't exist	01-50	51-100	--	--

**On Target:** The targets appear at the intended location.

**Off Target:** The targets appear 1d10 x 1d10% of the distance traveled from the intended location.

**Similar Area:** The targets appear at the closest place to the intended location that is similar in description or theme.

**Mishap:** Each target takes 3d10 force damage, and the DM rerolls on the table. Multiple mishaps can occur, resulting in damage.

**Rampage.** When Yeenoghu reduces a creature to 0 HPs with a melee attack on his turn, Yeenoghu can take a bonus action to move up to half his speed and *Bite*.

### ACTIONS

**Multiattack.** Yeenoghu attacks thrice with *Flail*. If an attack hits, he can create an additional effect of his choice or at random (each useable only once per *Multiattack*):

1. Add an extra 13 (2d12) bludgeoning damage.
2. The target must succeed on a DC 17 Con save or be paralyzed until the start of Yeenoghu's next turn.
3. The target must succeed on a DC 17 Wis save or be affected by Confusion until the start of Yeenoghu's next turn.

**Confusion.** An affected creature can't take reactions and must roll 1d10 at the start of each turn to determine its action. The creature may make a new save at the end of each of its turns to end the effect.

d10	Behavior
1	Creature takes no action and uses all movement to move in a random direction.
2-6	Creature doesn't move or take actions.
7-8	Creature uses action to make a melee attack against a randomly determined target. If no target is within reach, the creature does nothing.
9-10	The creature can act and move normally.

**Bite.** *Melee Weapon Attack:* +16 to hit, reach 10', one target. Hit: 14 (1d10+9) piercing damage.

**Flail.** *Melee Weapon Attack:* +16 to hit, reach 15', one target. Hit: 15 (1d12+9) bludgeoning damage.

### LEGENDARY ACTIONS

Yeenoghu can take 3 legendary actions, only one at a time and only at the end of another creature's turn. Yeenoghu regains spent actions at the start of his turn.

**Charge.** Yeenoghu moves up to his speed.

**Swat Away:** Yeenoghu attacks with *Flail*. If the attack hits, the target must succeed on a DC 24 Str save or be pushed 15'. If the save fails by 5 or more, the target falls prone.

**Savage (2 actions).** Yeenoghu uses *Bite* against each creature within 10'.

### LAIR ACTIONS

On initiative 20 (losing ties), Yeenoghu can take a lair action to cause one of the following magical effects. He can't use the same effect two rounds in a row.

- A creature in a space at a point Yeenoghu can see within 100' must succeed on a DC 24 Dex save or take 27 (6d8) piercing damage and be restrained. A creature can use an action to end the restrained condition on itself or another creature it can reach.
- Each gnoll or hyena that Yeenoghu can see can use its reaction to move up to its speed.
- Until the next initiative count 20, all gnolls and hyenas within the lair have advantage on melee weapon attacks and attacks against them have advantage.

### AREA EFFECTS

If Yeenoghu dies, these effects fade over the course of 1d10 days.

- Within 1 mile of the lair, Yeenoghu impales the bodies of the slain on large iron spikes.
- Predatory beasts within 6 miles of the lair become kill far more than what they need, leaving carcasses of prey to rot.
- If a humanoid spends at least 1 hr within 1 mile of the lair, that creature must succeed on a DC 17 Wis save or develop insanity determined by the table below. A creature that succeeds on this save can't be affected by this effect again for 24 hours.

d100	Flaw (until cured)
01-20	The humanoid gets caught up in mobs and enthusiastically incites them.
21-40	The humanoid becomes eager to eat the flesh of intelligent creatures.
41-60	The humanoid seeks to return civilization to a more primitive state.
61-80	The humanoid is obsessed with seeing others die and starts fights to accommodate the obsession.
81-00	The humanoid keeps body parts of those it slays as trophies.



## DEMON LORD: ZUGGTMOY

Large fiend (demon), chaotic evil  
CR 23 (50,000 XP)

AC 18 (natural armor)  
HPs 304 (32d10+128)  
Speed 30'

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	18 (+4)	20 (+5)	19 (+4)	24 (+7)

**Saves** Dex +9, Con +11, Wis +11

**Skills** Perception +11

**Resistances** cold, fire, lightning

**Damage Immunities** poison; nonmagical bludgeoning, piercing, and slashing

**Condition Immunities** charmed, exhaustion, frightened, poisoned

**Senses** truesight 120', passive Perception 21

**Languages** all, telepathy 120'

**Innate Spellcasting: Detect Magic (at will).** Action to cast, self, concentration up to 10 minutes. Zuggtmoy can detect the presence of magic within 30' of him. He can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.

**Innate Spellcasting: Locate Animals or Plants (at will).** Action to cast, self, instantaneous. Zuggtmoy chooses a kind of creature or plant and learns the direction and distance to the closest of that kind within 5 miles (if any are in that range).

**Innate Spellcasting: Ray of Sickness (at will).** Action to cast, 60', instantaneous. Zuggtmoy makes a ranged spell attack (+13). On a hit, the target takes 2d8 of poison damage. If the target fails a DC 22 Con save, it's poisoned until the end of Zuggtmoy's next turn.

**Innate Spellcasting: Dispel Magic (3/day □□□).** Action to cast, 120', instantaneous. Zuggtmoy dispels any spell of the slot level used to cast the spell (or lower) affecting a creature, object, or area within range. For spells of 4th level or higher, Orcus must succeed on a Cha (+7) check (DC 10+level of the effect).

**Innate Spellcasting: Ensnaring Strike (3/day □□□).** Bonus action to cast, self, concentration up to 1 minute. The next time Zuggtmoy hits a creature with a weapon attack before the spells ends, it must make a DC 22 Str save (at advantage if Large or larger) to end the spell. On failure, the target is restrained until the spell ends and takes 1d6 piercing damage at the start of each of its turns. Any creature (including the target), can use an action to make a DC 22 Str check to free the target.

**Innate Spellcasting: Entangle (3/day □□□).** Action to cast, 90', concentration up to 1 minute. The dryad summons vegetation in a 20'-square starting from a point within range, making that area difficult terrain. A creature within the area upon casting must succeed on a DC 22 Str save or be restrained until the spell ends. The restrained creature may use an action to reattempt the save.

**Innate Spellcasting: Plant Growth (3/day □□□).** Action or 8 hours to cast, 150', instantaneous. If cast using 1 action, normal plants within 100' of a point within range become overgrown requiring 4' of movement for every 1' used. Zuggtmoy can exclude any areas within the 100' radius. If cast over 8 hours, all plants within a half-mile radius yield twice the normal amount of food when harvested.

**Innate Spellcasting: Etherealness (1/day □).** Action to cast, self, up to 8 hours or until an action to dispel. Zuggtmoy moves to the Ethereal Plane if that plane borders its current plane. It can move in any direction, but at half speed if moving up or down. Zuggtmoy can see (in grey) and hear everything within 60' in its original plane. Nothing on the original plane can normally affect Zuggtmoy, and Zuggtmoy can move through objects on the original plane as if not there. When the spell ends, Zuggtmoy appears in its current location on the original plane, being shunted to the nearest unoccupied space if appearing in a solid object (taking two the number of feet moved in force damage). For each slot above 7th at which the spell is cast, Zuggtmoy can target an additional three creatures within 10'.

**Innate Spellcasting: Teleport (1/day □).** Action to cast, 10', instantaneous. Either Zuggtmoy and up to 8 willing creatures, or a single object Zuggtmoy can see within range, are/is teleported to a location of Zuggtmoy's choosing that is both known to Zuggtmoy and on the same plane of existence. The following chart determines whether the spell succeeds:

Familiarity	Mishap	Similar Area	Off Target	On Target
Perm. Teleportation Circle	--	--	--	01-100
Object Taken from Location < 6 months ago	--	--	--	01-100
Location often visited	01-05	06-13	14-24	25-100
Location visited more than once, but unfamiliar	10-33	34-43	44-53	54-100
Location viewed once (possibly with magic)	01-43	44-53	54-73	74-100
Location merely described by another	01-43	44-53	54-73	74-100
Location that doesn't exist	01-50	51-100	--	--

**On Target:** The targets appear at the intended location.

**Off Target:** The targets appear 1d10 x 1d10% of the distance traveled from the intended location.

**Similar Area:** The targets appear at the closest place to the intended location that is similar in description or theme.

**Mishap:** Each target takes 3d10 force damage, and the DM rerolls on the table. Multiple mishaps can occur, resulting in damage.

**Legendary Resistance (3/day □□□).** Zuggtmoy can choose to succeed on a save he fails.

**Magic Resistance.** Zuggtmoy has advantage on saves against spells and other magical effects.

**Magic Weapon.** Zuggtmoy's weapon attacks are magical.

## ACTIONS

**Multiattack.** Zuggtmoy attacks thrice with *Pseudopod*.

**Pseudopod.** *Melee Weapon Attack:* +13 to hit, reach 10', one target. Hit: 15 (2d8+6) bludgeoning damage and 9 (2d8) poison damage.

**Infestation Spores (3/day ☐☐☐).** Zuggtmoy releases a cloud of spores in a 20' radius sphere centered on her for 1 minute. Any creature in or entering the cloud must succeed a DC 19 Con save to avoid spore infection for 24 hours. On failure, the creature gains a random form of madness until cured or killed. While infected, the target must repeat the save every 24 hours, ending it on success. On the third failure, the target dies and is reanimated as a Spore Servant if of the appropriate creature type (see Monster Manual, Myconids).

**Mind Control Spores (recharge ☐☐☐).** Zuggtmoy releases a cloud of spores in a 20' radius sphere centered on her for 1 minute. Humanoids and beasts in or entering the cloud must succeed a DC 19 Con save to avoid spore infection for 24 hours. On failure, the creature is charmed by Zuggtmoy for 24 hours.

## REACTIONS

**Protective Thrall.** When Zuggtmoy is hit by an attack, one creature within 5' that is charmed by her must use its reaction to be hit by the attack instead.

## LEGENDARY ACTIONS

Zuggtmoy can take 3 legendary actions, only one at a time and only at the end of another creature's turn. Zuggtmoy regains spent actions at the start of his turn.

**Attack.** Zuggtmoy uses *Pseudopod*.

**Exert Will.** One creature charmed by Zuggtmoy that she can see must use its reaction to move up to its speed and make a weapon attack against a target she chooses.

## LAIR ACTIONS

On initiative 20 (losing ties), Zuggtmoy can take a lair action to cause one of the following magical effects. He can't use the same effect two rounds in a row.

- Zuggtmoy causes up to four gas spores or violet fungi to appear in chosen, unoccupied spaces within the lair, which last for 1 hr.
- Up to four plants friendly to Zuggtmoy can use their reaction to move up to their speed and make one weapon attack.
- Zuggtmoy uses either *Infestation Spores* or *Mind Control Spores* centered on a fungus within her lair.

## AREA EFFECTS

If Zuggtmoy dies, these effects fade over the course of 1d10 days.

- Molds and fungi grow on surfaces within 6 miles.
- Plant life within 1 mile of the lair is slowly mutated by parasitic fungi.
- If a humanoid spends at least 1 hr within 1 mile of the lair, that creature must succeed on a DC 17 Wis save or develop insanity determined by the table below. A creature that succeeds on this save can't be affected by this effect again for 24 hours.

d100	Flaw (until cured)
01-20	The humanoid sees imaginary visions.
21-40	The humanoid suffers fits of catatonia.
41-60	The humanoid suffers daydreams that it can't distinguish from reality.
61-80	The humanoid's intelligence seems to fade in and out.
81-00	The humanoid constantly scratches imaginary fungal infections.

## DERRO SAVANT

*Small humanoid, chaotic evil*

CR 3 (700 XP)

AC 13 (leather armor)

HPs 36 (8d6+8)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	10 (+0)	5 (-3)	14 (+2)

**Skills** Stealth +4

**Senses** darkvision 120', passive Perception 7

**Languages** Dwarvish, Undercommon

**Spellcasting:** 5th-level, Cha-based, DC 12, +4 to hit

1st ☐☐☐☐ 3rd ☐☐  
2nd ☐☐☐

**Acid Splash (cantrip).** Action to cast, 60', instantaneous. The derro hurls a large bead of acid at one creature or two creatures within 5' of one another. Each target must make a DC 12 Dex save or take 2d6 acid damage.

**Magical Hand (cantrip).** Action to cast, 30', 1 minute. The derro creates a ghost-like hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.

**Message (cantrip).** Action to cast, 120', 1 round. The derro can whisper a message to a creature within range only the creature can hear, and the creature can similarly respond. The spell is blocked by magical silence, 1' of stone, 1" of metal, a thin sheet of lead, or 3' of wood.

**Prestidigitation (cantrip).** Action to cast, 60', 1 hour. The derro creates one of six minor effects: a harmless sensory effect; lighting or snuffing a small flame; cleaning or soiling an object no larger than a cubic foot; chilling, warming, or flavoring up to 1 cubic foot of nonliving material for 1 hour; coloring or marking an object or surface for 1 hour; or creating a nonmagical trinket or illusion that can fit in its hand that lasts until the end of the derro's next turn. If cast more than once, the mage can have up to three effects occurring simultaneously.

**Ray of Frost (cantrip).** Action to cast, 60', instantaneous. The derro makes a ranged spell attack (+4 to hit). On a hit, the target takes 3d8 cold damage, and its speed is reduced to 10' until the start of the derro's next turn.

**Burning Hands (1st).** Action to cast, 15' cone originating from the derro, instantaneous. Each creature within the cone takes 3d6 fire damage (Con save DC 12 for half damage). An unattended, flammable object hit by the spell is set afire. For each slot above 1st used to cast this spell, the damage increases by 1d6.

**Chromatic Orb (1st).** Action to cast, 90', instantaneous. The derro tosses a sphere of acid, cold, fire, lightning, poison, or thunder energy, making a ranged spell attack (+4) against a creature. The sphere inflicts 3d8 damage of that type, plus 1d8 for each slot above 1st used to cast the spell.

**Sleep (1st).** Action to cast, 90', 1 minute. The derro affects 5d8 HPs worth of creatures within 20' of a point within range. Creatures are selected in ascending order of their remaining HPs, starting with the creature having the lowest current total. When a creature is affected, subtract its total HPs from the amount affected by the spell, then proceed to the next creature. A creature's HPs must be equal or less than the remaining total for the creature to be affected. For each slot level above 1st used to cast this spell, an additional 2d8 of HPs can be affected.

**Invisibility (2nd).** Action to cast, touch, concentration up to 1 hour. A willing, target creature and its equipment become invisible until it attacks or casts a spell. The spell can target an additional creature for each slot above 2nd used to cast the spell.

**Spider Climb (2nd).** Action to cast, 150', concentration up to 1 hour. One willing creature can move up, down, across vertical surfaces, and upside down on ceilings while leaving its hands free with a climb speed equal to its walking speed.

**Lightning Bolt (3rd).** Action to cast, 100' long, 5' wide line originating from the derro, instantaneous. Each creature in the line takes 8d6 lightning damage (DC 12 Dex save for half damage).

**Magic Resistance:** The derro has advantage on saves against spells and other magical effects.

**Sunlight Sensitivity.** While in sunlight, the derro has disadvantage on attacks and on Perception checks that rely on sight.

### ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +1 to hit, reach 5', one target. Hit: 2 (2d6-1) bludgeoning damage.

## DEVIL: BLUE ABISHAI

Medium fiend (devil), lawful evil  
CR 17 (18,000 XP)

AC 19 (natural armor)  
HPs 195 (26d8+78)  
Speed 30', fly 50'

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	17 (+3)	22 (+6)	23 (+6)	18 (+4)

**Saves** Int +12, Wis +12

**Skills** Arcana +12

**Resistances** cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

**Damage Immunities** fire, lightning, poison

**Condition Immunities** poisoned

**Senses** darkvision 120' (penetrates magical darkness), passive Perception 16

**Languages** Draconic, Infernal, telepathy 120'

**Magic Resistance.** The devil has advantage on saves against spells and other magical effects.

**Magic Weapon.** The devil's weapon attacks are magical.

**Spellcasting:** 13th-level, Int-based, DC 20, +12 to hit

1st	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	4th	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	7th	<input type="checkbox"/>
2nd	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	5th	<input type="checkbox"/> <input type="checkbox"/>		
3rd	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	6th	<input type="checkbox"/>		

**Friends (cantrip).** Action to cast, self, concentration up to 1 minute. The devil has advantage on Cha checks directed at one non-hostile creature. When the spell ends, the creature becomes hostile.

**Mage Hand (cantrip).** Action to cast, 30', 1 minute. The devil creates a ghost-like hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.

**Message (cantrip).** Action to cast, 120', 1 round. The devil can whisper a message to a creature within range only the creature can hear, and the creature can similarly respond. The spell is blocked by magical silence, 1' of stone, 1" of metal, a thin sheet of lead, or 3' of wood.

**Minor Illusion (cantrip).** Action to cast, 30', 1 minute. The devil creates a sound or image of an object (not both). An object must be no larger than a 5' cube. A creature can determine it's an illusion with a DC 20 Investigation check.

**Shocking Grasp (cantrip).** Action to cast, 30', instantaneous. The abishai makes a melee spell attack (+12) with advantage if the target creature is wearing metal armor. On a hit, the target takes 3d8 lightning damage and can't take reactions until the end of its next turn.

**Charm Person (1st).** Action to cast, 30', 1 hour. If the target humanoid fails a DC 20 Wis save (made with advantage if currently fighting the devil), the target is charmed until the spell ends or the devil attacks it. The devil can add another target for each slot level above 1st used to cast it.

**Chromatic Orb (1st).** Action to cast, 90', instantaneous. The devil tosses a sphere of acid, cold, fire, lightning, poison, or thunder energy, making a ranged spell attack (+12) against a creature. The sphere inflicts 3d8 damage of that type, plus 1d8 for each slot above 1st used to cast the spell.

**Disguise Self (1st).** Action to cast, self, 1 hour. The devil makes itself and its belongings look different: 1' shorter or taller; thin, fat, or in between; but bipedal. The disguise will not hold up to inspection. To discern that the devil is disguised, a creature may spend its action to inspect its appearance or make a DC 20 Investigation check.

**Expeditious Retreat (1st).** Bonus action to cast, self, concentration up to 10 minutes. When the devil casts the spell, and then as a bonus action in subsequent rounds, the devil can take the Dash action.

**Magic Missile (1st).** Action to cast, 120', instantaneous. The devil creates a number of darts equal to 2 + the spell slot used to cast it. A dart deals 1d4+1 force damage, each targeting the same or different creatures.

**Thunderwave (1st).** Action to cast, 15' cube from the devil, instantaneous. Each creature within the cube takes 2d8 thunder damage and is pushed 10' (DC 20 Con save for half damage and no push. Unsecured objects are pushed 10' and the spell creates a thunderclap that can be heard for 300'. When cast using a spell slot higher than 1st, the spell does an extra 1d8 damage per level of the slot.

**Darkness (2nd).** Action to cast, 60', concentration up to 10 minutes. The devil spreads darkness in a 15'-radius sphere centered on a point within range, an unattended object in range, or an object the devil is holding. The darkness spreads around corners. The darkness dispels an area of light created by a spell of 2nd level or lower.

**Mirror Image (2nd).** Action to cast, self, 1 minute. Three illusory duplicates of the devil appear, moving with the devil. Each time a creature targets devil, roll a d20. The attack hits a duplicate on a 6 or higher if three duplicates remain, 8 or higher if two remain, and 11 or higher if one remains. A duplicate's AC is 13, and it is automatically destroyed if hit.

**Misty Step (2nd).** Bonus action to cast, self, instantaneous. The devil teleports up to 30' to an unoccupied space it can see.

**Dispel Magic (3rd).** Action to cast, 120', instantaneous. The devil dispels any spell of the slot level used to cast the spell (or lower) affecting a creature, object, or area within range. For higher-level spells, the devil must succeed on a Int (+4) check (DC is 10+level of the effect).

**Fear (3rd).** Action to cast, self only, concentration up to 1 minute. Each creature within a 30' cone must make a DC 20 Wis save or drop what it's holding and be frightened. On its turn, a frightened creature must take the Dash action and move away from the devil as safely as possible. If the creature ends its turn without the devil in sight, the creature may repeat the save.

**Lightning Bolt (3rd).** Action to cast, 100' long, 5' wide line originating from the devil, instantaneous. Each creature in the line takes lightning damage equal to 8d6 plus 1d6 per additional level of the slot used to cast the spell (DC 20 Dex save for half damage).

**Dimension Door (4th).** Action to cast, 500', instantaneous. The devil can teleport itself, anything it can carry, an adjacent willing creature the devil's size or smaller, and anything that creature can carry to a place within range. If the place is already occupied, both the devil and the other creature (if any) take 4d6 force damage and aren't teleported.

**Greater Invisibility (4th).** Action to cast, touch, concentration up to 1 minute. The willing, target creature and its equipment become invisible until the spell ends.

**Ice Storm (4th).** Action to cast, 300', instantaneous. Each creature in a 20'-radius, 40'-high cylinder centered on a point within range takes 2d8 bludgeoning damage and 4d6 cold damage (DC 20 Dex save for half damage), and the area becomes difficult terrain until the end of the devil's next turn. The bludgeoning damage increases by 1d8 per slot level above 4th used to cast the spell.

**Cone of Cold (5th).** Action to cast, 60' cone originating from the mage, instantaneous. Each creature in the cone takes 8d8 cold damage (DC 20 Con save for half damage). The damage increases by 1d8 per slot used above 5th level.

**Wall of Force (5th).** Action to cast, 120', concentration up to 10 minutes. A wall of force 1/4' thick appears anywhere within range, not necessarily resting on a solid surface. It can manifest as a semispherical dome up to 10' in radius, or as a flat surface consisting of 10 contiguous 10'x10' panels. Nothing on its plane of existence nor on the Ethereal Plane may pass it, and it blocks spells. *Dispel Magic* does not affect it, but *Disintegrate* destroys it instantly.

**Chain Lightning (6th).** Action to cast, 150', instantaneous. The devil launches a lightning bolt at a target and up to 3 targets within 30' of the first target. Each target takes 10d8 lightning damage (DC 20 Wis save for half damage). For each spell slot above 6th used to cast the spell, the devil can hit another target.

**Teleport (7th).** Action to cast, 10', instantaneous. Either the devil and up to 8 willing creatures, or a single object the devil can see within range, are/is teleported to a location of the devil's choosing that is both known to the devil and on the same plane of existence. The following chart determines whether the spell succeeds:

Familiarity	Mishap	Similar Area	Off Target	On Target
Perm. Teleportation Circle	--	--	--	01-100
Object Taken from Location < 6 months ago	--	--	--	01-100
Location often visited	01-05	06-13	14-24	25-100
Location visited more than once, but unfamiliar	10-33	34-43	44-53	54-100
Location viewed once (possibly with magic)	01-43	44-53	54-73	74-100
Location merely described by another	01-43	44-53	54-73	74-100
Location that doesn't exist	01-50	51-100	--	--

**On Target:** The targets appear at the intended location.

**Off Target:** The targets appear 1d10 x 1d10% of the distance traveled from the intended location.

**Similar Area:** The targets appear at the closest place to the intended location that is similar in description or theme.

**Mishap:** Each target takes 3d10 force damage, and the DM rerolls on the table. Multiple mishaps can occur, resulting in damage.

## ACTIONS

**Multiattack.** The devil attacks once with *Bite* and once with *Quarterstaff*.

**Bite. Melee Weapon Attack:** +8 to hit, reach 5', one target. Hit: 13 (2d10+2) piercing damage and 14 (4d6) lightning damage.

**Quarterstaff. Melee Weapon Attack:** +8 to hit, reach 5', one target. Hit: 5 (1d6+2) bludgeoning damage, or 6 (1d8+2) bludgeoning damage if used two-handed.



## DEVIL: GREEN ABISHAI

Medium fiend (devil), lawful evil  
CR 15 (13,000 XP)

AC 18 (natural armor)  
HPs 187 (25d8+75)  
Speed 30', fly 40'

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	16 (+3)	17 (+3)	12 (+1)	19 (+4)

**Saves** Int +8, Cha +9  
**Skills** Deception +9, Insight +6, Perception +6, Persuasion +9  
**Resistances** cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered  
**Damage Immunities** fire, poison  
**Condition Immunities** poisoned  
**Senses** darkvision 120' (penetrates magical darkness), passive Perception 16  
**Languages** Draconic, Infernal, telepathy 120'

**Innate Spellcasting: Alter Self (at will).** Action to cast, self, concentration up to 1 hour. The abishai uses an action to take or change into of three forms: Aquatic adaptation (can breathe water and has swim speed 30'); change appearance (change form to another medium, humanoid creature); or natural weapons (gain natural weapons, reach 5', +4 to hit, 1d6+1 damage).

**Innate Spellcasting: Major Image (at will).** Action to cast, 120', concentration up to 10 minutes. The devil creates an image no larger than a 20' cube and complete with appropriate smells, sounds, and (harmless) temperature. A creature using an action to examine the illusion can pierce it with a successful DC 17 Investigation check, but otherwise is fooled by the image.

**Innate Spellcasting: Charm Person (3/day □□□).** Action to cast, 30', 1 hour. If the target humanoid fails a DC 17 Wis save (made with advantage if currently fighting the devil), the target is charmed until the spell ends or the devil attacks it.

**Innate Spellcasting: Detect Thoughts (3/day □□□).** Action to cast, self, concentration up to 1 minute. The devil can focus on any target creature within 30' of it (Int >3, and knows a language) and read its surface thoughts. As an action, the abishai can shift focus to another creature or probe deeper into the target's mind. If the target fails a DC 17 Wis save, the devil gains insight into the target's reasoning, emotional state, and something that looms large in the target's mind. On its own turn, the current target can make a contested Int check against the devil to end the effect.

**Innate Spellcasting: Fear (3/day □□□).** Action to cast, self only, concentration up to 1 minute. Each creature within a 30' cone must make a DC 17 Wis save or drop what it's holding and be frightened. On its turn, a frightened creature must take the Dash action and move away from the abishai as safely as possible. If the creature ends its turn without the devil in sight, the creature may repeat the save.

**Innate Spellcasting: Confusion (1/day □).** Action to cast, 90', concentration up to 1 minute. Each creature in a 10'-radius sphere centered on a point within range must succeed on a DC 17 Wis save or be affected. An affected creature can't take reactions and must roll 1d10 at the start of each turn to determine its action. The creature may make a new save at the end of each of its turns to end the effect.

d10	Behavior
1	Creature takes no action and uses all movement to move in a random direction.
2-6	Creature doesn't move or take actions.
7-8	Creature uses action to make a melee attack against a randomly determined target. If no target is within reach, the creature does nothing.
9-10	The creature can act and move normally.

**Innate Spellcasting: Dominate Person (1/day □).** Action to cast, 60', concentration up to 1 minute. The humanoid target must make a DC 17 Wis save or be charmed by the devil for the duration of the spell. If the target is fighting the devil or its allies, the target has advantage on the save. While the target is charmed, the devil may telepathically command it, which the target does its best to obey. The commands can be simple and generic. The devil can use an action to limit the creature only to the actions the devil commands. Each time the target takes damage, it may attempt a DC 17 Wis save to end the spell.

**Innate Spellcasting: Mass Suggestion (1/day □).** Action to cast, 60', 24 hours). The devil makes a one or two sentence reasonable suggestion to up to twelve creatures that can understand it. Each target that fails a DC 17 Wis save must follow the suggestion.

**Magic Resistance.** The devil has advantage on saves against spells and other magical effects.

**Magic Weapon.** The devil's weapon attacks are magical.

## ACTIONS

**Multiattack.** The devil attacks once with *Claws* and once with *Longsword*; or it casts one spell innately and attacks once with *Claws*.

**Claws. Melee Weapon Attack:** +8 to hit, reach 5', one target. Hit: 12 (2d8+3) piercing damage. If the target is a creature, it must succeed on a DC 16 Con save or take 11 (2d10) poison damage and be poisoned for 1 minute, repeating the save at the end of each turn to end the effect on itself.

**Longsword. Melee Weapon Attack:** +8 to hit, reach 5', one target. Hit: 5 (1d8+1) slashing damage, or 6 (1d10+1) slashing damage if used two-handed.

## DEVIL: AMNIZU

Medium fiend (devil), lawful evil  
CR 18 (20,000 XP)

AC 21 (natural armor)  
HPs 202 (27d8+81)  
Speed 30', fly 40'

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	16 (+3)	20 (+5)	12 (+1)	18 (+4)

**Saves** Dex +7, Con +9, Wis +7, Cha +10

**Skills** Perception +7

**Resistances** cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

**Damage Immunities** fire, poison

**Condition Immunities** charmed, poisoned

**Senses** darkvision 120' (penetrates magical darkness), passive Perception 17

**Languages** Common, Infernal, telepathy 1,000'

**Innate Spellcasting: Charm Person (at will).** Action to cast, 30', 1 hour. If the target humanoid fails a DC 19 Wis save (made with advantage if currently fighting the devil), the target is charmed until the spell ends or the devil attacks it.

**Innate Spellcasting: Command (at will).** Action to cast, 60', 1 round. The devil speaks one command word to a target. If the target fails a DC 19 Wis save, the target must obey. Example command words are approach, drop (item), flee, grovel (go prone), and halt (take no actions).

**Innate Spellcasting: Dominate Person (3/day □□□).** Action to cast, 60', concentration up to 1 minute. The humanoid target must make a DC 19 Wis save or be charmed by the devil for the duration of the spell. If the target is fighting the devil or its allies, the target has advantage on the save. While the target is charmed, the devil may telepathically command it, which the target does its best to obey. The commands can be simple and generic. The devil can use an action to limit the creature only to the actions the devil commands. Each time the target takes damage, it may attempt a DC 19 Wis save to end the spell.

**Innate Spellcasting: Fireball (3/day □□□).** Action to cast, 150', instantaneous. Each creature in a 20'-radius sphere centered on a point within range takes 8d6 fire damage (DC 19 Dex save for half damage). The fire spreads around corners.

**Innate Spellcasting: Dominate Monster (1/day □).** Action to cast, 60', concentration up to 1 hour. A target creature must succeed on a DC 19 Wis save or be charmed by the mind flayer for the spell's duration. While charmed and on the same plane as the devil, the target can be telepathically ordered by the devil to follow simple commands. If the devil uses an action to do so, the creature may be given detailed commands, including using the devil's reaction as its own. Each time it takes damage, the target may attempt a new save to end the spell.

**Innate Spellcasting: Feeblemind (1/day □).** Action to cast, 150', instantaneous. One creature takes 4d6 psychic damage. On a failed DC 19 Int save, the target's Int and Cha become 1, rendering it mentally incapacitated other than identifying its friends, following them, and protecting them. The target can repeat the save in 30-day intervals to end the effect. The spell can also be ended by *Greater Restoration*, *Heal*, or *Wish*.

**Magic Resistance.** The devil has advantage on saves against spells and other magical effects.

## ACTIONS

**Multiattack.** The devil uses *Poison Mind*, then attacks once with *Whip* and once with *Disruptive Touch*.

**Whip. Melee Weapon Attack:** +11 to hit, reach 10', one target. Hit: 10 (2d4+5) slashing damage and 33 (6d10) force damage.

**Disruptive Touch. Melee Weapon Attack:** +11 to hit, reach 5', one target. Hit: 44 (8d10) necrotic damage.

**Poison Mind.** One or two creatures within 60' the devil can see must succeed on a DC 19 Wis save or take 26 (4d12) necrotic damage and be blinded until the start of the devil's next turn.

**Forgetfulness (recharge 1).** One creature within 60' the devil can see must succeed on a DC 18 Int save or be stunned for 1 minute, each repeating the save at the end of its turns to end the effect on itself. If the target is stunned for the full minute, the last 5 hours of its memories are lost.

## REACTIONS

**Instinctive Charm.** When a creature within 60' makes an attack roll against it, and another creature is within the attack's range, the attacker must make a DC 19 Wis save to become immune to *Instinctive Charm* for 24 hours. On a failed save, the attacker must choose to target one of the closest creatures to itself, not including the devil or itself.

## DEVIL: BAEI, ARCHDEVIL

*Large fiend (devil), lawful evil*  
CR 19 (22,000 XP)

AC 18 (plate)  
HPs 189 (18d10+90)  
Speed 30'

STR	DEX	CON	INT	WIS	CHA
24 (+7)	17 (+3)	20 (+5)	21 (+5)	24 (+7)	24 (+7)

**Saves** Dex +9, Con +11, Wis +11, Cha +13  
**Skills** Intimidation +13, Perception +13, Persuasion +13  
**Resistances** cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered  
**Damage Immunities** fire, poison  
**Condition Immunities** charmed, exhaustion, frightened, poisoned  
**Senses** darkvision 120', passive Perception 23  
**Languages** all, telepathy 120'

**Dreadful.** After using a bonus action, each creature, other than a devil, that starts its turn within 10' of Bael must succeed on a DC 22 Wis save or be frightened until the start of the creature's next turn.

**Innate Spellcasting: Alter Self (at will).** Action to cast, self, concentration up to 1 hour. Bael uses an action to take or change into of three forms: Aquatic adaptation (can breathe water and has swim speed 30'); change appearance (change form to another medium, humanoid creature); or natural weapons (gain natural weapons, reach 5', +4 to hit, 1d6+1 damage).

**Innate Spellcasting: Animate Dead (at will).** 1 minute to cast, 10', instantaneous. Bael creates an undead servant. As a bonus action on each of his turns, Bael can telepathically order any number of such servants within 60' of it, though multiple servants commanded with a single bonus action must receive the same order. If not receiving an order, the servant merely defends itself. Bael loses control over a servant after 24 hours unless recasting the spell on it. Bael may reassert control over up to 4 servants with such a casting.

**Innate Spellcasting: Charm Person (at will).** Action to cast, 30', 1 hour. If the target humanoid fails a DC 21 Wis save (made with advantage if currently fighting the devil), the target is charmed until the spell ends or the devil attacks it.

**Innate Spellcasting: Detect Magic (at will).** Action to cast, self, concentration up to 10 minutes. Bael can detect the presence of magic within 30'. It can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.

**Innate Spellcasting: Inflict Wounds (at will).** Action to cast, touch, instantaneous. Bael makes a melee spell attack (+13) against a creature in reach. On a hit, the target takes 10d10 necrotic damage.

**Innate Spellcasting: Invisibility (at will).** Action to cast, self only, concentration up to 1 hour. Bael and its equipment become invisible until it attacks or casts a spell.

**Innate Spellcasting: Major Image (at will).** Action to cast, 120', concentration up to 1 minute. The target must make a DC 21 Wis save or become frightened for the duration due to the illusory manifestation of its nightmares. At the start of each of its turns, the target must the Wis save or take 4d10 psychic damage. On a successful save, the spell ends.

**Innate Spellcasting: Counterspell (3/day □□□).** Reaction to cast when a creature within 60' casts a spell, 60', instantaneous. Bael automatically stops the target spell if it is of 3rd or lower level. Otherwise, Bael stops the target spell with a successful Cha (+7) check (DC 10+the target spell's level).

**Innate Spellcasting: Dispel Magic (3/day □□□).** Action to cast, 120', instantaneous. Bael dispels any spell of level 3 or lower affecting a creature, object, or area within range. For spells of 4th level or higher, the pixie must succeed on a Cha (+7) ability check (DC 10+level of the effect).

**Innate Spellcasting: Fly (3/day □□□).** Action to cast, touch, concentration up to 10 minutes. A willing creature gains a fly speed of 60'. When the spell ends, the target falls if it's still airborne.

**Innate Spellcasting: Suggestion (3/day □□□).** Action to cast, 30', concentration up to 8 hours). Bael makes a one or two sentence reasonable suggestion to a creature that can understand it. If the target fails a DC 21 Wis save, it must follow the suggestion.

**Innate Spellcasting: Wall of Fire (3/day □□□).** Action to cast, 120', concentration up to 1 minute. On a solid surface within range, Bael creates a wall of fire 60' long, 20' high, and 1' thick, or a ringed wall up to 20' high and 1' thick. Each creature entering the wall for the first time, or inside it when it's conjured, takes 5d8 fire damage (DC 21 Dex save for half damage). One side of the wall deals 5d8 fire damage to each creature ending its turn within 10' of that side or inside the wall.

**Innate Spellcasting: Dominate Monster (1/day □).** Action to cast, 60', concentration up to 1 hour. A target creature must succeed on a DC 21 Wis save or be charmed by Bael for the spell's duration. While charmed and on the same plane as Bael, the target can be telepathically ordered by Bael to follow simple commands. If Bael uses an action to do so, the creature may be given detailed commands, including using Bael's reaction as its own. Each time it takes damage, the target may attempt a new save to end the spell.



**Innate Spellcasting: Symbol (1/day □).** 1 minute to cast, touch, until dispelled or triggered. Bael inscribes a harmful glyph on the surface of an object (covering no more than 10' diameter if its surface) or, if it can be closed, within it. If the target is moved more than 10' from where Bael cast the spell, its dispelled without being triggered. The glyph is nearly invisible (DC 21 Intelligence (Investigation) check to spot). Bael determines the trigger, which includes an action and, if desired, the triggering creature's characteristics (e.g., height, weight, aberration, those not saying a chosen password). Once triggered, the glyph glows with a 60'-radius sphere of dim light for 10 minutes. Each creature within the sphere must succeed on a DC 21 Wis save or be stunned for 1 minute.

**Legendary Resistances (3/day □□□).** If Bael fails a save, he can choose to succeed.

**Magical Weapons.** Bael's weapon attacks are magical.

**Magic Resistance.** Bael has advantage on saves against spells and other magical effects.

**Regeneration.** Bael regains 20 HPs at the start of its turn if he has at least 1 HP unless he takes cold or radiant damage since his last turn. Bael dies only if he starts his turn with 0 HPs and doesn't regenerate.

## ACTIONS

**Multiattack.** Bael makes two melee attacks.

**Morningstar. Melee Weapon Attack:** +13 to hit, reach 20', one target. Hit: 16 (2d8+7) piercing damage and 13 (3d8) necrotic damage.

**Command.** Each ally of Bael's within 60' can't be charmed or frightened until the end of Bael's next turn.

**Teleport.** Bael and his equipment magically teleport up to 120' to an unoccupied space he can see.

## LEGENDARY ACTIONS

Bael can take 3 legendary actions, only one at a time and only at the end of another creature's turn. Bael regains spent actions at the start of its turn.

**Attack (2 actions).** Bael attacks with *Morningstar*.

**Awaken Greed.** Bael casts *Charm Person* or *Major Image*.

**Command.** Bael uses *Command*.

**Teleport.** Bael uses *Teleport*.

## DEVIL: GERYON, ARCHDEVIL

*Huge fiend (devil), lawful evil*  
CR 22 (41,000 XP)

**AC** 19 (natural armor)  
**HPs** 300 (24d12+144)  
**Speed** 30', fly 50'

STR	DEX	CON	INT	WIS	CHA
29 (+9)	17 (+3)	22 (+6)	19 (+4)	16 (+3)	23 (+6)

**Saves** Dex +10, Con +13, Wis +10, Cha +13  
**Skills** Deception +13, Intimidation +13, Perception +10  
**Resistances** bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered  
**Damage Immunities** cold, fire, poison  
**Condition Immunities** charmed, exhaustion, frightened, poisoned  
**Senses** truesight 120', passive Perception 20  
**Languages** all, telepathy 120'

**Innate Spellcasting: Alter Self (at will).** Action to cast, self, concentration up to 1 hour. Geryon uses an action to take or change into of three forms: Aquatic adaptation (can breathe water and has swim speed 30'); change appearance (change form to another medium, humanoid creature); or natural weapons (gain natural weapons, reach 5', +4 to hit, 1d6+1 damage).

**Innate Spellcasting: Detect Magic (at will).** Action to cast, self, concentration up to 10 minutes. Geryon can detect the presence of magic within 30'. It can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.

**Innate Spellcasting: Geas (at will).** 1 minute to cast, 60', 30 days. A creature within range that can understand Geryon and that Geryon can see must succeed on a DC 21 Wis save or be compelled to perform a service or refrain from an action for the duration. Each time it acts in a manner contrary to the requirement, it takes 5d10 psychic damage.

**Innate Spellcasting: Ice Storm (at will).** Action to cast, 300', instantaneous. Each creature in a 20'-radius, 40'-high cylinder centered on a point within range takes 2d8 bludgeoning damage and 4d6 cold damage (DC 21 Dex save for half damage), and the area becomes difficult terrain until the end of the mage's next turn.

**Innate Spellcasting: Invisibility (at will).** Action to cast, self only, concentration up to 1 hour. Geryon and its equipment become invisible until it attacks or casts a spell.

**Innate Spellcasting: Locate Object (at will).** Action to cast, self, concentration up to 10 minutes. The diviner senses the direction of a chosen object within 1,000' of it that isn't blocked by a lead barrier. If the object is in motion, the diviner knows the direction and speed. The diviner must have seen the object in the past from a distance of no more than 30'.

**Innate Spellcasting: Suggestion (at will).** Action to cast, 30', concentration up to 8 hours). Geryon makes a one or two sentence reasonable suggestion to a creature that can understand it. If the target fails a DC 21 Wis save, it must follow the suggestion.

**Innate Spellcasting: Wall of Ice (at will).** Action to cast, 120', concentration up to 1 minute. Geryon magically forms an opaque wall of ice on a solid surface he can see within 60', which lasts for 1 minute or until he's incapacitated or dies. The wall is 1' thick and up to 30' long and 10' high, or it's a hemispherical dome up to 20' in diameter. When the wall appears, each creature in its space is pushed out by the shortest route. The creature chooses which side of the wall to end up on unless incapacitated. The creature takes 35 (10d6) cold damage (DC 21 Dex save for half damage). Each 10' section has AC 5, 30 HPs, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. If a section is destroyed, it leaves behind frigid air in its space. Whenever a creature finishes moving through the frigid air on a turn, willingly or not, the creature takes 17 (5d6) cold damage (DC 17 Con save for half damage). The frigid air dissipates when the rest of the wall vanishes.

**Innate Spellcasting: Divine Word (1/day□).** Bonus action to cast, 30', instantaneous. Geryon chooses any number of creatures it can see within range. Each must make a DC 21 Cha save or suffer an effect based on its current HP: 50 or fewer, deafened for 1 minute; 40 or fewer, deafened and blinded for 10 minutes; 30 or fewer, blinded, deafened, and stunned for 1 hour; 20 or fewer, killed. If the target is a celestial, elemental, fey, or fiend, it's returned to its plane of origin and can't returned for 24 hours absent a *Wish* spell.

**Innate Spellcasting: Symbol (1/day□).** 1 minute to cast, touch, until dispelled or triggered. Geryon inscribes a harmful glyph on the surface of an object (covering no more than 10' diameter if its surface) or, if it can be closed, within it. If the target is moved more than 10' from where Geryon cast the spell, its dispelled without being triggered. The glyph is nearly invisible (DC 21 Intelligence (Investigation) check to spot). Geryon determines the trigger, which includes an action and, if desired, the triggering creature's characteristics (e.g., height, weight, aberration, those not saying a chosen password). Once triggered, the glyph glows with a 60'-radius sphere of dim light for 10 minutes. Each creature within the sphere must succeed on a DC 21 Wis save or be incapacitated for 1 minute.

**Legendary Resistances (3/day□□□).** If Geryon fails a save, he can choose to succeed.

**Magical Weapons.** Geryon's weapon attacks are magical.

**Magic Resistance.** Geryon has advantage on saves against spells and other magical effects.

**Regeneration.** Geryon regains 20 HPs at the start of its turn if he has at least 1 HP unless he takes radiant damage since his last turn. Geryon dies only if he starts his turn with 0 HPs and doesn't regenerate.

### ACTIONS

**Multiattack.** Geryon attacks once with *Claws* and once with *Stinger*.

**Claws.** *Melee Weapon Attack:* +16 to hit, reach 15', one target. Hit: 23 (4d6+9) slashing damage. If the target is Large or smaller, it's grappled (escape DC 24) and restrained. Geryon can grapple only one creature at a time. A target grappled by Geryon takes an extra 27 (6d8) slashing damage from *Claws*.

**Stinger.** *Melee Weapon Attack:* +16 to hit, reach 20', one creature. Hit: 14 (2d4+9) piercing damage, and the target must succeed on a DC 21 Con save or take 13 (2d12) poison damage and be poisoned until it finishes a long or short rest. The target's HP maximum is reduced by half the poison damage it takes, and it dies if that maximum becomes 0. The reduction lasts until the poisoned condition is removed.

**Teleport.** Geryon and his equipment magically teleport up to 120' to an unoccupied space he can see.

### LEGENDARY ACTIONS

Geryon can take 3 legendary actions, only one at a time and only at the end of another creature's turn. Geryon regains spent actions at the start of its turn.

**Glare.** One target Geryon can see within 60' must succeed on a DC 23 Wis save or become frightened of Geryon until the end of the target's next turn.

**Swift Sting (2 actions).** Geryon uses *Stinger*.

**Teleport.** Geryon uses *Teleport*.

### LAIR ACTIONS

On initiative 20 (losing ties), Geryon can take a lair action to cause one of the following magical effects. He can't use the same effect two rounds in a row.

- A cube of cold air, 10' on a side, bursts from a point on the ground Geryon can see within 120'. Each creature in that area must succeed on a DC 21 Con save or take 28 (8d6) cold damage.
- A creature within 60' that Geryon can see must succeed on a DC 21 Wis save or be restrained for 1 minute or until the creature deals any damage to one or more of its allies.
- **Banishment.** Action to cast, 60', concentration up to 1 minute. The target must succeed on a DC 21 Cha save or be sent to another plane of existence. If the target is not from the plane of existence in which the spell is cast, and the spell doesn't end before 1 minute expires, the target doesn't return. Otherwise, the target returns to the space from which it disappeared, or the closest possible unoccupied square.

### AREA EFFECTS

If Geryon dies, these effects fade over the course of 1d10 days.

- Intelligent creatures within 1 mile of the lair frequently see portals leading to places they consider safe but in fact lead to Stygia.
- Freezing strong winds howl within 1 mile of the lair.
- Any creature finishing a long or short rest within 1 mile of the lair must succeed on DC 21 Wis save or derive no benefit from the rest due to howls and screams.

## DEVIL: HUTIJIN, ARCHDEVIL

*Large fiend (devil), lawful evil*  
CR 21 (33,000 XP)

**AC** 19 (natural armor)  
**HPs** 200 (16d10+112)  
**Speed** 30', fly 60'

STR	DEX	CON	INT	WIS	CHA
27 (+8)	15 (+2)	25 (+7)	23 (+6)	19 (+4)	25 (+7)

**Saves** Dex +9, Con +14, Wis +11  
**Skills** Intimidation +14, Perception +11  
**Resistances** cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered  
**Damage Immunities** fire, poison  
**Condition Immunities** charmed, exhaustion, frightened, poisoned  
**Senses** truesight 120', passive Perception 21  
**Languages** all, telepathy 120'

**Despair.** Each non-devil creature within 15' of Hutijin has disadvantage on saves.

**Innate Spellcasting: Alter Self (at will).** Action to cast, self, concentration up to 1 hour. Hutijin uses an action to take or change into of three forms: Aquatic adaptation (can breathe water and has swim speed 30'); change appearance (change form to another medium, humanoid creature); or natural weapons (gain natural weapons, reach 5', +4 to hit, 1d6+1 damage).

**Innate Spellcasting: Animate Dead (at will).** 1 minute to cast, 10', instantaneous. Hutijin creates an undead servant. As a bonus action on each of his turns, Hutijin can telepathically order any number of such servants within 60' of it, though multiple servants commanded with a single bonus action must receive the same order. If not receiving an order, the servant merely defends itself. Hutijin loses control over a servant after 24 hours unless recasting the spell on it. Hutijin may reassert control over up to 4 servants with such a casting.

**Innate Spellcasting: Detect Magic (at will).** Action to cast, self, concentration up to 10 minutes. Hutijin can detect the presence of magic within 30'. It can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.

**Innate Spellcasting: Hold Monster (at will).** Action to cast, 90', concentration up to 1 minute. Hutijin targets a creature within range, who must make a DC 22 Wis save or be paralyzed for the duration. The target may make a save at the end of each of its turns to end the spell's effect.

**Innate Spellcasting: Invisibility (at will).** Action to cast, self only, concentration up to 1 hour. Geryon and its equipment become invisible until it attacks or casts a spell.

**Innate Spellcasting: Lightning Bolt (at will).** Action to cast, 100' long, 5' wide line originating from Hutijin, instantaneous. Each creature in the line takes 8d6 lightning damage (DC 22 Dex save for half damage).

**Innate Spellcasting: Suggestion (at will).** Action to cast, 30', concentration up to 8 hours). Hutijin makes a one or two sentence reasonable suggestion to a creature that can understand it. If the target fails a DC 2 Wis save, it must follow the suggestion.

**Innate Spellcasting: Wall of Fire (at will).** Action to cast, 120', concentration up to 1 minute. On a solid surface within range, Hutijin creates a wall of fire 60' long, 20' high, and 1' thick, or a ringed wall up to 20' high and 1' thick. Each creature entering the wall for the first time, or inside it when it's conjured, takes 5d8 fire damage (DC 22 Dex save for half damage). One side of the wall deals 5d8 fire damage to each creature ending its turn within 10' of that side or inside the wall.

**Innate Spellcasting: Dispel Magic (3/day □□□).** Action to cast, 120', instantaneous. Hutijin dispels any spell of level 3 or lower affecting a creature, object, or area within range. For spells of 4th level or higher, Hutijin must succeed on a Cha (+7) check (DC 10+level of the effect).

**Innate Spellcasting: Heal (1/day □).** Action to cast, 60', instantaneous). A creature Hutijin can see regains 70 HP. Blindness, deafness, and diseases end. Constructs and undead are unaffected.

**Innate Spellcasting: Symbol (1/day □).** 1 minute to cast, touch, until dispelled or triggered. Hutijin inscribes a harmful glyph on the surface of an object (covering no more than 10' diameter if its surface) or, if it can be closed, within it. If the target is moved more than 10' from where Geryon cast the spell, its dispelled without being triggered. The glyph is nearly invisible (DC 22 Intelligence (Investigation) check to spot). Geryon determines the trigger, which includes an action and, if desired, the triggering creature's characteristics (e.g., height, weight, aberration, those not saying a chosen password). Once triggered, the glyph glows with a 60'-radius sphere of dim light for 10 minutes. Each creature within the sphere must succeed on a DC 22 Cha save or be unable to attack or target any creature with harmful effects for 1 minute.

**Legendary Resistances (3/day □□□).** If Hutijin fails a save, he can choose to succeed.

**Magical Weapons.** Hutijin's weapon attacks are magical.

**Magic Resistance.** Hutijin has advantage on saves against spells and other magical effects.

**Regeneration.** Hutijin regains 20 HPs at the start of its turn if he has at least 1 HP unless he takes radiant damage since his last turn. Hutijin dies only if he starts his turn with 0 HPs and doesn't regenerate.

## ACTIONS

**Multiattack.** Hutijin attacks once with *Bite*, once with *Claws*, once with *Mace*, and once with *Tail*.

**Bite.** *Melee Weapon Attack:* +15 to hit, reach 5', one target. Hit: 15 (2d6+8) piercing damage, and the target must succeed on a DC 22 Con save or be unable to regain HPs and takes 10 (3d6) poison damage at the start of each of its turns. The target can repeat the save at the end of each of its turns to end the effect.

**Claws.** *Melee Weapon Attack:* +15 to hit, reach 10', one target. Hit: 27 (2d8+8) slashing damage.

**Mace.** *Melee Weapon Attack:* +15 to hit, reach 5', one target. Hit: 15 (2d6+8) bludgeoning damage.

**Tail.** *Melee Weapon Attack:* +15 to hit, reach 10', one target. Hit: 19 (2d10+8) bludgeoning damage.

**Teleport.** Hutijin and his equipment magically teleport up to 120' to an unoccupied space he can see.

## REACTIONS

**Voice (recharge ☐☐☐).** Upon taking damage, each non-devil creature within 30' must succeed on a DC 22 Wis save or be frightened of Hutijin for 1 minute. A creature can repeat the save at the end of each of its turns to end the effect on itself. A creature that saves against this effect is immune to *Voice* for 24 hours.

## LEGENDARY ACTIONS

Hutijin can take 3 legendary actions, only one at a time and only at the end of another creature's turn. Hutijin regains spent actions at the start of its turn.

**Attack.** Hutijin attacks with *Mace*.

**Lightning Storm (2 actions).** All creatures other than Hutijin in a 20' radius takes 18 (4d8) lightning damage (DC 22 Dex save for half damage).

**Teleport.** Hutijin uses *Teleport*.

## DEVIL: MOLOCH, ARCHDEVIL

*Large fiend (devil), lawful evil*  
CR 21 (33,000 XP)

**AC** 19 (natural armor)  
**HPs** 253 (22d10+132)  
**Speed** 30'

STR	DEX	CON	INT	WIS	CHA
26 (+8)	19 (+4)	22 (+6)	21 (+5)	18 (+4)	23 (+6)

**Saves** Dex +11, Con +13, Wis +11, Cha +13  
**Skills** Deception +13, Intimidation +13, Perception +11  
**Resistances** cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered  
**Damage Immunities** fire, poison  
**Condition Immunities** charmed, exhaustion, frightened, poisoned  
**Senses** darkvision 120', passive Perception 20  
**Languages** all, telepathy 120'

**Innate Spellcasting: Alter Self (at will).** Action to cast, self, concentration up to 1 hour. Moloch uses an action to take or change into of three forms: Aquatic adaptation (can breathe water and has swim speed 30'); change appearance (change form to another medium, humanoid creature); or natural weapons (gain natural weapons, reach 5', +4 to hit, 1d6+1 damage).

**Innate Spellcasting: Animate Dead (at will).** 1 minute to cast, 10', instantaneous. Moloch creates an undead servant. As a bonus action on each of his turns, Moloch can telepathically order any number of such servants within 60' of it, though multiple servants commanded with a single bonus action must receive the same order. If not receiving an order, the servant merely defends itself. Moloch loses control over a servant after 24 hours unless recasting the spell on it. Moloch may reassert control over up to 4 servants with such a casting.

**Innate Spellcasting: Burning Hands (at will).** Action to cast, 15' cone originating from the evoker, instantaneous. Each creature within the cone takes 7d6 fire damage (Con save DC 21 for half damage). An unattended, flammable object hit by the spell is set afire.

**Innate Spellcasting: Confusion (at will).** Action to cast, 90', concentration up to 1 minute. Each creature in a 10'-radius sphere centered on a point within range must succeed on a DC 21 Wis save or be affected. An affected creature can't take reactions and must roll 1d10 at the start of each turn to determine its action. The creature may make a new save at the end of each of its turns to end the effect.

d10	Behavior
1	Creature takes no action and uses all movement to move in a random direction.
2-6	Creature doesn't move or take actions.
7-8	Creature uses action to make a melee attack against a randomly determined target. If no target is within reach, the creature does nothing.
9-10	The creature can act and move normally.

**Innate Spellcasting: Detect Magic (at will).** Action to cast, self, concentration up to 10 minutes. Moloch can detect the presence of magic within 30'. It can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.

**Innate Spellcasting: Fly (at will).** Action to cast, touch, concentration up to 10 minutes. A willing creature gains a fly speed of 60'. When the spell ends, the target falls if it's still airborne.

**Innate Spellcasting: Major Image (at will).** Action to cast, 120', until dispelled. The target must make a DC 21 Wis save or become frightened for the duration due to the illusory manifestation of its nightmares. At the start of each of its turns, the target must repeat the Wis save or take 4d10 psychic damage. On a successful save, the spell ends.

**Innate Spellcasting: Geas (at will).** 1 minute to cast, 60', 30 days. A creature within range that can understand Moloch and that Moloch can see must succeed on a DC 21 Wis save or be compelled to perform a service or refrain from an action for the duration. Each time it acts in a manner contrary to the requirement, it takes 5d10 psychic damage.

**Innate Spellcasting: Stinking Cloud (at will).** Action to cast, 90', concentration up to 1 minute. Moloch creates a 20'-radius sphere that's heavily obscuring. A creature totally within the cloud at the start of their turn must make a DC 21 Con save. On a failure, the creature may not use their action during that turn.

**Innate Spellcasting: Suggestion (at will).** Action to cast, 30', concentration up to 8 hours). Moloch makes a one or two sentence reasonable suggestion to a creature that can understand it. If the target fails a DC 21 Wis save, it must follow the suggestion.

**Innate Spellcasting: Wall of Fire (at will).** Action to cast, 120', concentration up to 1 minute. On a solid surface within range, Moloch creates a wall of fire 60' long, 20' high, and 1' thick, or a ringed wall up to 20' high and 1' thick. Each creature entering the wall for the first time, or inside it when it's conjured, takes 5d8 fire damage (DC 21 Dex save for half damage). One side of the wall deals 5d8 fire damage to each creature ending its turn within 10' of that side or inside the wall.

**Innate Spellcasting: Flame Strike (1/day□).** Action to cast, 60', instantaneous. Each creature in a 10'-radius, 40'-high cylinder centered on a point within range takes 4d6 fire damage and 4d6 radiant damage (DC 21 Dex save for half damage).



**Innate Spellcasting: Symbol (1/day ☐).** 1 minute to cast, touch, until dispelled or triggered. Moloch inscribes a harmful glyph on the surface of an object (covering no more than 10' diameter if its surface) or, if it can be closed, within it. If the target is moved more than 10' from where Moloch cast the spell, its dispelled without being triggered. The glyph is nearly invisible (DC 21 Intelligence (Investigation) check to spot). Moloch determines the trigger, which includes an action and, if desired, the triggering creature's characteristics (e.g., height, weight, aberration, those not saying a chosen password). Once triggered, the glyph glows with a 60'-radius sphere of dim light for 10 minutes. Each creature within the sphere must succeed on a DC 21 Wis save or be stunned for 1 minute.

**Legendary Resistances (3/day ☐☐☐).** If Moloch fails a save, he can choose to succeed.

**Magical Weapons.** Moloch's weapon attacks are magical.

**Magic Resistance.** Moloch has advantage on saves against spells and other magical effects.

**Regeneration.** Moloch regains 20 HPs at the start of its turn if he has at least 1 HP unless he takes radiant damage since his last turn. Moloch dies only if he starts his turn with 0 HPs and doesn't regenerate.

## ACTIONS

**Multiattack.** Moloch attacks once with *Bite*, once with *Claws*, and once with *Whip*.

**Bite.** *Melee Weapon Attack:* +15 to hit, reach 5', one target. Hit: 26 (4d8+8) piercing damage.

**Claws.** *Melee Weapon Attack:* +15 to hit, reach 10', one target. Hit: 17 (2d8+8) slashing damage.

**Whip.** *Melee Weapon Attack:* +15 to hit, reach 30', one target. Hit: 13 (2d4+8) slashing damage and 11 (2d10) lightning damage, and if the target is a creature, it must succeed on a DC 24 Str save or be pulled up to 30' toward Moloch.

**Breath (recharge ☒☒).** Each creature in a 30' cone must succeed on a DC 21 Wis save or take 27 (5d10) psychic damage, drop whatever it's holding, and be frightened for 1 minute.

**Teleport.** Moloch and his equipment magically teleport up to 120' to an unoccupied space he can see.

## LEGENDARY ACTIONS

Moloch can take 3 legendary actions, only one at a time and only at the end of another creature's turn. Moloch regains spent actions at the start of its turn.

**Stinking Cloud.** Moloch uses *Stinking Cloud*.

**Teleport.** Geryon uses *Teleport*.

**Whip.** Moloch uses *Whip*.

## DEVIL: TITIVILUS, ARCHDEVIL

Medium fiend (devil), lawful evil  
CR 16 (15,000 XP)

AC 20 (natural armor)  
HPs 127 (17d8+51)  
Speed 40', fly 60'

STR	DEX	CON	INT	WIS	CHA
19 (+4)	22 (+6)	17 (+3)	24 (+7)	22 (+6)	26 (+8)

**Saves** Dex +11, Con +8, Wis +11, Cha +13

**Skills** Deception +13, Insight +11, Intimidation +13, Perception +13

**Resistances** cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

**Damage Immunities** fire, poison

**Condition Immunities** charmed, exhaustion, frightened, poisoned

**Senses** darkvision 120', passive Perception 21

**Languages** all, telepathy 120'

**Innate Spellcasting: Alter Self (at will).** Action to cast, self, concentration up to 1 hour. Titivilus uses an action to take or change into of three forms: Aquatic adaptation (can breathe water and has swim speed 30'); change appearance (change form to another medium, humanoid creature); or natural weapons (gain natural weapons, reach 5', +4 to hit, 1d6+1 damage).

**Innate Spellcasting: Animate Dead (at will).** 1 minute to cast, 10', instantaneous. Titivilus creates an undead servant. As a bonus action on each of his turns, Titivilus can telepathically order any number of such servants within 60' of it, though multiple servants commanded with a single bonus action must receive the same order. If not receiving an order, the servant merely defends itself. Titivilus loses control over a servant after 24 hours unless recasting the spell on it. Titivilus may reassert control over up to 4 servants with such a casting.

**Innate Spellcasting: Bestow Curse (at will).** Action to cast, touch, concentration up to 1 minute. The target creature must succeed on a DC 21 Wis save or become cursed for the duration of the spell. The curse may be of one of three types: 1) the target has disadvantage on checks and saves of a chosen ability score; 2) the target has disadvantage on attacks against Titivilus; 3) the target must succeed on a DC 15 Wis save at the start of each of its turns in order to act; or 4) the Titivilus's attacks and spells do an extra 1d8 necrotic damage to the target.

**Innate Spellcasting: Confusion (at will).** Action to cast, 90', concentration up to 1 minute. Each creature in a 10'-radius sphere centered on a point within range must succeed on a DC 21 Wis save or be affected. An affected creature can't take reactions and must roll 1d10 at the start of each turn to determine its action. The creature may make a new save at the end of each of its turns to end the effect.

d10	Behavior
1	Creature takes no action and uses all movement to move in a random direction.
2-6	Creature doesn't move or take actions.
7-8	Creature uses action to make a melee attack against a randomly determined target. If no target is within reach, the creature does nothing.
9-10	The creature can act and move normally.

**Innate Spellcasting: Major Image (at will).** Action to cast, 120', until dispelled. The target must make a DC 21 Wis save or become frightened for the duration due to the illusory manifestation of its nightmares. At the start of each of its turns, the target must repeat the Wis save or take 4d10 psychic damage. On a successful save, the spell ends.

**Innate Spellcasting: Modify Memory (at will).** Action to cast, 30', concentration up to 1 minute. A creature Titivilus sees makes a DC 21 Wis save (with advantage if fighting Titivilus). On failure, the creature is charmed, incapacitated, and unaware of its surroundings other than what Titivilus says. If it takes damage or is targeted by a spell, the spell ends, and its memories aren't modified. While charmed, the target's memory of an event (10 minute duration or less from within the last 24 hours; 7 days if cast at 6th level) can be erased, recalled perfectly, altered, or replaced by Titivilus's audible description, which must be understood and must be logical. The memories take hold when the spell ends. A *Remove Curse* or *Greater Restoration* restores the memory.

**Innate Spellcasting: Nondetection (at will).** Action to cast, touch, 8 hours. Titivilus can't be targeted by divination magic or perceived through scrying.

**Innate Spellcasting: Sending (at will).** Action to cast, unlimited, 1 round. Titivilus sends a message of 25 or fewer words to a creature familiar to it. The creature knows the identity of the sender and can immediately respond in a like manner. If the creature is on another plane of existence, there's a 5% chance the message doesn't arrive.



**Innate Spellcasting: Suggestion (at will).** Action to cast, 30', concentration up to 8 hours). Titivilus makes a one or two sentence reasonable suggestion to a creature that can understand it. If the target fails a DC 2 Wis save, it must follow the suggestion.

**Innate Spellcasting: Greater Invisibility (3/day□□□).** Action to cast, self only, concentration up to 1 minute. Titivilus and his possessions become invisible until the spell ends.

**Innate Spellcasting: Misdemeanor (3/day□□□).** Action to cast, self, concentration up to 1 hour. Titivilus becomes invisible and creates an illusory double where he's standing. The double lasts for the duration, but the invisibility ends if Titivilus attacks or casts a spell. Titivilus can use his action to move his double up to 80' and make it behave in any way he chooses. Titivilus can see through its eyes and hear through its ears. On each his turns as a bonus action, Titivilus can switch from using its senses to using his own, or back again. While using its senses, Titivilus is blinded and deafened in regard to his own surroundings.

**Innate Spellcasting: Feeblemind (1/day□).** Action to cast, 150', instantaneous. One target creature takes 4d6 psychic damage. On a failed DC 21 Int save, the target's Int and Cha become 1, rendering it mentally incapacitated other than identifying its friends, following them, and protecting them. The target can repeat the save in 30-day intervals to end the effect. The spell can also be ended by *Greater Restoration*, *Heal*, or *Wish*.

**Innate Spellcasting: Symbol (1/day□).** 1 minute to cast, touch, until dispelled or triggered. Titivilus inscribes a harmful glyph on the surface of an object (covering no more than 10' diameter if its surface) or, if it can be closed, within it. If the target is moved more than 10' from where Geryon cast the spell, its dispelled without being triggered. The glyph is nearly invisible (DC 22 Intelligence (Investigation) check to spot). Geryon determines the trigger, which includes an action and, if desired, the triggering creature's characteristics (e.g., height, weight, aberration, those not saying a chosen password). Once triggered, the glyph glows with a 60'-radius sphere of dim light for 10 minutes. Each creature within the sphere must succeed on a DC 22 Cha save or be unable to attack or target any creature with harmful effects for 1 minute.

**Legendary Resistances (3/day□□□).** If Titivilus fails a save, he can choose to succeed.

**Magical Weapons.** Titivilus's weapon attacks are magical.

**Magic Resistance.** Titivilus has advantage on saves against spells and other magical effects.

**Regeneration.** Titivilus regains 20 HPs at the start of its turn if he has at least 1 HP unless he takes radiant damage since his last turn. Titivilus dies only if he starts his turn with 0 HPs and doesn't regenerate.

**Ventriloquism.** Whenever Titivilus speaks, he can choose for his voice to originate from a point within 60'.

## ACTIONS

**Multiattack.** Titivilus attacks once with *Sword* and uses *Frightful Word*.

**Sword. Melee Weapon Attack:** +9 to hit, reach 5', one target. Hit: 8 (1d8+4) slashing damage, or 9 (1d10+4) slashing damage if used two-handed and 16 (3d10) necrotic damage. If the target is a creature, its HP maximum is reduced by half the necrotic damage taken.

**Frightful Word.** One creature Titivilus can see within 10' must succeed on a DC 21 Wis save or be frightened of him for 1 minute. While frightened, the target must use Dash to move away from Titivilus by the safest available route on each of its turns, unless there is nowhere to move, in which case it need not Dash. The target can repeat the save at the end of each of its turns to end the effect on itself.

**Teleport.** Titivilus and his equipment magically teleport up to 120' to an unoccupied space he can see.

**Twisting Words.** One creature Titivilus can see within 60' must succeed on a DC 21 Cha save or be charmed by Titivilus for 1 minute. The charmed target can repeat the save if Titivilus deals any damage to it. A creature that succeeds on the save is immune to *Twisting Words* for 24 hours.

## LEGENDARY ACTIONS

Titivilus can take 3 legendary actions, only one at a time and only at the end of another creature's turn. Titivilus regains spent actions at the start of its turn.

**Attack (2 actions).** Titivilus attacks with *Sword* or *Frightful Word*.

**Corrupting Guidance.** Titivilus uses *Twisting Words* or targets one creature within 60' already charmed by him. That target must succeed on a DC 21 Cha save, or Titivilus decides how the target acts during its next turn.

**Teleport.** Titivilus uses *Teleport*.

## DEVIL: ZARIEL, ARCHDEVIL

*Large fiend (devil), lawful evil*  
CR 26 (90,000 XP)

**AC** 21 (natural armor)  
**HPs** 580 (40d10+360)  
**Speed** 50', fly 150'

STR	DEX	CON	INT	WIS	CHA
27 (+8)	24 (+7)	28 (+9)	26 (+8)	27 (+8)	30 (+10)

**Saves** Int +16, Wis +16, Cha +18

**Skills** Intimidation +18, Perception +16

**Resistances** cold, fire, radiant; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, poisoned

**Senses** darkvision 120' (penetrates magical darkness), passive Perception 26

**Languages** all, telepathy 120'

**Hell's Weapons.** Zariel's weapon attacks are magical and deal an extra 36 (8d8) fire damage (included below).

**Innate Spellcasting: Alter Self (at will).** Action to cast, self, concentration up to 1 hour. Titivilus uses an action to take or change into of three forms: Aquatic adaptation (can breathe water and has swim speed 30'); change appearance (change form to another medium, humanoid creature); or natural weapons (gain natural weapons, reach 5', +4 to hit, 1d6+1 damage).

**Innate Spellcasting: Detect Evil and Good (at will).** Action to cast, self, concentration up to 10 minutes. Zariel knows if there's an aberration, celestial, elemental, fey, fiend, undead, or magically consecrated/desecrated place or object within 30' of it, as well as its exact location.

**Innate Spellcasting: Fireball (at will).** Action to cast, 150', instantaneous. Each creature in a 20'-radius sphere centered on a point within range takes 8d6 fire damage (DC 26 Dex save for half damage). The fire spreads around corners.

**Innate Spellcasting: Invisibility (at will).** Action to cast, self only, concentration up to 1 hour. Zariel and her equipment become invisible until it attacks or casts a spell.

**Innate Spellcasting: Wall of Fire (at will).** Action to cast, 120', concentration up to 1 minute. On a solid surface within range, Moloch creates a wall of fire 60' long, 20' high, and 1' thick, or a ringed wall up to 20' high and 1' thick. Each creature entering the wall for the first time, or inside it when it's conjured, takes 5d8 fire damage (DC 26 Dex save for half damage). One side of the wall deals 5d8 fire damage to each creature ending its turn within 10' of that side or inside the wall.

**Innate Spellcasting: Blade Barrier (3/day □□□).** Action to cast, 90', concentration up to 10 minutes. Zariel makes a wall of magical blades, either 100' long, 20' high, and 5' thick; or ringed up to 60' in diameter, 20' high, and 5' thick. The wall provides 3/4 cover and is difficult terrain. When a creature enters, or starts its turn within, the wall's area, the creature takes 6d10 slashing damage (Dex save DC 26 for half).

**Innate Spellcasting: Dispel Evil and Good (3/day □□□).** Action to cast, self only, concentration up to 1 minute. Celestials, elementals, fey, fiends, and undead have disadvantage on attacks against Zariel. The spell ends early if Zariel uses an action to activate either *Break Enchantment* (touches a creature to remove the charmed or frightened condition or end possession by a celestial, elemental, fey, fiend, or undead), or *Dismissal* (make a melee spell attack at +17 against a celestial, elemental, fey, fiend, or undead, which then makes a Cha save DC 26 to avoid being returned to its home plane).

**Innate Spellcasting: Finger of Death (3/day □□□).** Action to cast, 60', instantaneous. A target creature takes 7d8+30 necrotic damage (DC 26 Con save for half damage). A humanoid killed by this spell rises as a zombie at the start of the Zariel's next turn and is permanently under the Zariel's control.

**Legendary Resistances (3/day □□□).** If Zariel fails a save, she can choose to succeed.

**Magical Weapons.** Zariel's weapon attacks are magical.

## ACTIONS

**Multiattack.** Zariel attacks twice with *Longsword* or twice with *Javelin*. She can substitute *Horrid Touch* for one of those attacks.

**Longsword.** *Melee Weapon Attack:* +16 to hit, reach 10', one target. Hit: 17 (2d8+8) slashing damage, or 19 (2d10+8) slashing damage if used two-handed, and 36 (8d8) fire damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +16 to hit, reach 10' or range 30'/120', one target. Hit: 15 (2d6+8) piercing damage and 36 (8d8) fire damage.

**Horrid Touch (recharge ⓧⓧ).** *Melee Weapon Attack:* +16 to hit, reach 10', one target. Hit: 44 (8d10) necrotic damage, and the target is poisoned (blinded and deafened) for 1 minute. The target can repeat the save at the end of each of its turns to end the effect.

**Teleport.** Zariel and his equipment magically teleport up to 120' to an unoccupied space he can see.

## LEGENDARY ACTIONS

Zariel can take 3 legendary actions, only one at a time and only at the end of another creature's turn. Zariel regains spent actions at the start of its turn.

**Gaze (2 actions).** One creature within 120' Zariel can see must succeed on a DC 26 Wis save or take 22 (4d10) fire damage.

**Teleport.** Zariel uses *Teleport*.

## LAIR ACTIONS

On initiative 20 (losing ties), Zariel can take a lair action to cause one of the following magical effects. She can't use the same effect two rounds in a row.

- **Major Image.** Action to cast, 120', until the next initiative count 20. Up to four targets must make DC 26 Wis saves or become frightened for 1 minute due to the illusory manifestation of its loved ones being burned alive. At the end of each of its turns, a target can repeat the save to end the effect on itself.
- **Fireball.** Action to cast, 150', instantaneous. Each creature in a 20'-radius sphere centered on a point within range takes 8d6 fire damage (DC 26 Dex save for half damage). The fire spreads around corners.

## AREA EFFECTS

If Zariel dies, these effects fade over the course of 1d10 days.

- The area within 9 miles of the lair is filled with screaming voices and the stench of burning meat.
- Once every 60' within 1 mile of the lair, 10' high flames rise from the ground. Any creature or object that touches the flame takes 7 (2d6) fire damage (no more than once per round).
- The area within 2 miles, but no closer than 500', of the lair is filled with heavily obscuring smoke, which can't be cleared away.

## DROW ARACHNOMANCER

Medium humanoid (elf), chaotic evil  
CR 13 (10,000 XP)

AC 15 (studded leather)  
HPs 162 (25d8+50)  
Speed 30', climb 30'

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	14 (+2)	19 (+4)	14 (+2)	16 (+3)

**Saves** Con +7, Int +9, Cha +8  
**Skills** Arcana +9, Nature +9, Perception +7, Stealth +8  
**Resistances** poison  
**Senses** blindsight 10', darkvision 120', passive Perception 17  
**Languages** Elvish, Undercommon, can speak with spiders

**Change Shape (recharges after long or short rest).** The drow can use a bonus action to magically polymorph itself and its equipment into a giant spider for up to 1 hour, or to revert back to its true form. Only its size changes among its statistics, and it can still cast spells. It reverts if it dies.

**Fey Ancestry.** The drow has advantage on saves against being charmed, and magic can't put the drow to sleep.

**Innate Spellcasting: Dancing Lights (at will).** Action to cast, 120', concentration up to 1 minute. The drow creates four torch-sized motes of light within range, or one in the form of a Medium humanoid. The lights shed 10' of dim light. As a bonus action, the drow can move them up to 60' to a spot within range.

**Innate Spellcasting: Darkness (1/day □).** Action to cast, 60', concentration up to 10 minutes. The drow spreads darkness in a 15'-radius sphere centered on a point within range, an unattended object in range, or an object the drow is holding. The darkness spreads around corners. The darkness dispels an area of light created by a spell of 2nd level or lower.

**Innate Spellcasting: Faerie Fire (1/day □).** Action to cast, 60', concentration up to 1 minute. Each object in a 20' cube within range is outlined in light, as is any creature that fails a DC 16 Dex save to avoid the effect. If outlined, attacks against the target have advantage, and the target can't benefit from being invisible.

**Innate Spellcasting: Levitate (1/day □).** Action to cast, self only, concentration up to 10 minutes. The drow rises 20' and can change its altitude 20' as movement. It can move horizontally by grabbing a nearby fixed object, essentially climbing.

**Spellcasting:** 16th-level, Cha-based, DC 16, +8 to hit

5th □ □ □

**Chill Touch (cantrip).** Action to cast, 120', instantaneous. The drow makes a ranged spell attack (+8) doing 3d8 necrotic damage and prevents the target from regaining HPs until the start of the drow's next turn. If the target is undead, the target has disadvantage on attacks until the end of the drow's next turn.

**Eldritch Blast (cantrip).** Action to cast, 300', instantaneous. The warlock makes four ranged spell attacks (+8) against one, two, or three targets, each doing 1d10 force damage.

**Mage Hand (cantrip).** Action to cast, 30', 1 minute. The drow creates a ghost-like hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.

**Poison Spray (cantrip).** Action to cast, 10', instantaneous. The target creature must make a DC 16 Con save or take 3d12 poison damage.

**Conjure Animals (3rd as 5th).** Action to cast, 60', concentration up to 1 hour. The drow summons two CR 2 beast, four CR 1 beasts, eight CR 1/2 beasts, or sixteen CR 1/4 beasts. The beast is a spider and disappears if it drops to 0 HPs or the spell ends. The animals are friendly, follow commands, and act on their own initiative. If cast as a 5th-level spell, the drow can double the number of creatures she can conjure.

**Crown of Madness (2nd as 5th).** Action to cast, 120', concentration up to 1 minute. One humanoid must succeed on a DC 15 Wis save or be charmed by the warlock. The warlock chooses a creature other than the target against whom the target must use its action on each of its turns (before moving) to make a melee attack. If no valid targets are available, the target may act normally. The spell ends if the warlock doesn't use its action to sustain the spell or if the target successfully saves at the end of its turn.

**Dimension Door (4th as 5th).** Action to cast, 500', instantaneous. The drow can teleport itself, anything it can carry, an adjacent willing creature the drow's size or smaller, and anything that creature can carry to a place within range. If the place is already occupied, both the drow and the other creature (if any) take 4d6 force damage and aren't teleported.

**Dispel Magic (3rd as 5th).** Action to cast, 120', instantaneous. The drow dispels any spell of the slot level used to cast the spell (or lower) affecting a creature, object, or area within range. For higher-level spells, the drow must succeed on a Cha (+3) check (DC 10+level of the effect).

**Fear (3rd as 5th).** Action to cast, self only, concentration up to 1 minute. Each creature within a 30' cone must make a DC 16 Wis save or drop what it's holding and be frightened. On its turn, a frightened creature must take the Dash action and move away from the drow as safely as possible. If the creature ends its turn without the drow in sight, the creature may repeat the save.

**Fly (3rd as 5th).** Action to cast, touch, concentration up to 10 minutes. A willing creature gains a fly speed of 60'. When the spell ends, the target falls if it's still airborne.

**Giant Insect (4th as 5th).** Action to cast, 30', concentration up to 10 minutes. The drow transforms up to ten centipedes, three spiders, five wasps, or one scorpion within range into giant versions of their natural forms, all of which obey the drow, for the duration, until they drop to 0 HP, or the drow uses an action to dismiss them.

**Hold Monster (5th).** Action to cast, 90', concentration up to 1 minute. The drow targets a creature within range, who must make a DC 16 Wis save or be paralyzed for the duration. The target may make a save at the end of each of its turns to end the spell's effect.

**Insect Plague (5th).** Action to cast, 300', concentration up to 10 minutes. Swarming, biting insects fill a 20'-radius sphere centered on a point within range, lightly obscuring the volume and creating difficult terrain. When the area appears, each creature within takes 4d10 piercing damage (Con save DC 16 for half damage). A creature must make a save if it enters the sphere or ends its turn there.

**Invisibility (2nd as 5th).** Action to cast, touch, concentration up to 1 hour. A willing, target creature and its equipment become invisible until it attacks or casts a spell. The spell can target an additional creature for each slot above 2nd used to cast the spell.

**Vampiric Touch (3rd as 5th).** Action to cast, self, concentration up to 1 minute. The drow can make a melee spell attack (+8) to do 5d6 necrotic damage against a creature and regains half the damage dealt in HPs. The attack may be repeated as an action until the spell ends.

**Web (2nd as 5th).** Action to cast, 60', concentration up to 1 hour. The drow conjures a web that fills a 20' cube from a point within range. If the webs don't connect two solid masses, the web collapses, and the spell ends at the start of the drow's next turn. The webs create difficult terrain. Each creature that starts its turn in the webs or enters them during its turn must make a DC 14 Dex save or be restrained. A creature so restrained may make a DC 14 Str save as an action to break free. Any 5'-cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to a creature starting its turn in the fire.

**Witch Bolt (1st as 5th).** Action to cast, 30', concentration up to 1 minute. The drow makes a ranged spell attack (+8 to hit). On a hit, the target takes 5d12 lightning damage per spell slot used to cast the spell. On each of the drow's turns, it can use its action to deal 1d12 lightning damage to the target automatically.

**Dominate Monster (1/day □).** Action to cast, 60', concentration up to 1 hour. A target creature must succeed on a DC 16 Wis save or be charmed by the drow for the spell's duration. While charmed and on the same plane, the target can be telepathically ordered by the drow to follow simple commands. If the drow uses an action to do so, the creature may be given detailed commands, including using the drow's reaction as its own. Each time it takes damage, the target may attempt a new save to end the spell.

**Etherealness (1/day □).** Action to cast, self, up to 8 hours or until an action to dispel. The drow moves to the Ethereal Plane if that plane borders its current plane. It can move in any direction, but at half speed if moving up or down. The drow can see (in grey) and hear everything within 60' in its original plane. Nothing on the original plane can normally affect the drow, and the drow can move through objects on the original plane as if not there. When the spell ends, the drow appears in its current location on the original plane, being shunted to the nearest unoccupied space if appearing in a solid object (taking two the number of feet moved in force damage).

**Eyebite (1/day □).** Action to cast, self, concentration up to 1 minute. One creature within 60' that the drow can see must succeed on a Wis save or be affected by one of the following effects for the duration (drow's choice): asleep (unconscious until taking damage or awoken by a creature using an action), panicked (frightened by the hag; must use Dash to move safely away, the effect ending if the target moves 60' away, or sickened (disadvantage on saves and ability checks, making new save at the end of each of its turns). Until the spell ends, on each of the drow's turns, it can use an action to target another creature that hasn't already succeeded on a save against this casting of *Eyebite*.

**Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attacks and on Perception checks that rely on sight.

**Web Walker.** The drow ignores movement restrictions caused by webbing.

## ACTIONS

**Multiattack.** The drow attacks twice with *Touch* or twice with *Bite*. The first of these that hits each round does an extra 26 (4d12) poison damage.

**Touch (humanoid form).** *Melee Weapon Attack:* +8 to hit, reach 5', one target. Hit: 28 (8d6) poison damage.

**Bite (giant spider form).** *Melee Weapon Attack:* +7 to hit, reach 5', one target. Hit: 12 (2d8+3) piercing damage and 26 (4d12) poison damage (DC 15 Con save for half poison damage). If reduced to 0 HP, the target is stable but paralyzed for 1 hour even after being healed.

**Web (giant spider form; recharge ☐☐☐).** *Ranged Weapon Attack:* +8 to hit, range 30'/60', one target. Hit: The target is restrained. As an action, the target can make a DC 15 Str check to escape, or can attack the webbing (AC 10, HP 5, vulnerability to fire, immunity to bludgeoning, poison, and psychic damage).



## DROW FAVORED CONSORT

Medium humanoid (elf), neutral evil  
CR 18 (20,000 XP)

AC 15 (18 with *Mage Armor*)  
HPs 225 (30d8+90)  
Speed 30'

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	16 (+3)	18 (+4)	15 (+2)	18 (+4)

**Saves** Dex +11, Con +9, Cha +10  
**Skills** Acrobatics +11, Athletics +8, Perception +8, Stealth +11  
**Senses** darkvision 120', passive Perception 18  
**Languages** Elvish, Undercommon

**Fey Ancestry.** The drow has advantage on saves against being charmed, and magic can't put the drow to sleep.

**Innate Spellcasting: Dancing Lights (at will).** Action to cast, 120', concentration up to 1 minute. The drow creates four torch-sized motes of light within range, or one in the form of a Medium humanoid. The lights shed 10' of dim light. As a bonus action, the drow can move them up to 60' to a spot within range.

**Innate Spellcasting: Darkness (1/day □).** Action to cast, 60', concentration up to 10 minutes. The drow spreads darkness in a 15'-radius sphere centered on a point within range, an unattended object in range, or an object the drow is holding. The darkness spreads around corners. The darkness dispels an area of light created by a spell of 2nd level or lower.

**Innate Spellcasting: Faerie Fire (1/day □).** Action to cast, 60', concentration up to 1 minute. Each object in a 20' cube within range is outlined in light, as is any creature that fails a DC 18 Dex save to avoid the effect. If outlined, attacks against the target have advantage, and the target can't benefit from being invisible.

**Innate Spellcasting: Levitate (1/day □).** Action to cast, self only, concentration up to 10 minutes. The drow rises 20' and can change its altitude 20' as movement. It can move horizontally by grabbing a nearby fixed object, essentially climbing.

**Spellcasting:** 11th-level, Int-based, DC 18, +10 to hit

1st	□□□□	4th	□□□□
2nd	□□□□	5th	□□□□
3rd	□□□□	6th	□□□□

**Mage Hand (cantrip).** Action to cast, 30', 1 minute. The drow creates a ghost-like hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.

**Message (cantrip).** Action to cast, 120', 1 round. The drow can whisper a message to a creature within range only the creature can hear, and the creature can similarly respond. The spell is blocked by magical silence, 1' of stone, 1" of metal, a thin sheet of lead, or 3' of wood.

**Poison Spray (cantrip).** Action to cast, 10', instantaneous. The target creature must make a DC 14 Con save or take 2d12 poison damage.

**Shocking Grasp (cantrip).** Action to cast, 30', instantaneous. The drow makes a melee spell attack (+10) with advantage if the target creature is wearing metal armor. On a hit, the target takes 3d8 lightning damage and can't take reactions until the end of its next turn.

**Ray of Frost (cantrip).** Action to cast, 60', instantaneous. The drow makes a ranged spell attack (+10 to hit). On a hit, the target takes 3d8 cold damage, and its speed is reduced to 10' until the start of the drow's next turn.

**Burning Hands (1st).** Action to cast, 15' cone originating from the drow, instantaneous. Each creature within the cone takes 3d6 fire damage (Con save DC 18 for half damage). An unattended, flammable object hit by the spell is set afire. For each slot above 1st used to cast this spell, the damage increases by 1d6.

**Mage Armor (1st).** Action to cast, touch, 8 hours. The unarmored target's base AC becomes 13 + its Dex modifier.

**Magic Missile (1st).** Action to cast, 120', instantaneous. The drow creates a number of darts equal to 2 + the spell slot used to cast it. A dart deals 1d4+1 force damage, each targeting the same or different creatures.

**Shield (1st).** Reaction to a hit on the drow, self, 1 round. Until the start of its next turn, the drow gains a +5 bonus to AC, including against the triggering attack, and has immunity to *Magic Missile*.

**Gust of Wind (2nd).** Action to cast, self (60' line), concentration up to 1 minute. A strong wind emanates from the drow in a 60' line 10' wide. A creature that starts its turn in the line must succeed on a DC 18 Str save or be pushed 15' along the line.

**Invisibility (2nd).** Action to cast, touch, concentration up to 1 hour. A willing, target creature and its equipment become invisible until it attacks or casts a spell. The spell can target an additional creature for each slot above 2nd used to cast the spell.

**Misty Step (2nd).** Bonus action to cast, self, instantaneous. The drow teleports up to 30' to an unoccupied space it can see.

**Counterspell (3rd).** Reaction to cast when a creature within 60' casts a spell, 60', instantaneous. The drow automatically stops the target spell if it is of the same or lower level than the slot the drow uses to cast this spell. Otherwise, the drow stops the target spell with a successful Int (+4) check (DC 10+the target spell's level).

**Fireball (3rd).** Action to cast, 150', instantaneous. Each creature in a 20'-radius sphere centered on a point within range takes 8d6 fire damage (DC 18 Dex save for half damage). The fire spreads around corners.

**Haste (3rd).** Action to cast, 30', concentration up to 1 minute. The drow chooses a willing target within range. The target's speed doubles, it gains a +2 bonus to AC, it has advantage on Dex saves, and gains an additional action on each turn: Attack (one weapon attack), Dash, Disengage, Hide, or Use an Object. When the spell ends, the target can't move or take actions until after its next turn.

**Dimension Door (4th).** Action to cast, 500', instantaneous. The drow can teleport itself, anything it can carry, an adjacent willing creature the drow's size or smaller, and anything that creature can carry to a place within range. If the place is already occupied, both the drow and the other creature (if any) take 4d6 force damage and aren't teleported.

**Otiluke's Resilient Sphere (4th).** Action to cast, 30', concentration up to 1 minute. A creature or object Large size or smaller (DC 18 Dex save if unwilling) is enclosed in a spherical barrier impassable by physical or magical effects. An enclosed creature can push on the barrier to roll it, and a creature outside can pick it up and move it. *Disintegrate* destroys the barrier without harming its contents.

**Cone of Cold (5th).** Action to cast, 60' cone originating from the drow, instantaneous. Each creature in the cone takes 8d8 cold damage (DC 18 Con save for half damage). The damage increases by 1d8 for each level above 5th used to cast the spell.

**Chain Lightning (6th).** Action to cast, 150', instantaneous. The drow launches a lightning bolt at a target and up to 3 targets within 30' of the first target. Each target takes 10d8 lightning damage (DC 18 Wis save for half damage). For each spell slot above 6th used to cast the spell, the yugoloth can hit another target.

**Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attacks and on Perception checks that rely on sight.

**War Magic.** When the drow uses its action to cast a spell, it can use a bonus action to make a weapon attack.

## ACTIONS

**Multiattack.** The drow attacks thrice with *Scimitar*.

**Scimitar.** *Melee Weapon Attack:* +11 to hit, reach 5', one target. Hit: 8 (1d6+5) slashing damage and 18 (4d8) poison damage, and the target has disadvantage on the next save it makes against a spell cast by the drow before the end of the drow's next turn.

**Hand Crossbow.** *Ranged Weapon Attack:* +11 to hit, range 30'/120', one target. Hit: 8 (1d6+5) piercing damage and 18 (4d8) poison damage, and the target must succeed on a DC 13 Con save or be poisoned for 1 hour. If the save fails by 5 or more, the target is unconscious while poisoned. The target awakens if it takes damage or another creature uses an action to awaken it.

## DROW HOUSE CAPTAIN

Medium humanoid (elf), neutral evil  
CR 9 (5,000 XP)

AC 16 (chain mail)  
HPs 162 (25d8+50)  
Speed 30'

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	15 (+2)	12 (+1)	14 (+2)	13 (+1)

**Saves** Dex +8, Con +6, Wis +6  
**Skills** Perception +6, Stealth +8  
**Senses** darkvision 120', passive Perception 16  
**Languages** Elvish, Undercommon

**Battle Command.** The drow targets one ally he can see within 30' as a bonus action. If the target can see or hear the drow, the target can use its reaction to make one melee attack, Dodge, or Hide.

**Fey Ancestry.** The drow has advantage on saves against being charmed, and magic can't put the drow to sleep.

**Innate Spellcasting: Dancing Lights (at will).** Action to cast, 120', concentration up to 1 minute. The drow creates four torch-sized motes of light within range, or one in the form of a Medium humanoid. The lights shed 10' of dim light. As a bonus action, the drow can move them up to 60' to a spot within range.

**Innate Spellcasting: Darkness (1/day □).** Action to cast, 60', concentration up to 10 minutes. The drow spreads darkness in a 15'-radius sphere centered on a point within range, an unattended object in range, or an object the drow is holding. The darkness spreads around corners. The darkness dispels an area of light created by a spell of 2nd level or lower.

**Innate Spellcasting: Faerie Fire (1/day □).** Action to cast, 60', concentration up to 1 minute. Each object in a 20' cube within range is outlined in light, as is any creature that fails a DC 18 Dex save to avoid the effect. If outlined, attacks against the target have advantage, and the target can't benefit from being invisible.

**Innate Spellcasting: Levitate (1/day □).** Action to cast, self only, concentration up to 10 minutes. The drow rises 20' and can change its altitude 20' as movement. It can move horizontally by grabbing a nearby fixed object, essentially climbing.

**Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attacks and on Perception checks that rely on sight.

### ACTIONS

**Multiattack.** The drow attacks twice with *Scimitar* and once with either *Whip* or *Hand Crossbow*.

**Scimitar.** *Melee Weapon Attack:* +8 to hit, reach 5', one target. Hit: 7 (1d6+4) slashing damage and 14 (4d6) poison damage.

**Whip.** *Melee Weapon Attack:* +8 to hit, reach 10', one target. Hit: 6 (1d4+4) slashing damage. If the target is an ally, it has advantage on attacks until the end of its next turn.

**Hand Crossbow.** *Ranged Weapon Attack:* +8 to hit, range 30'/120', one target. Hit: 8 (1d6+5) piercing damage and 18 (4d8) poison damage, and the target must succeed on a DC 13 Con save or be poisoned for 1 hour. If the save fails by 5 or more, the target is unconscious while poisoned. The target awakens if it takes damage or another creature uses an action to awaken it.

### REACTIONS

**Parry.** The drow adds 3 to his AC against one melee attack that would hit him as long as he is can see the attacker, and the drow is wielding a melee weapon.

## DROW INQUISITOR

Medium humanoid (elf), neutral evil  
CR 14 (11,500 XP)

AC 16 (breastplate)  
HPs 143 (22d8+44)  
Speed 30'

STR	DEX	CON	INT	WIS	CHA
11 (+1)	15 (+2)	14 (+2)	16 (+3)	21 (+5)	20 (+5)

**Saves** Con +7, Wis +10, Cha +10

**Skills** Insight +10, Perception +10, Religion +8, Stealth +7

**Condition Immunities** frightened

**Senses** darkvision 120', passive Perception 20

**Languages** Elvish, Undercommon

**Discern Lie.** The drow knows when she hears a creature speak a lie in a language she knows.

**Fey Ancestry.** The drow has advantage on saves against being charmed, and magic can't put the drow to sleep.

**Innate Spellcasting: Dancing Lights (at will).** Action to cast, 120', concentration up to 1 minute. The drow creates four torch-sized motes of light within range, or one in the form of a Medium humanoid. The lights shed 10' of dim light. As a bonus action, the drow can move them up to 60' to a spot within range.

**Innate Spellcasting: Detect Magic (at will).** Action to cast, self, concentration up to 10 minutes. The drow can detect the presence of magic within 30' of it. It can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.

**Innate Spellcasting: Clairvoyance (1/day□).** 10 minutes, 1 mile, concentration up to 10 minutes. The drow places an invisible sensor in a place either familiar or obvious to it. The drow can either see or hear as if it was in that space, switching between hearing or seeing as an action.

**Innate Spellcasting: Darkness (1/day□).** Action to cast, 60', concentration up to 10 minutes. The drow spreads darkness in a 15'-radius sphere centered on a point within range, an unattended object in range, or an object the drow is holding. The darkness spreads around corners. The darkness dispels an area of light created by a spell of 2nd level or lower.

**Innate Spellcasting: Detect Thoughts (1/day□).** Action to cast, self, concentration up to 1 minute. The drow can focus on any target creature within 30' of it (Int >3, and knows a language) and read its surface thoughts. As an action, the drow can shift focus to another creature or probe deeper into the target's mind. If the target fails a DC 18 Wis save, the drow gains insight into the target's reasoning, emotional state, and something that looms large in the target's mind. On its own turn, the current target can make a contested Int check against the drow to end the effect.

**Innate Spellcasting: Dispel Magic (1/day□).** Action to cast, 120', instantaneous. The drow dispels any spell of level 3 or lower affecting a creature, object, or area within range. For spells of 4th level or higher, the drow must succeed on a Cha (+5) check (DC 10+level of the effect).

**Innate Spellcasting: Faerie Fire (1/day□).** Action to cast, 60', concentration up to 1 minute. Each object in a 20' cube within range is outlined in light, as is any creature that fails a DC 18 Dex save to avoid the effect. If outlined, attacks against the target have advantage, and the target can't benefit from being invisible.

**Innate Spellcasting: Levitate (1/day□).** Action to cast, self only, concentration up to 10 minutes. The drow rises 20' and can change its altitude 20' as movement. It can move horizontally by grabbing a nearby fixed object, essentially climbing.

**Innate Spellcasting: Suggestion (1/day□).** Action to cast, 30', concentration up to 8 hours. The drow makes a one or two sentence reasonable suggestion to a creature that can understand it. If the target fails a DC 18 Wis save, it must follow the suggestion.

**Magic Resistance.** The drow has advantage on saves against spells and other magical effects.

**Spellcasting:** 12th-level, Wis-based, DC 18, +10 to hit

1st	□□□□	4th	□□□
2nd	□□□	5th	□□
3rd	□□□	6th	□

**Guidance (cantrip).** Action to cast, touch, 1 round. Once before the spell ends, the target may add 1d4 to an ability check of its choice.

**Message (cantrip).** Action to cast, 120', 1 round. The drow can whisper a message to a creature within range only the creature can hear, and the creature can similarly respond. The spell is blocked by magical silence, 1' of stone, 1" of metal, a thin sheet of lead, or 3' of wood.

**Poison Spray (cantrip).** Action to cast, 10', instantaneous. The target creature must make a DC 18 Con save or take 3d12 poison damage.

**Resistance (cantrip).** Action to cast, touch, instantaneous. Once before the spell ends, the target can add 1d4 to a save.

**Thaumaturgy (cantrip).** Action to cast, 30', Up to 1 minute. The drow can create one of the following magical effects within range for the duration: a booming voice; flames that flicker, brighten, dim, or change color; harmless tremors; an instantaneous sound (e.g., a thunder clap); the opening or closing of an unlocked door or window; or the alteration of the drow's own eyes. If cast more than once, the drow can have up to three effects occurring simultaneously.

**Bane (1st).** Action to cast, 30', concentration up to 1 minute. Up to three creatures the drow can see must make DC 18 Cha saves. On a failed save, a target must subtract 1d4 from each attack roll or save it makes until the spell ends.

**Cure Wounds (1st).** Action to cast, touch, instantaneous. The drow heals a creature for 1d8+5 of HP damage. The healing increases by 1d8 for every slot above 1st used to cast the spell.

**Inflict Wounds (1st).** Action to cast, touch, instantaneous. The fanatic makes a melee spell attack (+10) against a creature in reach. On a hit, the target takes 3d10 necrotic damage, adding 1d10 for each level above 1st at which the spell is cast.

**Blindness/Deafness (2nd).** Action to cast, 30', 1 minute. A creature within range that the drow can see is either blinded or deafened on a failed DC 18 Con save. At the end of each of its turns, the target may attempt the save again to negate the spell.

**Silence (2nd).** Action to cast, 120', concentration up to 10 minutes. For the duration, no sound can be created within or pass through a 20'-radius sphere centered on a point within range. Any creature entirely within the sphere is immune to thunder damage, is deafened, and can't cast a spell with a verbal component.

**Spiritual Weapon (2nd).** Bonus action to cast, 60', 1 minute. The drow creates a ghostly weapon and makes a melee spell attack (+10) against a creature within 5' of the weapon. On a hit, the target takes 1d8+5 force damage. As a bonus action on subsequent turns, the drow may move the weapon up to 20' and attack a creature within 5' of the weapon. For each slot level above 2nd level used to cast this spell, it does an extra 1d8 damage on a hit.

**Bestow Curse (3rd).** Action to cast, touch, concentration up to 1 minute. The target creature must succeed on a DC 18 Wis save or become cursed for the duration of the spell. The curse may be of one of three types: 1) the target has disadvantage on checks and saves of a chosen ability score; 2) the target has disadvantage on attacks against the orc; 3) the target must succeed on DC 18 Wis save at the start of each of its turns in order to act; or 4) the drow's attacks and spells do an extra 1d8 necrotic damage to the target.

**Dispel Magic (3rd).** Action to cast, 120', instantaneous. The drow dispels any spell of the slot level used to cast the spell (or lower) affecting a creature, object, or area within range. For higher-level spells, the drow must succeed on a Wis (+5) check (DC 10+level of the effect).

**Magic Circle (3rd).** 1 minute, 10', 1 hours. A 10'-radius, 20'-tall cylinder of magical energy affects one or more of the following types of creatures – celestials, elementals, fey, fiends, or undead – in the following ways: it can't enter the cylinder using nonmagical means; using magic to enter requires a successful DC 18 Cha save; disadvantage on attacks against creatures in the cylinder; unable to charm, frighten, or possess creatures in the cylinder. For each spell slot over 3rd at which the spell is cast, the duration increases by 1 hour.

**Banishment (4th).** Action to cast, 60', concentration up to 1 minute. The target must succeed on a DC 18 Cha save or be sent to another plane of existence. If the target is not from the plane of existence in which the spell is cast, and the spell doesn't end before 1 minute expires, the target doesn't return. Otherwise, the target returns to the space from which it disappeared, or the closest possible unoccupied square. The drow can add another target for each slot level above 4th used to cast it.

**Divination (4th).** Action to cast, self only, instantaneous. The drow asks one question of its god concerning a specific goal, event, or activity to occur within the next 7 days, and receives a truthful response, possibly cryptic or symbolic.

**Freedom of Movement (4th).** Action to cast, touch, 1 hour. The target is unaffected by difficult terrain, the penalties of underwater movement, and spells or magical effects that that reduce its speed, paralyze it, or restrain it. The target can also spend 5' of movement to automatically escape from nonmagical restraints.

**Contagion (5th).** Action to cast, touch, 7 days. The mummy lord makes a melee spell attack (+9) to a target creature within its reach. On a hit, the target contracts a natural disease chosen by the mummy lord. The target makes DC 17 Con saves at the end of each of the target's turns. If it succeeds on three before failing on three, the target recovers from the disease. Otherwise, the disease lasts for the duration. **Blinding Sickness.** The target has disadvantage on Wis checks and saves and is blinded. **Filth Fever.** The target has disadvantage on Str checks, saves, and attacks using Str. **Flesh Rot.** The target has disadvantage on Cha checks and has vulnerability to all damage. **Midfire.** The target has disadvantage on Int checks and saves and behaves as if under a *Confusion* spell (see below). **Seizure.** The target has disadvantage on Dex checks, saves, and attacks using Dex. **Slimy Doom.** The target has disadvantage on Con checks and saves, and whenever the target takes damage, it's stunned until the end of its next turn.

**Confusion.** An affected creature can't take reactions and must roll 1d10 at the start of each turn to determine its action. The creature may make a new save at the end of each of its turns to end the effect.

d10	Behavior
1	Creature takes no action and uses all movement to move in a random direction.
2-6	Creature doesn't move or take actions.
7-8	Creature uses action to make a melee attack against a randomly determined target. If no target is within reach, the creature does nothing.
9-10	The creature can act and move normally.

**Dispel Evil and Good (5th).** Action to cast, self only, concentration up to 1 minute. Celestials, elementals, fey, fiends, and undead have disadvantage on attacks against the drow. The spell ends early if the unicorn uses an action to activate either *Break Enchantment* (touches a creature to remove the charmed or frightened condition or end possession by a celestial, elemental, fey, fiend, or undead), or *Dismissal* (make a melee spell attack at +10 against a celestial, elemental, fey, fiend, or undead, which then makes a Cha save DC 18 to avoid being returned to its home plane).



***Insect Plague (5th).*** Action to cast, 300', concentration up to 10 minutes. Swarming, biting insects fill a 20'-radius sphere centered on a point within range, lightly obscuring the volume and creating difficult terrain. When the area appears, each creature within takes 4d10 piercing damage (Con save DC 18 for half damage). A creature must make a save if it enters the sphere or ends its turn there. The damage increases by 1d10 per slot level above 5th used to cast it.

***Harm (6th).*** Action to cast, 60', instantaneous. A target creature takes 14d6 necrotic damage (DC 17 Con save for half damage), leaving the target with at least 1 HP remaining. If the target failed the save, for 1 hour the target's maximum HPs is reduced to the amount of damage it took.

***True Seeing (6th).*** Action to cast, touch, 1 hour. A touched creature has truesight, sees secret doors hidden by magic, and can see into the Ethereal Plane up to 120'.

***Sunlight Sensitivity.*** While in sunlight, the drow has disadvantage on attacks and on Perception checks that rely on sight.

## ACTIONS

***Multiattack.*** The drow attacks thrice with *Lance*.

***Lance. Melee Weapon Attack:*** +10 to hit, reach 5', one target. Hit: 8 (1d6+5) piercing damage and 18 (4d8) necrotic damage. The target's HP maximum is reduced by the necrotic damage taken until it finishes a long rest. The target dies if its HP maximum is reduced to 0.

## DROW MATRON MOTHER

Medium humanoid (elf), neutral evil  
CR 20 (25,000 XP)

AC 17 (half plate)  
HPs 262 (35d8+105)  
Speed 30'

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	17 (+3)	21 (+5)	22 (+6)

**Saves** Con +9, Wis +11, Cha +12

**Skills** Insight +11, Perception +11, Religion + 9, Stealth +10

**Condition Immunities** charmed, frightened, poisoned

**Senses** darkvision 120', passive Perception 21

**Languages** Elvish, Undercommon

**Fey Ancestry.** The drow has advantage on saves against being charmed, and magic can't put the drow to sleep.

**Innate Spellcasting: Dancing Lights (at will).** Action to cast, 120', concentration up to 1 minute. The drow creates four torch-sized motes of light within range, or one in the form of a Medium humanoid. The lights shed 10' of dim light. As a bonus action, the drow can move them up to 60' to a spot within range.

**Innate Spellcasting: Detect Magic (at will).** Action to cast, self, concentration up to 10 minutes. The drow can detect the presence of magic within 30' of it. It can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.

**Innate Spellcasting: Clairvoyance (1/day□).** 10 minutes, 1 mile, concentration up to 10 minutes. The drow places an invisible sensor in a place either familiar or obvious to it. The drow can either see or hear as if it was in that space, switching between hearing or seeing as an action.

**Innate Spellcasting: Darkness (1/day□).** Action to cast, 60', concentration up to 10 minutes. The drow spreads darkness in a 15'-radius sphere centered on a point within range, an unattended object in range, or an object the drow is holding. The darkness spreads around corners. The darkness dispels an area of light created by a spell of 2nd level or lower.

**Innate Spellcasting: Detect Thoughts (1/day□).** Action to cast, self, concentration up to 1 minute. The drow can focus on any target creature within 30' of it (Int >3, and knows a language) and read its surface thoughts. As an action, the drow can shift focus to another creature or probe deeper into the target's mind. If the target fails a DC 20 Wis save, the drow gains insight into the target's reasoning, emotional state, and something that looms large in the target's mind. On its own turn, the current target can make a contested Int check against the drow to end the effect.

**Innate Spellcasting: Dispel Magic (1/day□).** Action to cast, 120', instantaneous. The drow dispels any spell of level 3 or lower affecting a creature, object, or area within range. For spells of 4th level or higher, the drow must succeed on a Cha (+6) check (DC 10+level of the effect).

**Innate Spellcasting: Faerie Fire (1/day□).** Action to cast, 60', concentration up to 1 minute. Each object in a 20' cube within range is outlined in light, as is any creature that fails a DC 20 Dex save to avoid the effect. If outlined, attacks against the target have advantage, and the target can't benefit from being invisible.

**Innate Spellcasting: Levitate (1/day□).** Action to cast, self only, concentration up to 10 minutes. The drow rises 20' and can change its altitude 20' as movement. It can move horizontally by grabbing a nearby fixed object, essentially climbing.

**Innate Spellcasting: Suggestion (1/day□).** Action to cast, 30', concentration up to 8 hours). The drow makes a one or two sentence reasonable suggestion to a creature that can understand it. If the target fails a DC 20 Wis save, it must follow the suggestion.

**Lolth's Fickle Favor.** As a bonus action, the drow inflicts 7 (2d6) psychic damage on an ally she can see within 30', and the ally has advantage on the next attack it makes until the end of its next turn.

**Magic Resistance.** The drow has advantage on saves against spells and other magical effects.

**Spellcasting:** 20th-level, Wis-based, DC 19, +11 to hit

1st	□□□□	4th	□□□	7th	□□
2nd	□□□	5th	□□□	8th	□
3rd	□□□	6th	□□	9th	□

**Guidance (cantrip).** Action to cast, touch, 1 round. Once before the spell ends, the target may add 1d4 to an ability check of its choice.

**Mending (cantrip).** 1 minute, touch, instantaneous. The drow repairs a single break or tear in an object, as long as the damage is less than 1' in any dimension.

**Resistance (cantrip).** Action to cast, touch, instantaneous. Once before the spell ends, the target can add 1d4 to a save.

**Sacred Flame (cantrip).** Action to cast, 60', 1 hour. The drow attacks a target it can see. The target must succeed on a DC 19 Dex check or take 4d8 radiant damage.

**Thaumaturgy (cantrip).** Action to cast, 30', Up to 1 minute. The drow can create one of the following magical effects within range for the duration: a booming voice; flames that flicker, brighten, dim, or change color; harmless tremors; an instantaneous sound (e.g., a thunder clap); the opening or closing of an unlocked door or window; or the alteration of the drow's own eyes. If cast more than once, the drow can have up to three effects occurring simultaneously.

**Bane (1st).** Action to cast, 30', concentration up to 1 minute. Up to three creatures the drow can see must make DC 19 Cha saves. On a failed save, a target must subtract 1d4 from each attack roll or save it makes until the spell ends.

**Command (1st).** Action to cast, 60', 1 round. The drow speaks one command word to a target. If the target fails a DC 19 Wis save, the target must obey. Example command words are approach, drop (item), flee, grovel (go prone), and halt (take no actions). The drow can add another target for each slot level above 1st used to cast it.

**Cure Wounds (1st).** Action to cast, touch, instantaneous. The drow heals a creature for 1d8+5 of HP damage. The healing increases by 1d8 for every slot above 1st used to cast the spell.

**Guiding Bolt (1st).** Action to cast, 120', 1 round. The drow makes a ranged spell attack (+11) against a target. On a hit, the target takes 4d6 radiant damage, and the next attack against the target before the end of the drow's next turn has advantage. The damage increases by 1d6 per slot level above 1st used to cast it.

**Hold Person (2nd).** Action to cast, 60', concentration up to 1 minute. The drow targets a humanoid within range, who must make a DC 19 Wis save or be paralyzed for the duration. The target may make a save at the end of each of its turns to end the spell's effect. For each slot level above 2nd level used to cast this spell, it gains an additional target.

**Silence (2nd).** Action to cast, 120', concentration up to 10 minutes. For the duration, no sound can be created within or pass through a 20'-radius sphere centered on a point within range. Any creature entirely within the sphere is immune to thunder damage, is deafened, and can't cast a spell with a verbal component.

**Spiritual Weapon (2nd).** Bonus action to cast, 60', 1 minute. The drow creates a ghostly weapon and makes a melee spell attack (+11) against a creature within 5' of the weapon. On a hit, the target takes 1d8+5 force damage. As a bonus action on subsequent turns, the drow may move the weapon up to 20' and attack a creature within 5' of the weapon. For each slot level above 2nd level used to cast this spell, it does an extra 1d8 damage on a hit.

**Bestow Curse (3rd).** Action to cast, touch, concentration up to 1 minute. The target creature must succeed on a DC 18 Wis save or become cursed for the duration of the spell. The curse may be of one of three types: 1) the target has disadvantage on checks and saves of a chosen ability score; 2) the target has disadvantage on attacks against the orc; 3) the target must succeed on DC 18 Wis save at the start of each of its turns in order to act; or 4) the drow's attacks and spells do an extra 1d8 necrotic damage to the target.

**Clairvoyance (3rd).** 10 minutes, 1 mile, concentration up to 10 minutes. The drow places an invisible sensor in a place either familiar or obvious to it. The drow can either see or hear as if it was in that space, switching between hearing or seeing as an action.

**Dispel Magic (3rd).** Action to cast, 120', instantaneous. The drow dispels any spell of the slot level used to cast the spell (or lower) affecting a creature, object, or area within range. For higher-level spells, the drow must succeed on a Wis (+5) check (DC 10+level of the effect).

**Spirit Guardians (3rd).** Action to cast, self (15' radius), concentration up to 10 minutes. The drow calls forth fiendish spirits that can't stray more than 15' from the drow. At casting, the drow chooses any number of creatures not to affect. An affected creature's speed is halved and it takes 3d8 necrotic damage when it enters the area for the first time (DC 19 Wis save for half damage).

**Banishment (4th).** Action to cast, 60', concentration up to 1 minute. The target must succeed on a DC 18 Cha save or be sent to another plane of existence. If the target is not from the plane of existence in which the spell is cast, and the spell doesn't end before 1 minute expires, the target doesn't return. Otherwise, the target returns to the space from which it disappeared, or the closest possible unoccupied square. The drow can add another target for each slot level above 4th used to cast it.

**Death Ward (4th).** Action to cast, touch, 8 hours. The first time the target would drop to 0 HPs due to damage, the target instead drops to 1 HP, and the spell ends. If the target is instead subjected to an effect that would kill it instantly without damage, the effect is negated against the target, and the spell ends.

**Freedom of Movement (4th).** Action to cast, touch, 1 hour. The target is unaffected by difficult terrain, the penalties of underwater movement, and spells or magical effects that that reduce its speed, paralyze it, or restrain it. The target can also spend 5' of movement to automatically escape from nonmagical restraints.

**Guardian of Faith (4th).** Action to cast, 30', 8 hours. The drow conjures a Large, spectral guardian that occupies a space the drow can see. Any creature that moves within 10' of the guardian takes 20 radiant damage (DC 19 Dex save for half damage).

**Contagion (5th).** Action to cast, touch, 7 days. The mummy lord makes a melee spell attack (+9) to a target creature within its reach. On a hit, the target contracts a natural disease chosen by the mummy lord. The target makes DC 17 Con saves at the end of each of the target's turns. If it succeeds on three before failing on three, the target recovers from the disease. Otherwise, the disease lasts for the duration. **Blinding Sickness.** The target has disadvantage on Wis checks and saves and is blinded. **Filth Fever.** The target has disadvantage on Str checks, saves, and attacks using Str. **Flesh Rot.** The target has disadvantage on Cha checks and has vulnerability to all damage. **Midfire.** The target has disadvantage on Int checks and saves and behaves as if under a *Confusion* spell (see below). **Seizure.** The target has disadvantage on Dex checks, saves, and attacks using Dex. **Slimy Doom.** The target has disadvantage on Con checks and saves, and whenever the target takes damage, it's stunned until the end of its next turn.

**Confusion.** An affected creature can't take reactions and must roll 1d10 at the start of each turn to determine its action. The creature may make a new save at the end of each of its turns to end the effect.

d10	Behavior
1	Creature takes no action and uses all movement to move in a random direction.
2-6	Creature doesn't move or take actions.
7-8	Creature uses action to make a melee attack against a randomly determined target. If no target is within reach, the creature does nothing.
9-10	The creature can act and move normally.

**Flame Strike (5th).** Action to cast, 60', instantaneous. Each creature in a 10'-radius, 40'-high cylinder centered on a point within range takes 4d6 fire damage and 4d6 radiant damage (DC 19 Dex save for half damage). Either the fire or radiant damage (drow's choice) increases by 1d6 for each slot level above 5th used to cast it.

**Geas (5th).** 1 minute to cast, 60', 30 days. A creature within range that can understand the drow and that the drow can see must succeed on a DC 19 Wis save or be compelled to perform a service or refrain from an action for the duration. Each time it acts in a manner contrary to the requirement, it takes 5d10 psychic damage.

**Mass Cure Wounds (5th).** Action to cast, 60', instantaneous. The drow heals up to six creatures in a 30'-radius sphere 3d8+3 HPs (plus 1d8 per spell slot over 6th used to cast the spell). Constructs and undead are unaffected.

**Blade Barrier (6th).** Action to cast, 90', concentration up to 10 minutes. The angel makes a wall of magical blades, either 100' long, 20' high, and 5' thick; or ringed up to 60' in diameter, 20' high, and 5' thick. The wall provides 3/4 cover and is difficult terrain. When a creature enters, or starts its turn within, the wall's area, the creature takes 6d10 slashing damage (Dex save DC 25 for half).

**Harm (6th).** Action to cast, 60', instantaneous. A target creature takes 14d6 necrotic damage (DC 17 Con save for half damage), leaving the target with at least 1 HP remaining. If the target failed the save, for 1 hour the target's maximum HPs is reduced to the amount of damage it took.

**Divine Word (7th).** Bonus action to cast, 30', instantaneous. The drow chooses any number of creatures it can see within range. Each must make a DC 19 Cha save or suffer an effect based on its current HP: 50 or fewer, deafened for 1 minute; 40 or fewer, deafened and blinded for 10 minutes; 30 or fewer, blinded, deafened, and stunned for 1 hour; 20 or fewer, killed. If the target is a celestial, elemental, fey, or fiend, it's returned to its plane of origin and can't be returned for 24 hours absent a *Wish* spell.

**Plane Shift (7th).** Action to cast, touch, instantaneous. The drow and up to 8 willing creatures who link hands in a circle transport to another plane, taking the creatures to a general location of the drow's choosing. Alternatively, the drow can banish with a melee spell attack (+11) a creature that fails to make a DC 19 Cha save.

**Holy Aura (8th).** Action to cast, self, concentration up to 1 minute. Creatures of the drow's choice within a 30' radius at the time of casting shed dim light in a 5' radius, have advantage on saves, and impose disadvantage on attacks against them. When a fiend or undead hits an affected creature in melee, the attacker must succeed on a DC 19 Con save or be blinded until the spell ends.

**Gate (9th).** Action to cast, 60', concentration up to 1 minute. The drow creates a circular, two-sided portal, 5' to 20' in diameter, linking an unoccupied space she can see within range to a precise location on a different plane, as long as the ruling deity doesn't object. Travel through the portal must come from its front, transporting the traveler to the nearest unoccupied space on the other plane. If upon casting, the drow speaks the name of a specific creature, the portal connects to the creature's location, drawing the creature through the portal to the nearest unoccupied space on the drow's plane.

**Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attacks and on Perception checks that rely on sight.

## ACTIONS

**Multiattack.** The drow attacks twice with *Staff* and thrice with *Rod*.

**Staff. Melee Weapon Attack:** +10 to hit, reach 5', one target. Hit: 7 (1d6+4) bludgeoning damage, or 8 (1d8+4) bludgeoning damage if used two-handed, and 14 (4d6) psychic damage, and the target must succeed on a DC 19 Wis save or become frightened of the drow for 1 minute. The target can repeat the save at the end of its turns to end the effect on itself.

**Rod. Melee Weapon Attack:** +9 to hit, reach 15', one target. Hit: 3 (1d6) bludgeoning damage. If the rod hits the same target thrice in a turn, the target must succeed on a DC 15 Con save or, for 1 minute, have its speed halved, have disadvantage on Dex saves, be unable to use a reaction, and can take either an action or bonus action on its turns. The target can repeat the save at the end of its turns to end the effect on itself.

**Summon Servant.** The drow magically summons a retriever or a yochlol to an unoccupied space within 60', acting as the drow's ally. It can't summon other demons and remains for 10 minutes, until it or the drow dies, or until the drow dismisses it as an action.

## LEGENDARY ACTIONS

The drow can take 3 legendary actions, only one at a time and only at the end of another creature's turn. The drow regains spent actions at the start of its turn.

**Staff.** The drow attacks with *Staff*.

**Compel (2 actions).** An allied demon within 30' of the drow uses its reaction to make one attack against a target the drow can see.

**Cast a Spell (1-3 actions).** The drow expends a spell slot to cast a 1st, 2nd, or 3rd level spell that costs as much in legendary actions.

## DROW SHADOWBLADE

Medium humanoid (elf), neutral evil  
CR 11 (7,200 XP)

**AC** 17 (studded leather)  
**HPs** 150 (20d8+60)  
**Speed** 30'

STR	DEX	CON	INT	WIS	CHA
14 (+2)	21 (+5)	16 (+3)	12 (+1)	14 (+2)	13 (+1)

**Saves** Dex +9, Con +7, Wis +6  
**Skills** Perception +6, Stealth +9  
**Senses** darkvision 120', passive Perception 16  
**Languages** Elvish, Undercommon

**Fey Ancestry.** The drow has advantage on saves against being charmed, and magic can't put the drow to sleep.

**Innate Spellcasting: Dancing Lights (at will).** Action to cast, 120', concentration up to 1 minute. The drow creates four torch-sized motes of light within range, or one in the form of a Medium humanoid. The lights shed 10' of dim light. As a bonus action, the drow can move them up to 60' to a spot within range.

**Innate Spellcasting: Darkness (1/day □).** Action to cast, 60', concentration up to 10 minutes. The drow spreads darkness in a 15'-radius sphere centered on a point within range, an unattended object in range, or an object the drow is holding. The darkness spreads around corners. The darkness dispels an area of light created by a spell of 2nd level or lower.

**Innate Spellcasting: Faerie Fire (1/day □).** Action to cast, 60', concentration up to 1 minute. Each object in a 20' cube within range is outlined in light, as is any creature that fails a DC 18 Dex save to avoid the effect. If outlined, attacks against the target have advantage, and the target can't benefit from being invisible.

**Innate Spellcasting: Levitate (1/day □).** Action to cast, self only, concentration up to 10 minutes. The drow rises 20' and can change its altitude 20' as movement. It can move horizontally by grabbing a nearby fixed object, essentially climbing.

**Shadow Step.** While in dim light or darkness, the drow can use a bonus action to teleport up to 60' to an unoccupied space it can see that's also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

**Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attacks and on Perception checks that rely on sight.

### ACTIONS

**Multiattack.** The drow attacks twice with *Sword*. If at least on hits and is within 10' of darkness created by the drow's sword previously, the drow can dismiss that darkness and deal 21 (6d6) necrotic damage to the target. No more than one cube of darkness can be dismissed in a single turn.

**Sword. Melee Weapon Attack:** +9 to hit, reach 5', one target. Hit: 8 (1d6+5) piercing damage, 10 (3d6) necrotic damage, 10 (3d6) poison damage, and the drow can fill an unoccupied, 5' cube within 5' of the target with magical darkness for 1 minute.

**Hand Crossbow. Ranged Weapon Attack:** +8 to hit, range 30'/120', one target. Hit: 8 (1d6+5) piercing damage, and the target must succeed on a DC 13 Con save or be poisoned for 1 hour. If the save fails by 5 or more, the target is unconscious while poisoned. The target awakens if it takes damage or another creature uses an action to awaken it.



## DUERGAR DESPOT

Medium humanoid (dwarf), neutral evil  
CR 12 (8,400 XP)

**AC** 21 (natural armor)  
**HPs** 119 (14d8+56)  
**Speed** 25'

STR	DEX	CON	INT	WIS	CHA
20 (+5)	5 (-3)	19 (+4)	15 (+2)	14 (+2)	13 (+1)

**Saves** Con +8, Wis +6

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned

**Senses** darkvision 120', passive Perception 12

**Languages** Dwarvish, Undercommon

**Innate Spellcasting: *Magical Hand* (at will).** Action to cast, 30', 1 minute. The dwarf creates a ghost-like hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.

**Innate Spellcasting: *Minor Illusion* (at will).** Action to cast, 30', 1 minute. The dwarf creates a sound or image of an object (not both). An object must be no larger than a 5' cube. A creature can determine it's an illusion with a DC 28 Investigation check.

**Innate Spellcasting: *Counterspell* (1/day □).** Reaction to cast when a creature within 60' casts a spell, 60', instantaneous. The dwarf automatically stops the target spell if it is of the same or lower level than the slot the dwarf uses to cast this spell. Otherwise, the dwarf stops the target spell with a successful Int (+2) check (DC 10+the target spell's level).

**Innate Spellcasting: *Misty Step* (1/day □).** Bonus action to cast, self, instantaneous. The dwarf teleports up to 30' to an unoccupied space it can see.

**Innate Spellcasting: *Stinking Cloud* (1/day □).** Action to cast, 90', concentration up to 1 minute. The dwarf creates a 20'-radius sphere that's heavily obscuring. A creature totally within the cloud at the start of their turn must make a DC 12 Con save. On a failure, the creature may not use their Action during that turn.

**Magic Resistance.** The dwarf has advantage on saves against spells and other magical effects.

**Psychic Engine.** When the dwarf suffers a critical hit or is reduced to 0 HP, each creature within 5' suffers 14 (4d6) psychic damage.

**Sunlight Sensitivity.** While in sunlight, the dwarf has disadvantage on attacks and on Perception checks that rely on sight.

### ACTIONS

**Multiattack.** The dwarf attacks twice with *Fist* and twice with *Foot*. It can replace any of these with uses of *Flame Jet*.

**Fist. *Melee Weapon Attack*:** +9 to hit, reach 5', one target. Hit: 14 (2d8+5) bludgeoning damage. If the target is a Large or smaller creature, it must make a successful DC 17 Str save or be thrown up to 30', where it lands prone and takes 10 (3d6) bludgeoning damage.

**Foot. *Melee Weapon Attack*:** +9 to hit, reach 5', one target. Hit: 9 (1d8+5) bludgeoning damage, or 18 (3d8+5) bludgeoning damage to a prone target.

**Flame Jet.** Each creature in a 100' long, 5' wide line takes 18 (4d8) fire damage (DC 16 Dex save for half damage).

## DUERGAR SOULBLADE

Medium humanoid (dwarf), neutral evil  
CR 1 (200 XP)

AC 14 (leather armor)

HPs 18 (4d8)

Speed 25'

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	10 (+0)	11 (+0)	10 (+0)	12 (+1)

Resistances poison

Senses darkvision 120', passive Perception 10

Languages Dwarvish, Undercommon

**Innate Spellcasting: Blade Ward (at will).** Action to cast, self, 1 round. The dwarf has resistance to bludgeoning, piercing, and slashing damage dealt by weapons until the end of its next turn.

**Innate Spellcasting: True Strike (at will).** Action to cast, 30', concentration up to 1 round. On its next turn, the dwarf has advantage on its first attack against the target.

**Innate Spellcasting: Jump (3/day □□□).** Action to cast, touch, 1 minute. The target creature's jump distance is tripled until the spell ends.

**Innate Spellcasting: Hunter's Mark (3/day □□□).** Bonus action to cast, 90', concentration up to 1 hour. The dwarf chooses a creature he can see. Until the spell ends, the dwarf deals an extra 1d6 damage whenever the dwarf hits it with a weapon attack, and gains advantage on Perception and Survival checks to find it. If the creature drops to 0 HP before the spell ends, the dwarf can use a bonus action to transfer the effect to another creature.

**Soulblade.** As a bonus action, the dwarf can creature a shortsword construct of psychic energy in its hand, which vanishes if it leaves the dwarf's grip, or if the dwarf dies or is incapacitated.

**Resilience.** The dwarf has advantage on saves against poison, spells, illusions, being charmed, and being paralyzed.

**Sunlight Sensitivity.** While in sunlight, the dwarf has disadvantage on attacks and on Perception checks that rely on sight.

## ACTIONS

**Multiattack.** The dwarf attacks twice with *Fist* and twice with *Foot*. It can replace any of these with uses of *Flame Jet*.

**Soulblade. Melee Weapon Attack:** +5 to hit, reach 5', one target. Hit: 6 (1d6+3) force damage, or 10 (2d6+3) force damage while enlarged. If the dwarf has advantage on the attack, it deals an extra 3 (1d6) force damage.

**Enlarge (recharges after a rest).** The dwarf and its equipment magically increase in size for 1 minute. While enlarged, it's Large (or as close to it as its surroundings allow), doubles its damage dice on Str-based weapon attacks, and makes Str saves with advantage.

**Invisibility (recharges after a rest).** The dwarf and its equipment magically turn invisible until it attacks, casts a spell, uses *Enlarge*, its concentration is broken, or 1 hour has passed.

## ELADRIN: AUTUMN

Medium fey (elf), chaotic neutral  
CR 10 (5,900 XP)

**AC** 19 (natural armor)  
**HPs** 127 (17d8+51)  
**Speed** 30'

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	14 (+2)	17 (+3)	18 (+4)

**Skills** Insight +7, Medicine +7

**Resistances** nonmagical bludgeoning, piercing, and slashing

**Senses** darkvision 60', passive Perception 13

**Languages** Common, Elvish, Sylvan

**Enchanting Presence.** Any non-eladrin creature that starts its turn within 60' must make a DC 16 Wis save. On failure, the creature is charmed by the eladrin for 1 minute. On success, the creature becomes immune to any eladrin's *Enchanting Presence* for 24 hours. Whenever the eladrin deals damage to the charmed creature, the creature can repeat the save to end the effect on itself.

**Fey Step (recharge ⓂⓂⓂ).** As a bonus action, the elf can teleport up to 30' to an unoccupied space it can see.

**Innate Spellcasting: Calm Emotions (at will).** Action to cast, 60', concentration up to 1 minute. Each humanoid within range must make a DC 16 Cha save. If it fails, the eladrin can either suppress any charm or frighten effect on the target for the spell's duration or make target creatures indifferent to those towards whom they're hostile.

**Innate Spellcasting: Sleep (at will).** Action to cast, 90', 1 minute. The eladrin affects 5d8 HPs worth of creatures within 20' of a point within range. Creatures are selected in ascending order of their remaining HPs, starting with the creature having the lowest current total. When a creature is affected, subtract its total HPs from the amount affected by the spell, then proceed to the next creature. A creature's HPs must be equal or less than the remaining total for the creature to be affected.

**Innate Spellcasting: Cure Wounds (3/day ☐☐☐).** Action to cast, touch, instantaneous. The eladrin heals a creature 5d8+4 HPs.

**Innate Spellcasting: Lesser Restoration (3/day ☐☐☐).** Action to cast, touch, instantaneous. The eladrin touches a creature and ends either a disease or one of the following conditions: blinded, deafened, paralyzed, or poisoned.

**Innate Spellcasting: Greater Restoration (1/day ☐).** Action to cast, touch, instantaneous. The eladrin can reduce the target's exhaustion level by one, or end one of the following: one effect that charmed or petrified it, a curse or cursed attunement, a reduction in ability score, an effect decreasing its HP maximum.

**Innate Spellcasting: Heal (1/day ☐).** Action to cast, 60', touch, instantaneous. A creature the eladrin can see regains 70 HP. Blindness, deafness, and diseases end. Constructs and undead are unaffected.

**Innate Spellcasting: Raise Dead (1/day ☐).** One hour to cast, touch, instantaneous. The eladrin brings back to life a willing and able creature dead for no more than 10 days, neutralizing any nonmagical poisons and diseases that affected the creature at death.

**Magic Resistance.** The eladrin has advantage on saves against spells and other magical effects.

### ACTIONS

**Longsword. Melee Weapon Attack:** +5 to hit, reach 5', one target. Hit: 5 (1d8+1) slashing damage, or 6 (1d10+1) slashing damage if used two-handed, and 18 (4d8) psychic damage.

**Longbow. Ranged Weapon Attack:** +7 to hit, range 150'/600', one target. Hit: 7 (1d8+3) piercing damage and 18 (4d8) psychic damage.

### REACTIONS

**Peace.** If a creature charmed by the eladrin hits with an attack while within 60' that it can see, the eladrin magically causes the attack to miss.

## ELADRIN: SPRING

Medium fey (elf), chaotic neutral  
CR 10 (5,900 XP)

AC 19 (natural armor)  
HPs 127 (17d8+51)  
Speed 30'

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	18 (+4)	11 (+0)	18 (+4)

**Skills** Deception +8, Persuasion +8  
**Resistances** nonmagical bludgeoning, piercing, and slashing  
**Senses** darkvision 60', passive Perception 10  
**Languages** Common, Elvish, Sylvan

**Fey Step (recharge ⓂⓂⓂ).** As a bonus action, the elf can teleport up to 30' to an unoccupied space it can see.

**Innate Spellcasting: Charm Person (at will).** Action to cast, 30', 1 hour. If the target humanoid fails a DC 16 Wis save (made with advantage if currently fighting the eladrin), the target is charmed until the spell ends or the eladrin attacks it.

**Innate Spellcasting: Tasha's Hideous Laughter (at will).** Action to cast, 30', concentration up to 1 minute. The target with an Int of at least 4 must make a DC 16 Wis save or fall prone and become incapacitated (both for the duration). If the target takes damage, and at the end of each of its turns, the target can repeat the save (with advantage if taking damage) to end the spell.

**Innate Spellcasting: Confusion (3/day ⓂⓂⓂ).** Action to cast, 90', concentration up to 1 minute. Each creature in a 10'-radius sphere centered on a point within range must succeed on a DC 16 Wis save or be affected. An affected creature can't take reactions and must roll 1d10 at the start of each turn to determine its action. The creature may make a new save at the end of each of its turns to end the effect.

d10	Behavior
1	Creature takes no action and uses all movement to move in a random direction.
2-6	Creature doesn't move or take actions.
7-8	Creature uses action to make a melee attack against a randomly determined target. If no target is within reach, the creature does nothing.
9-10	The creature can act and move normally.

**Innate Spellcasting: Enthral (3/day ⓂⓂⓂ).** Action to cast, 60', 1 minute. Creatures of the eladrin's choice within range that can hear it make a DC 16 Wis save. Creatures immune to charm automatically succeed, and creatures fighting the eladrin have advantage. On failure, the target has disadvantage on Perception checks to perceive any creature other than the eladrin until the spell ends, until it can no longer hear the eladrin, or the eladrin is incapacitated.

**Innate Spellcasting: Suggestion (3/day ⓂⓂⓂ).** Action to cast, 30', concentration up to 8 hours). The eladrin makes a one or two sentence reasonable suggestion to a creature that can understand it. If the target fails a DC 16 Wis save, it must follow the suggestion.

**Innate Spellcasting: Hallucinatory Terrain (1/day Ⓜ).** 10 minutes to cast, 300', 24 hours. The dragon makes a 150' cube of terrain appear, smell, and feel like different natural terrain. If distinguishable by touch, a creature entering the terrain can pierce the illusion. Otherwise, upon inspection the creature can pierce it with a successful DC 13 Investigation check.

**Innate Spellcasting: Otto's Irresistible Dance (1/day Ⓜ).** Action to cast, 30', concentration up to 1 minute. A target creature that can be charmed uses all its movement to dance without leaving its space and has disadvantage on Dex saves and attacks. Other creatures have advantage on attacks against it. As an action, the target can make a DC 16 Wis save to end the effect.

**Joyful Presence.** Any non-eladrin creature that starts its turn within 60' must make a DC 16 Wis save. On failure, the creature is charmed by the eladrin for 1 minute. On success, the creature becomes immune to any eladrin's *Joyful Presence* for 24 hours. Whenever the eladrin deals damage to the charmed creature, the creature can repeat the save to end the effect on itself.

**Magic Resistance.** The eladrin has advantage on saves against spells and other magical effects.

## ACTIONS

**Multiattack.** The eladrin makes two weapon attacks, but can cast one spell in place of one of those attacks.

**Longsword. Melee Weapon Attack:** +6 to hit, reach 5', one target. Hit: 6 (1d8+2) slashing damage, or 7 (1d10+2) slashing damage if used two-handed, and 4 (1d8) psychic damage.

**Longbow. Ranged Weapon Attack:** +6 to hit, range 150'/600', one target. Hit: 7 (1d8+3) piercing damage and 4 (1d8) psychic damage.

## ELADRIN: WINTER

Medium fey (elf), chaotic neutral  
CR 10 (5,900 XP)

AC 19 (natural armor)  
HPs 127 (17d8+51)  
Speed 30'

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	16 (+3)	18 (+4)	17 (+3)	13 (+1)

**Resistances** cold; nonmagical bludgeoning, piercing, and slashing  
**Senses** darkvision 60', passive Perception 13  
**Languages** Common, Elvish, Sylvan

**Fey Step (recharge ⚡⚡⚡).** As a bonus action, the elf can teleport up to 30' to an unoccupied space it can see.

**Innate Spellcasting: Fog Cloud (at will).** Action to cast, 30', 1 hour. If the target humanoid fails a DC 16 Wis save (made with advantage if currently fighting the eladrin), the target is charmed until the spell ends or the eladrin attacks it.

**Innate Spellcasting: Gust of Wind (at will).** Action to cast, 30', concentration up to 1 minute. The target with an Int of at least 4 must make a DC 16 Wis save or fall prone and become incapacitated (both for the duration). If the target takes damage, and at the end of each of its turns, the target can repeat the save (with advantage to end the spell).

**Innate Spellcasting: Cone of Cold (1/day ☐).** Action to cast, 60' cone originating from the eladrin, instantaneous. Each creature in the cone takes 8d8 cold damage (DC 16 Con save for half damage).

**Innate Spellcasting: Ice Storm (1/day ☐).** Action to cast, 300', instantaneous. Each creature in a 20'-radius, 40'-high cylinder centered on a point within range takes 2d8 bludgeoning damage and 4d6 cold damage (DC 16 Dex save for half damage), and the area becomes difficult terrain until the end of the mage's next turn.

**Magic Resistance.** The eladrin has advantage on saves against spells and other magical effects.

**Sorrowful Presence.** Any non-eladrin creature that starts its turn within 60' must make a DC 13 Wis save. On failure, the creature is charmed by the eladrin for 1 minute, suffering disadvantage on ability checks and saves. On success, the creature becomes immune to any eladrin's *Sorrowful Presence* for 24 hours. Whenever the eladrin deals damage to the charmed creature, the creature can repeat the save to end the effect on itself.

### ACTIONS

**Longsword. Melee Weapon Attack:** +4 to hit, reach 5', one target. Hit: 4 (1d8) slashing damage, or 5 (1d10) slashing damage if used two-handed.

**Longbow. Ranged Weapon Attack:** +4 to hit, range 150'/600', one target. Hit: 4 (1d8) piercing damage.

### REACTIONS

**Frigid Rebuke.** When the eladrin takes damage from a creature the eladrin can see within 60', the eladrin can force that creature to succeed on a DC 16 Con save or take 11 (2d10) cold damage.

## GITHYANKI GISH

Medium humanoid (gith), lawful evil

CR 10 (5,900 XP)

AC 17 (half plate)

HPs 123 (19d8+38)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	16 (+3)	15 (+2)	16 (+3)

**Saves** Con +6, Int +7, Wis +6

**Skills** Insight +6, Perception +6, Stealth +6

**Senses** passive Perception 16

**Languages** Gith

**Innate Spellcasting: Mage Hand (at will).** Action to cast, 30', 1 minute. The githyanki creates a ghost-like, invisible hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.

**Innate Spellcasting: Jump (3/day □□□).** Action to cast, touch, 1 minute. The target creature's jump distance is tripled until the spell ends.

**Innate Spellcasting: Misty Step (3/day □□□).** Bonus action to cast, self, instantaneous. The githyanki teleports up to 30' to an unoccupied space it can see.

**Innate Spellcasting: Nondetection (3/day □□□).** Action to cast, self, 8 hours. The githyanki can't be targeted by divination magic or perceived through scrying.

**Innate Spellcasting: Plane Shift (1/day □).** The githyanki and up to 8 willing creatures who link hands in a circle transport to another plane, taking the creatures to a general location of the githyanki's choosing. Alternatively, the githyanki can banish with a melee spell attack (+7) a creature that fails to make a DC 15 Cha save.

**Innate Spellcasting: Telekinesis (1/day □).** Action to cast, 60', concentration up to 10 minutes. Each round, as an action, the githyanki can manipulate a creature or object. **Creature.** The githyanki makes a spell attack (+7) contested by the creature's Str check. If successful, the githyanki moves the creature 30' in any direction, but not outside the range of the spell, where it remains restrained. On its turn, the githyanki can maintain the grip or repeat the contest. **Object.** The githyanki moves up to 1,000 lbs. 30' in any direction. If the object is attended, the giant must succeed at the contest above against the attending creature. The githyanki may make minor manipulations on the object, such as turning a doorknob, opening a container, etc.

**Spellcasting:** 8th-level, Int-based, DC 15, +7 to hit

1st □□□□ 3rd □□□  
2nd □□□ 4th □□

**Blade Ward (cantrip).** Action to cast, self, 1 round. The githyanki has resistance to bludgeoning, piercing, and slashing damage dealt by weapons until the end of its next turn.

**Light (cantrip).** Action to cast, touch, 1 hour. Until the spell ends, an object or creature touched, which must be no larger than 10' in any dimension, sheds bright light (of any color the giant chooses) in a 20' radius, and dim light for an additional 20'. A hostile creature targeted by the spell may avoid it with a DC 15 Dex save.

**Message (cantrip).** Action to cast, 120', 1 round. The githyanki can whisper a message to a creature within range only the creature can hear, and the creature can similarly respond. The spell is blocked by magical silence, 1' of stone, 1" of metal, a thin sheet of lead, or 3' of wood.

**True Strike (cantrip).** Action to cast, 30', concentration up to 1 round. On its next turn, the githyanki has advantage on its first attack against the target.

**Expeditious Retreat (1st).** Bonus action to cast, self, concentration up to 10 minutes. When the githyanki casts the spell, and then as a bonus action in subsequent rounds, the githyanki can take the Dash action.

**Magic Missile (1st).** Action to cast, 120', instantaneous. The githyanki creates a number of darts equal to 2 + the spell slot used to cast it. A dart deals 1d4+1 force damage, each targeting the same or different creatures.

**Sleep (1st).** Action to cast, 90', 1 minute. The bard affects 5d8 HPs worth of creatures within 20' of a point within range. Creatures are selected in ascending order of their remaining HPs, starting with the creature having the lowest current total. When a creature is affected, subtract its total HPs from the amount affected by the spell, then proceed to the next creature. A creature's HPs must be equal or less than the remaining total for the creature to be affected. For each slot level above 1st used to cast this spell, an additional 2d8 of HPs can be affected.

**Thunderwave (1st).** Action to cast, 15' cube from the bard, instantaneous. Each creature within the cube takes 2d8 thunder damage and is pushed 10' (DC 15 Con save for half damage and no push). Unsecured objects are pushed 10' and the spell creates a thunderclap that can be heard for 300'. If cast as a 2nd-level spell, the thunder damage is 3d8.

**Blur (2nd).** Action to cast, self, concentration up to 1 minute. Creatures relying on sight have disadvantage to hit the githyanki.

**Invisibility (2nd).** Action to cast, touch, concentration up to 1 hour. A willing, target creature and its equipment become invisible until it attacks or casts a spell. The spell can target an additional creature for each slot above 2nd used to cast the spell.

**Levitate (2nd).** Action to cast, 60', concentration up to 10 minutes. The target creature or object rises 20' and if a creature can change its altitude 20' as movement. It can move horizontally by grabbing a nearby fixed object, essentially climbing.



**Counterspell (3rd).** Reaction to cast when a creature within 60' casts a spell, 60', instantaneous. The githyanki automatically stops the target spell if it is of the same or lower level than the slot the githyanki uses to cast this spell. Otherwise, the githyanki stops the target spell with a successful Int (+3) check (DC 10+the target spell's level).

**Fireball (3rd).** Action to cast, 150', instantaneous. Each creature in a 20'-radius sphere centered on a point within range takes 8d6 fire damage (DC 15 Dex save for half damage). The fire spreads around corners. When cast using a spell slot higher than 3rd, the spell does an extra 1d8 damage per level of the slot.

**Haste (3rd).** Action to cast, 30', concentration up to 1 minute. The githyanki chooses a willing target within range. The target's speed doubles, it gains a +2 bonus to AC, it has advantage on Dex saves, and gains an additional action on each turn: Attack (one weapon attack), Dash, Disengage, Hide, or Use an Object. When the spell ends, the target can't move or take actions until after its next turn.

**Dimension Door (4th).** Action to cast, 500', instantaneous. The githyanki can teleport itself, anything it can carry, an adjacent willing creature the githyanki's size or smaller, and anything that creature can carry to a place within range. If the place is already occupied, both the githyanki and the other creature (if any) take 4d6 force damage and aren't teleported.

**War Magic.** When the githyanki uses its action to cast a spell, it can use a bonus action to make a weapon attack.

## ACTIONS

**Multiattack.** The githyanki attacks twice with *Longsword*.

**Longsword.** *Melee Weapon Attack:* +7 to hit, reach 5', one target. Hit: 7 (1d8+3) slashing damage, or 8 (1d10+3) slashing damage if used two-handed, and 18 (4d8) psychic damage.

## GITHYANKI KITH'RAK

Medium humanoid (gith), lawful evil  
CR 12 (8,400 XP)

AC 18 (plate)

HPs 180 (24d8+72)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	16 (+3)	15 (+2)	17 (+3)

**Saves** Con +7, Int +7, Wis +6

**Skills** Intimidation +7, Perception +6

**Senses** passive Perception 16

**Languages** Gith

**Innate Spellcasting: Mage Hand (at will).** Action to cast, 30', 1 minute. The githyanki creates a ghost-like, invisible hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.

**Innate Spellcasting: Blur (3/day □□□).** Action to cast, self, concentration up to 1 minute. Creatures relying on sight have disadvantage to hit the githyanki.

**Innate Spellcasting: Jump (3/day □□□).** Action to cast, touch, 1 minute. The target creature's jump distance is tripled until the spell ends.

**Innate Spellcasting: Misty Step (3/day □□□).** Bonus action to cast, self, instantaneous. The githyanki teleports up to 30' to an unoccupied space it can see.

**Innate Spellcasting: Nondetection (3/day □□□).** Action to cast, self, 8 hours. The githyanki can't be targeted by divination magic or perceived through scrying.

**Innate Spellcasting: Plane Shift (1/day □).** The githyanki and up to 8 willing creatures who link hands in a circle transport to another plane, taking the creatures to a general location of the githyanki's choosing. Alternatively, the githyanki can banish with a melee spell attack (+7) a creature that fails to make a DC 15 Cha save.

**Innate Spellcasting: Telekinesis (1/day □).** Action to cast, 60', concentration up to 10 minutes. Each round, as an action, the githyanki can manipulate a creature or object. **Creature.** The githyanki makes a spell attack (+7) contested by the creature's Str check. If successful, the githyanki moves the creature 30' in any direction, but not outside the range of the spell, where it remains restrained. On its turn, the githyanki can maintain the grip or repeat the contest. **Object.** The githyanki moves up to 1,000 lbs. 30' in any direction. If the object is attended, the githyanki must succeed at the contest above against the attending creature. The githyanki may make minor manipulations on the object, such as turning a doorknob, opening a container, etc.

**Rally.** The githyanki can use a bonus action to magically end the charmed and frightened conditions on itself and each creature of its choice that it can see within 30'.

### ACTIONS

**Multiattack.** The githyanki attacks thrice with *Greatsword*.

**Greatsword.** *Melee Weapon Attack:* +8 to hit, reach 5', one target. Hit: 11 (2d6+4) slashing damage and 17 (5d6) psychic damage.

### REACTIONS

**Parry.** While wielding a melee weapon, the githyanki adds 4 to its AC against one melee attack that would hit it from an attack the githyanki can see.

## GITHYANKI SUPREME COMMANDER

Medium humanoid (gith), lawful evil  
CR 14 (11,500 XP)

AC 18 (plate)

HPs 187 (22d8+8)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	18 (+4)	16 (+3)	16 (+3)	18 (+4)

**Saves** Con +9, Int +8, Wis +8

**Skills** Insight +8, Intimidation +9, Perception +8

**Senses** passive Perception 18

**Languages** Gith

**Innate Spellcasting: Mage Hand (at will).** Action to cast, 30', 1 minute. The githyanki creates a ghost-like, invisible hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.

**Innate Spellcasting: Jump (3/day □□□).** Action to cast, touch, 1 minute. The target creature's jump distance is tripled until the spell ends.

**Innate Spellcasting: Levitate (3/day □□□).** Action to cast, self only, concentration up to 10 minutes. The githyanki rises 20' and can change its altitude 20' as movement. It can move horizontally by grabbing a nearby fixed object, essentially climbing.

**Innate Spellcasting: Misty Step (3/day □□□).** Bonus action to cast, self, instantaneous. The githyanki teleports up to 30' to an unoccupied space it can see.

**Innate Spellcasting: Nondetection (3/day □□□).** Action to cast, self, 8 hours. The githyanki can't be targeted by divination magic or perceived through scrying.

**Innate Spellcasting: Bigby's Hand (1/day □).** Action to cast, 120', concentration up to 1 minute. The githyanki creates a hand of force, which has an AC 20, 66 HPs, a Str of 26 (+8), and a Dex of 10 (+0). It doesn't occupy a space. When created and as a bonus action on subsequent turns, the evoker can move the hand up to 60' and cause one of the following effects:

**Fist:** The hand attacks (+8 to hit) a target within 5' for 4d8 force damage.

**Push:** The hand attempts to push a target within 5' using a Str check (+8, with advantage v. Medium or smaller targets) v. the target's Athletics check. On a success, the target and the hand move 15'

**Grasp:** The hand attempts to grab a Huge or smaller target within 5' (with advantage v. Medium or smaller targets). While grasping a target, the githyanki may use a bonus action to inflict 2d6+3 bludgeoning damage.

**Interpose:** The hand remains between the githyanki and a creature the githyanki chooses (providing the githyanki half cover) until the githyanki issues a new command. The creature may not move through the hand's square unless it has a Str of 27 or higher, and even then, it's difficult terrain.

**Innate Spellcasting: Mass Suggestion (1/day □).** Action to cast, 60', 24 hours). The githyanki makes a one or two sentence reasonable suggestion to up to twelve creatures that can understand it. Each target that fails a DC 16 Wis save must follow the suggestion.

**Innate Spellcasting: Plane Shift (1/day □).** The githyanki and up to 8 willing creatures who link hands in a circle transport to another plane, taking the creatures to a general location of the githyanki's choosing. Alternatively, the githyanki can banish with a melee spell attack (+7) a creature that fails to make a DC 15 Cha save.

**Innate Spellcasting: Telekinesis (1/day □).** Action to cast, 60', concentration up to 10 minutes. Each round, as an action, the githyanki can manipulate a creature or object. **Creature.** The githyanki makes a spell attack (+7) contested by the creature's Str check. If successful, the githyanki moves the creature 30' in any direction, but not outside the range of the spell, where it remains restrained. On its turn, the githyanki can maintain the grip or repeat the contest. **Object.** The githyanki moves up to 1,000 lbs. 30' in any direction. If the object is attended, the githyanki must succeed at the contest above against the attending creature. The githyanki may make minor manipulations on the object, such as turning a doorknob, opening a container, etc.

**Rally.** The githyanki can use a bonus action to magically end the charmed and frightened conditions on itself and each creature of its choice that it can see within 30'.

## ACTIONS

**Multiattack.** The githyanki attacks twice with *Greatsword*.

**Greatsword. Melee Weapon Attack:** +12 to hit, reach 5', one target. Hit: 14 (2d6+7) slashing damage and 17 (5d6) psychic damage. On a critical hit against a target in an astral body, instead of dealing damage the githyanki can cut the silvery cord that tethers the target to its material body.

## REACTIONS

**Parry.** While wielding a melee weapon, the githyanki adds 5 to its AC against one melee attack that would hit it from an attack the githyanki can see.

## LEGENDARY ACTIONS

The githyanki can take 3 legendary actions, only one at a time and only at the end of another creature's turn. The githyanki regains spent actions at the start of its turn.

**Attack (2 actions).** The githyanki attacks with *Greatsword*.

**Command.** One ally the githyanki can see within 30' that can see or hear the githyanki can make one melee weapon attack with advantage using its reaction.

**Teleport.** The githyanki and its equipment magically teleport to an unoccupied space it can see within 30', becoming insubstantial until the start of its next turn. While insubstantial, it can move through other creatures and objects as difficult terrain, taking 16 (3d10) force damage and moving to the nearest unoccupied space if it ends its turn inside an object.

## GITHZERAI ANARCH

Medium humanoid (gith), lawful neutral  
CR 16 (15,000 XP)

**AC** 20  
**HPs** 144 (17d8+68)  
**Speed** 30', fly 40' (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	21 (+5)	18 (+4)	18 (+4)	20 (+5)	14 (+2)

**Saves** Str +8, Dex +10, Int +9, Wis +10  
**Skills** Arcana +9, Insight +10, Perception +10  
**Senses** passive Perception 20  
**Languages** Gith

**Innate Spellcasting: Mage Hand (at will).** Action to cast, 30', 1 minute. The githzerai creates a ghost-like, invisible hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.

**Innate Spellcasting: Feather Fall (3/day □□□).** Reaction to cast when the githzerai or a creature within 60' falls, 60', 1 minute. The githzerai chooses up to five falling creatures within range and slows their decent to 60' per round. If the target lands before the spell ends, it takes no falling damage.

**Innate Spellcasting: Jump (3/day □□□).** Action to cast, touch, 1 minute. The target creature's jump distance is tripled until the spell ends.

**Innate Spellcasting: See Invisibility (3/day □□□).** Bonus action to cast, self, instantaneous. The githzerai can see invisible creatures as if they were visible, and can see ethereal creatures as ghostly, translucent figures.

**Innate Spellcasting: Shield (3/day □□□).** Reaction to a hit on the githzerai, self, 1 round. Until the start of its next turn, the githzerai gains a +5 bonus to AC, including against the triggering attack, and has immunity to *Magic Missile*.

**Innate Spellcasting: Telekinesis (3/day □□□).** Action to cast, 60', concentration up to 10 minutes. Each round, as an action, the githzerai can manipulate a creature or object. **Creature.** The githzerai makes a +10 spell attack contested by the creature's Str check. If successful, the githzerai moves the creature 30' in any direction, but not outside the range of the spell, where it remains restrained. On its turn, the githzerai can maintain the grip or repeat the contest. **Object.** The githzerai moves up to 1,000 lbs. 30' in any direction. If the object is attended, the githzerai must succeed at the contest above against the attending creature. The githzerai may make minor manipulations on the object, such as turning a doorknob, opening a container, etc.

**Innate Spellcasting: Globe of Invulnerability (1/day □).** Action to cast, self (10'-radius), concentration up to 1 minute. The githzerai surrounds itself with a 10'-radius barrier. Any spell of 5th level or lower cast from outside the barrier cannot affect creatures within it, even if cast with a higher-level slot. If cast using a higher spell slot, the globe blocks spells one level beneath that slot level.

**Innate Spellcasting: Plane Shift (1/day □).** The githzerai and up to 8 willing creatures who link hands in a circle transport to another plane, taking the creatures to a general location of the githzerai's choosing. Alternatively, the githzerai can banish with a melee spell attack (+10) a creature that fails to make a DC 18 Cha save.

**Innate Spellcasting: Teleportation Circle (1/day □).** 1 minute, 10', 1 round. The githzerai draws a 10' diameter, circular portal that links its location to a permanent teleportation circle of its choice whose magical signature is known to him and is on the same plane. Any creature entering the portal instantly appears in an unoccupied space nearest to the destination. The githzerai can create a permanent teleportation circle by casting this spell in the same location every day for a year.

**Innate Spellcasting: Wall of Force (1/day □).** A wall of force 1/4' thick appears anywhere within range, not necessarily resting on a solid surface. It can manifest as a semispherical dome up to 10' in radius, or as a flat surface consisting of 10 contiguous 10'x10' panels. Nothing on its plane of existence nor on the Ethereal Plane may pass it, and it blocks spells. *Dispel Magic* does not affect it, but *Disintegrate* destroys it instantly.

**Psychic Defense.** The githzerai's AC includes its Wis modifier while wearing no armor and wielding no shield.

### ACTIONS

**Multiattack.** The githzerai attacks thrice with *Unarmed Strike*.

**Unarmed Strike.** *Melee Weapon Attack:* +10 to hit, reach 5', one target. Hit: 14 (2d8+5) bludgeoning damage and 18 (4d8) psychic damage.

### LEGENDARY ACTIONS

The githzerai can take 3 legendary actions, only one at a time and only at the end of another creature's turn. The githzerai regains spent actions at the start of its turn.

**Attack.** The githzerai attacks with *Unarmed Strike*.

**Change Gravity (3 actions).** The githzerai casts the *Reverse Gravity* spell, which has the normal effect except that the githzerai can orient the area in any direction, and creatures and objects fall toward the end of the area.

**Reverse Gravity (7th).** Action to cast, 100', concentration up to 1 minute. Gravity is reversed in a 50' radius, 100' high cylinder. A creature can make a DC 18 Dex save to grab a fixed object within reach to avoid falling upwards, but otherwise hit whatever barrier is above, or if none, come to rest at the top of the cylinder. Creatures take falling damage as normal, both at the casting and after the spell ends.

**Teleport.** The githzerai and its equipment magically teleport to an unoccupied space it can see within 30'.

## LAIR ACTIONS

On initiative 20 (losing ties), the githzerai can take a lair action to cause one of the following magical effects. She can't use the same effect two rounds in a row.

- **Lightning Bolt.** Action to cast, 100' long, 5' wide line originating from the githzerai, instantaneous. Each creature in the line takes 10d6 damage of either cold, fire, lightning, psychic, radiant, or thunder (DC 18 Dex save for half damage). If the damage is of a type other than fire or lightning, it doesn't ignite flammable objects.
- The githzerai can magically move an object it can see within 150' by making a Wis check with advantage (DC 5 if Tiny, DC 10 if Small, DC 15 if Medium, DC 20 if Large, and otherwise DC 25).
- **Creation.** 1 minute to cast, 30', special duration. The githzerai creates a nonliving object of vegetable matter, such as rope or wood, or minerals, which is no greater in size than a 25' cube. The duration of the object depends on its material (use the shortest duration if the object consists of several materials). If used in Limbo, the object remains until the anarch's concentration is broken, regardless of its composition. If the anarch moves more than 120' from the object, its concentration breaks.

Material	Duration
Vegetable matter	1 day
Stone or crystal	12 hours
Precious metals	1 hour
Gems	10 minutes
Adamantium or mithral	1 minute

## AREA EFFECTS

If the githzerai dies, these effects fade after 1d6 rounds. All formed substances unravel into goo that dissipates 1d6 rounds later.

- In Limbo, the githzerai can spend 10 minutes stabilizing a 5-mile area centered on it, causing the unformed substance to take whatever inanimate form, shape, and composition the anarch chooses.
- The githzerai stabilizes any object created in Limbo and brought to the Material Plane for as long as the githzerai remains within 1 mile of it (no action required).

## GITHZERAI ENLIGHTENED

Medium humanoid (gith), lawful neutral  
CR 10 (5,900 XP)

AC 18  
HPs 112 (15d8+45)  
Speed 30'

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	16 (+3)	17 (+3)	19 (+4)	13 (+1)

**Saves** Str +6, Dex +8, Int +7, Wis +8  
**Skills** Arcana +7, Insight +8, Perception +8  
**Senses** passive Perception 18  
**Languages** Gith

**Innate Spellcasting: Mage Hand (at will).** Action to cast, 30', 1 minute. The githzerai creates a ghost-like, invisible hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.

**Innate Spellcasting: Blur (3/day □□□).** Action to cast, self, concentration up to 1 minute. Any creature that relies on sight and cannot see through illusions has disadvantage on attacks against the githzerai.

**Innate Spellcasting: Expeditious Retreat (3/day □□□).** Bonus action to cast, self, concentration up to 10 minutes. When the githzerai casts the spell, and then as a bonus action in subsequent rounds, the githzerai can take the Dash action.

**Innate Spellcasting: Feather Fall (3/day □□□).** Reaction to cast when the githzerai or a creature within 60' falls, 60', 1 minute. The githzerai chooses up to five falling creatures within range and slows their decent to 60' per round. If the target lands before the spell ends, it takes no falling damage.

**Innate Spellcasting: Jump (3/day □□□).** Action to cast, touch, 1 minute. The target creature's jump distance is tripled until the spell ends.

**Innate Spellcasting: See Invisibility (3/day □□□).** Bonus action to cast, self, instantaneous. The githzerai can see invisible creatures as if they were visible, and can see ethereal creatures as ghostly, translucent figures.

**Innate Spellcasting: Shield (3/day □□□).** Reaction to a hit on the githzerai, self, 1 round. Until the start of its next turn, the githzerai gains a +5 bonus to AC, including against the triggering attack, and has immunity to *Magic Missile*.

**Innate Spellcasting: Haste (1/day □).** Action to cast, 30', concentration up to 1 minute. The githzerai chooses a willing target within range. The target's speed doubles, it gains a +2 bonus to AC, it has advantage on Dex saves, and gains an additional action on each turn: Attack (one weapon attack), Dash, Disengage, Hide, or Use an Object. When the spell ends, the target can't move or take actions until after its next turn.

**Innate Spellcasting: Plane Shift (1/day □).** The githzerai and up to 8 willing creatures who link hands in a circle transport to another plane, taking the creatures to a general location of the githzerai's choosing. Alternatively, the githzerai can banish with a melee spell attack (+8) a creature that fails to make a DC 16 Cha save.

**Innate Spellcasting: Teleport (1/day □).** Action to cast, 10', instantaneous. Either the githzerai and up to 8 willing creatures, or a single object the githzerai can see within range, are/is teleported to a location of the githzerai's choosing that is both known to the githzerai and on the same plane of existence. The following chart determines whether the spell succeeds:

Familiarity	Mishap	Similar Area	Off Target	On Target
Perm. Teleportation Circle	--	--	--	01-100
Object Taken from Location < 6 months ago	--	--	--	01-100
Location often visited	01-05	06-13	14-24	25-100
Location visited more than once, but unfamiliar	10-33	34-43	44-53	54-100
Location viewed once (possibly with magic)	01-43	44-53	54-73	74-100
Location merely described by another	01-43	44-53	54-73	74-100
Location that doesn't exist	01-50	51-100	--	--

**On Target:** The targets appear at the intended location.

**Off Target:** The targets appear 1d10 x 1d10% of the distance traveled from the intended location.

**Similar Area:** The targets appear at the closest place to the intended location that is similar in description or theme.

**Mishap:** Each target takes 3d10 force damage, and the DM rerolls on the table. Multiple mishaps can occur, resulting in damage.

**Psychic Defense.** The githzerai's AC includes its Wis modifier while wearing no armor and wielding no shield.

## ACTIONS

**Multiattack.** The githzerai attacks thrice with *Unarmed Strike*.

**Unarmed Strike.** *Melee Weapon Attack:* +8 to hit, reach 5', one creature. Hit: 13 (2d8+4) bludgeoning damage and 13 (3d8) psychic damage.

**Temporal Strike (recharge ☐☐).** *Melee Weapon Attack:* +8 to hit, reach 5', one creature. Hit: 13 (2d8+4) bludgeoning damage and 52 (8d12) psychic damage, and the target must succeed on a DC 16 Wis save or move 1 round forward in time, vanishing for the current round, then appearing back in that space or in an unoccupied space nearest to that space.



## NAGPA

Medium humanoid (nagpa) neutral evil  
CR 17 (18,000 XP)

AC 19 (natural armor)

HPs 187 (14d8+34)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	12 (+1)	23 (+6)	18 (+4)	21 (+5)

Saves Int +12, Wis +10, Cha +11

Skills Arcana +12, Deception +11, History +12, Insight +10, Perception +10

Senses truesight 120', passive Perception 20

Languages Common plus up to five other languages

**Manipulation.** As a bonus action, one creature the nagpa can see within 90' must make a DC 20 Cha save (at advantage if evil) or be charmed until the start of the nagpa's next turn. If successful, the creature is immune to the nagpa's *Corruption* for the next 24 hours.

**Paralysis (recharge 1).** As a bonus action, each creature (not an undead or a construct) within 30' must succeed on a DC 20 Wis save or be paralyzed for 1 minute. Each creature can repeat the save at the end of each of its turns to end the effect on itself.

**Spellcasting:** 15th-level, Int-based, DC 20, +12 to hit

1st	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4th	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	7th	<input type="checkbox"/>
2nd	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5th	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	8th	<input type="checkbox"/>
3rd	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	6th	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		

**Chill Touch (cantrip).** Action to cast, 120', instantaneous. The yuan-ti makes a ranged spell attack (+5) doing 3d8 necrotic damage and prevents the target from regaining HPs until the start of the yuan-ti's next turn. If the target is undead, the target has disadvantage on attack rolls until the end of the yuan-ti's next turn.

**Fire Bolt (cantrip).** Action to cast, 120', instantaneous. The nagpa makes a ranged spell attack (+9) doing 16 (3d10) fire damage. An unattended flammable object hit by the spell catches fire.

**Mage Hand (cantrip).** Action to cast, 30', 1 minute. The nagpa creates a ghost-like hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.

**Message (cantrip).** Action to cast, 120', 1 round. The nagpa can whisper a message to a creature within range only the creature can hear, and the creature can similarly respond. The spell is blocked by magical silence, 1' of stone, 1" of metal, a thin sheet of lead, or 3' of wood.

**Minor Illusion (cantrip).** Action to cast, 30', 1 minute. The nagpa creates a sound or image of an object (not both). An object must be no larger than a 5' cube. A creature can determine it's an illusion with a DC 20 Investigation check.

**Charm Person (1st).** Action to cast, 30', 1 hour. If the target humanoid fails a DC 20 Wis save (made with advantage if currently fighting the nagpa), the target is charmed until the spell ends or the nagpa attacks it. The nagpa can add another target for each slot level above 1st used to cast it.

**Detect Magic (1st).** Action to cast, self, concentration up to 10 minutes. The nagpa can detect the presence of magic within 30' of it. It can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.

**Protection from Evil and Good (1st).** Action to cast, touch, concentration up to 1 hour. The target is protected against a designated type of creature: aberration, celestial, elemental, fey, fiend, or undead. That type of creature has disadvantage on attack rolls against the target, and the target can't be charmed, frightened, or possessed by them. If already charmed, frightened, or possessed, the target has advantage on any save against the effect.

**Witch Bolt (1st).** Action to cast, 30', concentration up to 1 minute. The nagpa makes a ranged spell attack (+12 to hit). On a hit, the target takes 1d12 lightning damage per spell slot used to cast the spell. On each of the nagpa's turns, it can use its action to deal 1d12 lightning damage to the target automatically.

**Hold Person (2nd).** Action to cast, 60', concentration up to 1 minute. The nagpa targets a humanoid within range, who must make a DC 20 Wis save or be paralyzed for the duration. The target may make a save at the end of each of its turns to end the spell's effect. For each slot level above 2nd level the nagpa uses to cast this spell, an additional target may be targeted.

**Ray of Enfeeblement (2nd).** Action to cast, 60', concentration up to 1 minute. The nagpa makes a ranged spell attack (+12) against a target creature. On a hit, the target deals only half damage with weapon attacks that use Str until the spell ends. At the end of each of its turns, the target can attempt a DC 20 Con save to end the spell.

**Suggestion (2nd).** Action to cast, 30', concentration up to 8 hours). The nagpa makes a one or two sentence reasonable suggestion to a creature that can understand it. If the target fails a DC 20 Wis save, it must follow the suggestion.

**Counterspell (3rd).** Reaction to cast when a creature within 60' casts a spell, 60', instantaneous. The nagpa automatically stops the target spell if it is of the same or lower level than the slot the nagpa uses to cast this spell. Otherwise, the nagpa stops the target spell with a successful Int (+6) check (DC 10+the target spell's level).

**Fireball (3rd).** Action to cast, 150', instantaneous. Each creature in a 20'-radius sphere centered on a point within range takes 8d6 fire damage (DC 20 Dex save for half damage). The fire spreads around corners. When cast using a spell slot higher than 3rd, the spell does an extra 1d8 damage per level of the slot.

**Fly (3rd).** Action to cast, touch, concentration up to 10 minutes. A willing creature gains a fly speed of 60'. When the spell ends, the target falls if it's still airborne.

**Confusion (4th).** Action to cast, 90', concentration up to 1 minute. Each creature in a 10'-radius sphere centered on a point within range must succeed on a DC 20 Wis save or be affected. An affected creature can't take reactions and must roll 1d10 at the start of each turn to determine its action. The creature may make a new save at the end of each of its turns to end the effect.

d10	Behavior
1	Creature takes no action and uses all movement to move in a random direction.
2-6	Creature doesn't move or take actions.
7-8	Creature uses action to make a melee attack against a randomly determined target. If no target is within reach, the creature does nothing.
9-10	The creature can act and move normally.

**Hallucinatory Terrain (4th).** 10 minutes to cast, 300', 24 hours. The nagpa makes a 150' cube of terrain appear, smell, and feel like different natural terrain. If distinguishable by touch, a creature entering the terrain can pierce the illusion. Otherwise, upon inspection the creature can pierce it with a successful DC 20 Investigation check.

**Wall of Fire (4th).** Action to cast, 120', concentration up to 1 minute. On a solid surface within range, the nagpa creates an opaque wall of fire 60' long, 20' high, and 1' thick, or an opaque ringed wall up to 20' high and 1' thick. Each creature entering the wall for the first time, or inside it when it's conjured, takes 5d8 fire damage (DC 20 Dex save for half damage). One side of the wall deals 5d8 fire damage to each creature ending its turn within 10' of that side or inside the wall. The damage increases by 1d8 for each slot above 4th.

**Dominate Person (5th).** Action to cast, 60', concentration up to 1 minute. The humanoid target must make a DC 20 Wis save or be charmed by the nagpa for the duration of the spell. If the target is fighting the nagpa or its allies, the target has advantage on the save. While the target is charmed, the nagpa may telepathically command it, which the target does its best to obey. The commands can be simple and generic. The nagpa can use an action to limit the creature only to the actions the nagpa commands. Each time the target takes damage, it may attempt a DC 20 Wis save to end the spell.

**Dream (5th).** 1 minute, special, 8 hours. The nagpa enters the dreams of a sleeping target on the same plane of existence and can communicate with it. If creating a nightmare, the target must make a DC 20 Wis save or it will not gain the benefit of the rest and will take 3d6 psychic damage upon waking. If the nagpa has a body part of the target, the target makes the save with disadvantage.

**Geas (5th).** 1 minute to cast, 60', 30 days. A creature within range that can understand the nagpa and that the nagpa can see must succeed on a DC 20 Wis save or be compelled to perform a service or refrain from an action for the duration. Each time it acts in a manner contrary to the requirement, it takes 5d10 psychic damage.

**Circle of Death (6th).** Action to cast, 180', instantaneous. Each creature in a 60'-radius sphere takes 8d6 necrotic damage, plus 2d6 for each level above 6th used to cast this spell (DC 20 Con save for half).

**Disintegrate (6th).** Action to cast, 60', instantaneous. A creature must make a DC 20 Dex save or take 10d6+40 force damage. If this reduces the target to 0 HPs, it and its nonmagical items are turned to dust. That target may be brought back to life by only a *Greater Restoration* or *Wish* spell. A Large or smaller nonmagical object is automatically disintegrated. The damage increases by 3d6 per slot used above 6th level.

**Etherealness (7th).** Action to cast, self, up to 8 hours or until an action to dispel. The nagpa moves to the Ethereal Plane if that plane borders its current plane. It can move in any direction, but at half speed if moving up or down. The nagpa can see (in grey) and hear everything within 60' in its original plane. Nothing on the original plane can normally affect the nagpa, and the nagpa can move through objects on the original plane as if not there. When the spell ends, the nagpa appears in its current location on the original plane, being shunted to the nearest unoccupied space if appearing in a solid object (taking two the number of feet moved in force damage). For each slot above 7th at which the spell is cast, the nagpa can target an additional three creatures within 10'.

**Prismatic Spray (7th).** Action to cast, self, instantaneous. Each creature in a 60' cone must roll a d8 to determine the effect upon it.

Fire: 10d6 fire damage (DC 20 Dex save for half damage)

Acid: 10d6 acid damage (DC 20 Dex save for half damage)

Lightning: 10d6 lightning damage (DC 20 Dex save for half damage)

Poison: 10d6 poison damage (DC 20 Dex save for half damage)

Cold: 10d6 cold damage (DC 20 Dex save for half damage)

Petrification: DC 20 Dex save or restrained. The target then makes DC 20 Con saves at the end of each of its turns. If succeeding thrice before failing thrice, the spell ends, but if failing thrice, the target is petrified.

Banished: DC 20 Dex save or blinded. At the start of the nagpa's next turn, the target makes a DC 20 Wis save. If successful, the spell ends. Otherwise, the target is no longer blinded but is transported to another plane of the DM's choosing.

**Feeblemind (8th).** Action to cast, 150', instantaneous. One target creature takes 4d6 psychic damage. On a failed DC 20 Int save, the target's Int and Cha become 1, rendering it mentally incapacitated other than identifying its friends, following them, and protecting them. The target can repeat the save in 30-day intervals to end the effect. The spell can also be ended by *Greater Restoration*, *Heal*, or *Wish*.

## ACTIONS

**Staff. Melee Weapon Attack:** +8 to hit, reach 5', one target. Hit: 9 (2d6+2) bludgeoning damage.

## OBLEX, ADULT

Medium ooze, lawful evil  
CR 5 (1,800 XP)

AC 14  
HPs 75 (10d8+30)  
Speed 20'

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	16 (+3)	19 (+4)	12 (+1)	15 (+2)

**Saves** Int +7, Wis +5

**Skills** Deception +5, Perception +4, plus one of the following:  
Arcana +7, History +7, Nature +7, or Religion +7

**Condition Immunities** blinded, charmed, deafened, exhaustion, prone

**Senses** blindsight 60' (blind beyond), passive Perception 14

**Languages** Common plus two more languages

**Amorphous.** The oblex can move through a space as narrow as 1" wide without squeezing.

**Fire Averse.** If the oblex takes fire damage, it has disadvantage on attacks and ability checks until the end of its next turn.

**Impersonation.** As a bonus action, the oblex creates a simulacrum of a Medium or smaller creature whose memories it's stolen, mimicking the creature's appearance, form, and sound, though its smell is a bit off. The oblex can impersonate 1d4+1 different creatures, each one tethered to its body that can extend up to 120'. The oblex and its simulacra are considered to occupy the same spaces. The tether is immune to damage but severed if there is no opening at least 1" wide between them, at which point the simulacrum disappears.

**Innate Spellcasting: Charm Person (3/day □□□).** Action to cast, 30', 1 hour. If any of up to 5 target humanoids fails a DC 15 Wis save (made with advantage if currently fighting the oblex), the target is charmed until the spell ends or the oblex attacks it.

**Innate Spellcasting: Color Spray (3/day □□□).** Action to cast, self (15' cone), 1 round. This spell blinds 6d10 HPs of creatures in ascending order of their current totals (ignoring creatures that are blind or unconscious).

**Innate Spellcasting: Detect Thoughts (3/day □□□).** Action to cast, self, concentration up to 1 minute. The oblex can focus on any target creature within 30' of it (Int >3, and knows a language) and read its surface thoughts. As an action, the oblex can shift focus to another creature or probe deeper into the target's mind. If the target fails a DC 15 Wis save, the oblex gains insight into the target's reasoning, emotional state, and something that looms large in the target's mind. On its own turn, the current target can make a contested Int check against the oblex to end the effect.

**Innate Spellcasting: Hold Person (3/day □□□).** Action to cast, 60', concentration up to 1 minute. Up to three humanoids within range, must make DC 15 Wis saves or be paralyzed for the duration. A target may make a save at the end of each of its turns to end the spell's effect.

## ACTIONS

**Multiattack.** The oblex attacks once with *Pseudopod* and once with *Consume Memories*.

**Pseudopod. Melee Weapon Attack:** +7 to hit, reach 5', one creature. Hit: 7 (1d6+4) bludgeoning damage and 5 (2d4) psychic damage.

**Consume Memories.** One creature (not a construct, ooze, plant, or undead) within 5' must succeed on a DC 15 Wis save or take 18 (4d8) psychic damage have its memories consumed until it finishes a long or short rest or until it benefits from the *Greater Restoration* or *Heal*. While in this state, the target must subtract 1d4 from any ability check or attack it makes. Each time the target is memory drained beyond the first, the die size increases by one: to d6, d8, d10, d12, and d20, at which point the target becomes unconscious for 1 hour, after which the effect ends. When an oblex consumes a target's memories, the oblex learns all the target's languages and gains all its proficiencies except for saves.

## OBLEX, ELDER

Huge ooze, lawful evil  
CR 10 (5,900 XP)

AC 16  
HPs 115 (10d12+50)  
Speed 20'

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	21 (+5)	22 (+6)	13 (+1)	18 (+4)

**Saves** Int +10, Cha +8  
**Skills** Arcana +10, Deception +8, History +10, Nature +10, Perception +5, Religion +10  
**Condition Immunities** blinded, charmed, deafened, exhaustion, prone  
**Senses** blindsight 60' (blind beyond), passive Perception 15  
**Languages** Common plus six more languages

**Amorphous.** The oblex can move through a space as narrow as 1" wide without squeezing.

**Fire Averse.** If the oblex takes fire damage, it has disadvantage on attacks and ability checks until the end of its next turn.

**Impersonation.** As a bonus action, the oblex creates a simulacrum of a Medium or smaller creature whose memories it's stolen, mimicking the creature's appearance, form, and sound, though its smell is a bit off. The oblex can impersonate 2d6+1 different creatures, each one tethered to its body that can extend up to 120'. The oblex and its simulacra are considered to occupy the same spaces. The tether is immune to damage but severed if there is no opening at least 1" wide between them, at which point the simulacrum disappears.

**Innate Spellcasting: Charm Person (at will).** Action to cast, 30', 1 hour. If any of up to 5 target humanoids fails a DC 18 Wis save (made with advantage if currently fighting the oblex), the target is charmed until the spell ends or the oblex attacks it.

**Innate Spellcasting: Detect Thoughts (at will).** Action to cast, self, concentration up to 1 minute. The oblex can focus on any target creature within 30' of it (Int >3, and knows a language) and read its surface thoughts. As an action, the oblex can shift focus to another creature or probe deeper into the target's mind. If the target fails a DC 18 Wis save, the oblex gains insight into the target's reasoning, emotional state, and something that looms large in the target's mind. On its own turn, the current target can make a contested Int check against the oblex to end the effect.

**Innate Spellcasting: Hold Person (at will).** Action to cast, 60', concentration up to 1 minute. A humanoid within range, must make DC 18 Wis saves or be paralyzed for the duration. A target may make a save at the end of each of its turns to end the spell's effect.

**Innate Spellcasting: Confusion (3/day □□□).** Action to cast, 90', concentration up to 1 minute. Each creature in a 10'-radius sphere centered on a point within range must succeed on a DC 18 Wis save or be affected. An affected creature can't take reactions and must roll 1d10 at the start of each turn to determine its action. The creature may make a new save at the end of each of its turns to end the effect.

d10	Behavior
1	Creature takes no action and uses all movement to move in a random direction.
2-6	Creature doesn't move or take actions.
7-8	Creature uses action to make a melee attack against a randomly determined target. If no target is within reach, the creature does nothing.
9-10	The creature can act and move normally.

**Innate Spellcasting: Dimension Door (3/day □□□).** Action to cast, 500', instantaneous. The oblex can teleport itself, anything it can carry, an adjacent willing creature the oblex's size or smaller, and anything that creature can carry to a place within range. If the place is already occupied, both the oblex and the other creature (if any) take 4d6 force damage and aren't teleported.

**Innate Spellcasting: Dominate Person (3/day □□□).** Action to cast, 60', concentration up to 1 minute. The humanoid target must make a DC 18 Wis save or be charmed by the oblex for the duration of the spell. If the target is fighting the oblex or its allies, the target has advantage on the save. While the target is charmed, the oblex may telepathically command it, which the target does its best to obey. The commands can be simple and generic. The oblex can use an action to limit the creature only to the actions the oblex commands. Each time the target takes damage, it may attempt a DC 18 Wis save to end the spell.

**Innate Spellcasting: Fear (3/day □□□).** Action to cast, self only, concentration up to 1 minute. Each creature within a 30' cone must make a DC 18 Wis save or drop what it's holding and be frightened. On its turn, a frightened creature must take the Dash action and move away from the oblex as safely as possible. If the creature ends its turn without the oblex in sight, the creature may repeat the save.

**Innate Spellcasting: Hallucinatory Terrain (3/day □□□).** 10 minutes to cast, 300', 24 hours. The oblex makes a 150' cube of terrain appear, smell, and feel like different natural terrain. If distinguishable by touch, a creature entering the terrain can pierce the illusion. Otherwise, upon inspection the creature can pierce it with a successful DC 18 Investigation check.

**Innate Spellcasting: Hold Monster (3/day □□□).** Action to cast, 90', concentration up to 1 minute. The oblex targets a creature within range, who must make a DC 18 Wis save or be paralyzed for the duration. The target may make a save at the end of each of its turns to end the spell's effect.

**Innate Spellcasting: Hypnotic Pattern (3/day □□□).** Action to cast, 120', concentration up to 1 minute. Each creature in the area who can see a 30' cube the oblex created must make a successful DC 18 Wis save or be charmed (incapacitated with a speed of 0'). The effect ends if the spell ends, the target takes damage, or another creature spends an action to revive the target.

**Innate Spellcasting: Telekinesis (3/day □□□).** Action to cast, 60', concentration up to 10 minutes. Each round, as an action, the oblex can manipulate a creature or object. **Creature.** The giant makes a +10 spell attack contested by the creature's Str check. If successful, the oblex moves the creature 30' in any direction, but not outside the range of the spell, where it remains restrained. On its turn, the oblex can maintain the grip or repeat the contest. **Object.** The giant moves up to 1,000 lbs. 30' in any direction. If the object is attended, the oblex must succeed at the contest above against the attending creature. The oblex may make minor manipulations on the object, such as turning a doorknob, opening a container, etc.

## ACTIONS

**Multiattack.** The oblex attacks once with *Pseudopod* and once with *Consume Memories*.

**Pseudopod.** *Melee Weapon Attack:* +7 to hit, reach 5', one creature. Hit: 17 (4d6+3) bludgeoning damage and 7 (2d6) psychic damage.

**Consume Memories.** One creature (not a construct, ooze, plant, or undead) within 5' must succeed on a DC 18 Wis save or take 44 (8d10) psychic damage have its memories consumed until it finishes a long or short rest or until it benefits from the *Greater Restoration* or *Heal*. While in this state, the target must subtract 1d4 from any ability check or attack it makes. Each time the target's memory is drained beyond the first, the die size increases by one: to d6, d8, d10, d12, and d20, at which point the target becomes unconscious for 1 hour, after which the effect ends. When an oblex consumes a target's memories, the oblex learns all the target's languages and gains all its proficiencies except for saves.



## RETRIEVER

Large construct, lawful evil  
CR 14 (11,500 XP)

**AC** 19 (natural armor)  
**HPs** 210 (20d10+100)  
**Speed** 40', climb 40'

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	3 (-4)	11 (+0)	4 (-3)

**Saves** Dex +8, Con +10, Wis +5

**Skills** Perception +5, Stealth +8

**Damage Immunities** necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned

**Senses** blindsight 30', darkvision 60', passive Perception 15

**Languages** understands Abyssal, Elvish, and Undercommon but can't speak

**Tracker.** The retriever knows the direction and distance to a single quarry designated by its master as long as it and the quarry are on the same plane. The stalker also knows the location of its summoner.

**Innate Spellcasting: Plane Shift (3/day □□□).** Action to cast, self only, instantaneous. The retriever and one incapacitated creature transports to another plane, taking itself to a general location of the its choosing.

**Innate Spellcasting: Web (3/day □□□).** Action to cast, 60', concentration up to 1 hour. The retriever conjures a web that fills a 20' cube from a point within range. If the webs don't connect two solid masses, the web collapses, and the spell ends at the start of the retriever's next turn. The webs create difficult terrain. Each creature that starts its turn in the webs or enters them during its turn must make a DC 13 Dex save of be restrained. A creature so restrained may make a DC 14 Str save as an action to break free. Any 5'-cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to a creature starting its turn in the fire.

**Innate Spellcasting: Detect Thoughts (3/day □□□).** Action to cast, self, concentration up to 1 minute. The oblex can focus on any target creature within 30' of it (Int >3, and knows a language) and read its surface thoughts. As an action, the oblex can shift focus to another creature or probe deeper into the target's mind. If the target fails a DC 15 Wis save, the oblex gains insight into the target's reasoning, emotional state, and something that looms large in the target's mind. On its own turn, the current target can make a contested Int check against the oblex to end the effect.

**Innate Spellcasting: Hold Person (3/day □□□).** Action to cast, 60', concentration up to 1 minute. Up to three humanoids within range, must make DC 15 Wis saves or be paralyzed for the duration. A target may make a save at the end of each of its turns to end the spell's effect.

## ACTIONS

**Multiattack.** The retriever twice with *Forelegs* and once with either *Force Beam* or *Paralyzing Beam* (if available).

**Forelegs. Melee Weapon Attack:** +11 to hit, reach 10', one target. Hit: 15 (2d8+6) slashing damage.

**Force Beam.** One creature the retriever can see within 60' takes 27 (5d10) force damage (DC 16 Dex save for half damage).

**Paralyzing Beam (recharge ☒☒).** One creature the retriever can see within 60' must succeed on a DC 18 Con save or be paralyzed for 1 minute. The target can repeat the save at the end of each of its turns to end the effect on itself. If the paralyzed creature is Medium or smaller, the retriever can pick it up as part of the retriever's move and walk or climb with it at full speed.



## SHADAR-KAI GLOOM WEAVER

Medium humanoid (elf), neutral  
CR 9 (5,000 XP)

**AC** 14 (17 with *Mage Armor*)  
**HPs** 104 (16d8+32)  
**Speed** 30'

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	15 (+2)	12 (+1)	18 (+4)

**Saves** Dex +8, Con +6  
**Damage Immunities** necrotic  
**Condition Immunities** charmed, exhaustion  
**Senses** darkvision 60', passive Perception 11  
**Languages** Common, Elvish

**Burden.** Beasts and humanoids (other than shadar-kai) have disadvantage on saves while within 10'.

**Fey Ancestry.** The elf has advantage on saves against being charmed, and magic can't put the elf to sleep.

**Innate Spellcasting: Arcane Eye (at will).** Action to cast, 30', concentration up to 1 hour. The elf creates a 1"-diameter, hovering sensor with darkvision out to 30' in all directions and receives information mentally from it. The elf can use an action to move the sensor in any direction up to 30' with no limit on how far it can be on the same plane.

**Innate Spellcasting: Mage Armor (at will).** Action to cast, touch, 8 hours. The unarmored target's base AC becomes 13 + its Dex modifier.

**Innate Spellcasting: Speak with Dead (at will).** Action to cast, 60', instantaneous. A corpse with a mouth that isn't undead and hasn't been subjected to this spell in the last 10 days must answer up to five questions from the elf. The corpse's knowledge matches what it had while alive, including both facts known and languages spoken. Its answers are brief, cryptic, or repetitive, and untruthful if it views the elf as an adversary.

**Innate Spellcasting: Arcane Gate (1/day □).** Action to cast, 500', concentration up to 10 minutes. The elf chooses one point with 10' and another within 500', establishing two linked, opaque teleportation portals at those points visible and accessible from only one side. The two points are considered adjacent for the purposes of movement through the accessible sides. The elf can rotate the portals as a bonus action on its turn, changing which side is accessible.

**Innate Spellcasting: Bane (1/day □).** Up to three creatures the elf can see must make DC 16 Cha saves. On a failed save, a target must subtract 1d4 from each attack roll or save it makes until the spell ends.

**Innate Spellcasting: Compulsion (1/day □).** 1 minute, self, instantaneous. Creatures the elf can see and that can hear the elf must make a DC 16 Cha save or be charmed (unless immune). Until the spell ends, the elf can make a charmed target use as much of its movement as possible to move horizontally, after which it can repeat the save to end the effect. The target can take its action before or after the movement, and while the movement can be made to provoke opportunity attacks, it can't otherwise compel a harmful path.

**Innate Spellcasting: True Seeing (1/day □).** Action to cast, touch, 1 hour. A touched creature has truesight, sees secret doors hidden by magic, and can see into the Ethereal Plane up to 120'.

**Spellcasting:** 12th-level, Cha-based, DC 16, +8 to hit

5th □ □ □

**Chill Touch (cantrip).** Action to cast, 120', instantaneous. The elf makes a ranged spell attack (+8) doing 3d8 necrotic damage and prevents the target from regaining HPs until the start of the elf's next turn. If the target is undead, the target has disadvantage on attack rolls until the end of the elf's next turn.

**Eldritch Blast (cantrip).** Action to cast, 300', instantaneous. The elf makes three ranged spell attacks (+8) against one, two, or three targets, each doing 1d10+4 force damage.

**Minor Illusion (cantrip).** Action to cast, 30', 1 minute. The elf creates a sound or image of an object (not both). An object must be no larger than a 5' cube. A creature can determine it's an illusion with a DC 16 Investigation check.

**Prestidigitation (cantrip).** Action to cast, 60', 1 hour. The elf creates one of six minor effects: a harmless sensory effect; lighting or snuffing a small flame; cleaning or soiling an object no larger than a cubic foot; chilling, warming, or flavoring up to 1' cubed of nonliving material for 1 hour; coloring or marking an object or surface for 1 hour; or creating a nonmagical trinket or illusion that can fit in its hand that lasts until the end of the elf's next turn. If cast more than once, the elf can have up to three effects occurring simultaneously.

**Armor of Agathys (1st as 5th).** Action to cast, self, 1 hour. The elf gains 25 temporary HPs, and if a creature hits it with a melee attack while the temps are available, the creature takes 25 cold damage.

**Blight (4th as 5th).** Action to cast, 30', instantaneous. A creature (not undead or a construct) the necromancer can see within 30' takes 9d8 necrotic damage (DC 16 Con save for half damage; plant creatures and magical plants have disadvantage on this save).

**Contact Other Plane (2nd as 5th).** 1 minute to cast, self, 1 minute. The elf makes an Int save. On a success, an extraplanar entity gives the elf one-word answers to five questions asked of it. On a failure, it takes 6d6 psychic damage and is insane until either it takes a long rest or a *Greater Restoration* spell is cast on it. While insane, it can't take actions or understand communications from others.

**Darkness (2nd as 5th).** Action to cast, 60', concentration up to 10 minutes. The elf spreads darkness in a 15'-radius sphere centered on a point within range, an unattended object in range, or an object the elf is holding. The darkness spreads around corners. The darkness dispels an area of light created by a spell of 2nd level or lower.

**Dream (5th).** 1 minute, special, 8 hours. The elf enters the dreams of a sleeping target on the same plane of existence and can communicate with it. If creating a nightmare, the target must make a DC 16 Wis save or it will not gain the benefit of the rest and will take 3d6 psychic damage upon waking. If the elf has a body part of the target, the target makes the save with disadvantage.

**Fear (3rd as 5th).** Action to cast, self only, concentration up to 1 minute. Each creature within a 30' cone must make a DC 16 Wis save or drop what it's holding and be frightened. On its turn, a frightened creature must take the Dash action and move away from the elf as safely as possible. If the creature ends its turn without the elf in sight, the creature may repeat the save.

**Hypnotic Pattern (3rd as 5th).** Action to cast, 120', concentration up to 1 minute. Each creature in the area who can see a 30' cube the elf created must make a successful DC 16 Wis save or be charmed (incapacitated with a speed of 0'). The effect ends if the spell ends, the target takes damage, or another creature spends an action to revive the target.

**Invisibility (2nd as 5th).** Action to cast, touch, concentration up to 1 hour. A willing, target creature and its equipment become invisible until it attacks or casts a spell. The spell can target an additional creature for each slot above 2nd used to cast the spell.

**Major Image (3rd as 5th).** Action to cast, 120', concentration up to 10 minutes. The elf creates an image no larger than a 20' cube and complete with appropriate smells, sounds, and (harmless) temperature. A creature using an action to examine the illusion can pierce it with a successful DC 16 Investigation check, but otherwise is fooled by the image.

**Vampiric Touch (3rd as 5th).** Action to cast, self, concentration up to 1 minute. The elf can make a melee spell attack (+8) to do 5d6 necrotic damage against a creature and regains half the damage dealt in HPs. The attack may be repeated as an action until the spell ends.

**Witch Bolt (1st as 5th).** Action to cast, 30', concentration up to 1 minute. The elf makes a ranged spell attack (+8 to hit). On a hit, the target takes 5d12 lightning damage. On each of the elf's turns, the elf can use its action to deal 1d12 lightning damage to the target automatically.

## ACTIONS

**Multiattack.** The elf attacks twice with *Spear* and casts one spell that takes 1 action to cast.

**Spear. Melee Weapon Attack:** +8 to hit, reach 5', one target. Hit: 7 (1d6+4) piercing damage, or 8 (1d8+4) piercing damage if used two-handed, plus 26 (4d12) necrotic damage.

## REACTIONS

**Escape (recharges after long or short rest).** When the elf takes damage, it turns invisible and teleports up to 60' to an unoccupied space it can see. It remains invisible until it attacks or casts a spell.

## SHADAR-KAI SOUL MONGER

Medium humanoid (elf), neutral  
CR 11 (7,200 XP)

**AC** 15 (studded leather)  
**HPs** 123 (19d8+38)  
**Speed** 30'

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	14 (+2)	19 (+4)	15 (+2)	13 (+1)

**Saves** Dex +7, Wis +7, Cha +5

**Skills** Perception +7

**Damage Immunities** necrotic, psychic

**Condition Immunities** charmed, exhaustion, frightened

**Senses** darkvision 60', passive Perception 17

**Languages** Common, Elvish

**Fey Ancestry.** The elf has advantage on saves against being charmed, and magic can't put the elf to sleep.

**Innate Spellcasting: Chill Touch (at will).** Action to cast, 120', instantaneous. The elf makes a ranged spell attack (+8) doing 3d8 necrotic damage and prevents the target from regaining HPs until the start of the elf's next turn. If the target is undead, the target has disadvantage on attack rolls until the end of the elf's next turn.

**Innate Spellcasting: Poison Spray (at will).** Action to cast, 10', instantaneous. The target creature must make a DC 16 Con save or take 3d12 poison damage.

**Innate Spellcasting: Bestow Curse (1/day □).** Action to cast, touch, concentration up to 1 minute. The target creature must succeed on a DC 16 Wis save or become cursed for the duration of the spell. The curse may be of one of three types: 1) the target has disadvantage on checks and saves of a chosen ability score; 2) the target has disadvantage on attacks against the elf; 3) the target must succeed on a DC 15 Wis save at the start of each of its turns in order to act; or 4) the elf's attacks and spells do an extra 1d8 necrotic damage to the target.

**Innate Spellcasting: Chain Lightning (1/day □).** Action to cast, 150', instantaneous. The elf launches a lightning bolt at a target and up to 3 targets within 30' of the first target. Each target takes 10d8 lightning damage (DC 16 Wis save for half damage).

**Innate Spellcasting: Finger of Death (1/day □).** 1 minute, self, instantaneous. Action to cast, 60', instantaneous. A target creature takes 7d8+30 necrotic damage (DC 16 Con save for half damage). A humanoid killed by this spell rises as a zombie at the start of the elf's next turn and is permanently under the elf's control.

**Innate Spellcasting: Gaseous Form (1/day □).** Action to cast, touch, concentration up to 1 hour. A willing, corporeal target transforms into a cloud until the spell ends or the target drops to 0 HPs. The target has only a fly speed (10'); can enter and occupy a space occupied by another creature; has resistance to nonmagical damage; and has advantage on Str, Dex, and Con saves. The target can pass through small holes but treats liquids as solid surfaces.

**Innate Spellcasting: Phantasmal Force (1/day □).** Action to cast, 120', concentration up to 1 minute. A target creature (neither undead nor a construct) must make a DC 16 Int save or have an image placed in its mind. The target may make a DC 16 Investigation check to realize the image is an illusion. While affected, the target is so convinced that the illusion is real that it can take damage from it. Each round on the warlock's turn, the target takes 1d6 psychic damage if within 5' of the illusion.

**Innate Spellcasting: Seeming (1/day □).** Action to cast, 30', 8 hours. Each creature the elf can see in range is given an illusory appearance (DC 16 Cha save to resist), disguising items worn or carried, doesn't add or subtract limbs, and adjusting height by no more or less than 1'. The spell may be dismissed as an action. Physical inspection passes through the illusion, and anyone making a successful DC 16 Investigation check becomes aware it's an illusion.

**Magic Resistance.** The elf has advantage on saves against spells and other magical effects.

**Slowing Aura.** Any beast or humanoid (other than a shadar-kai) that starts its turn within 5' of the elf has its speed reduced by 20' until the start of that creature's next turn.

**Soul Drain.** When the elf reduces a creature to 0 HPs, the elf gains temporary HPs equal to half the creature's HP maximum. While the elf has these temporary HPs, it has advantage on attacks.

### ACTIONS

**Multiattack.** The elf attacks twice with *Dagger*.

**Dagger.** *Melee Weapon Attack:* +7 to hit, reach 5', one target. Hit: 13 (4d4+3) piercing damage, 19 (3d12) necrotic damage, and the target has disadvantage on saves until the start of the elf's next turn.

**Exhaustion (recharge ☐☐☐☐).** Each creature in a 60' cube centered on the elf takes 45 (10d8) psychic damage and suffers 1 level of exhaustion (DC 16 Con save for 22 (5d8) psychic damage and no exhaustion).

## SKULL LORD

Medium undead, lawful evil  
CR 15 (13,000 XP)

AC 18 (plate)  
HPs 105 (14d8+42)  
Speed 30'

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	17 (+3)	16 (+3)	15 (+2)	21 (+5)

**Skills** Athletics +7, History +8, Perception +12, Stealth +8  
**Resistances** cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks  
**Damage Immunities** poison  
**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, poisoned, stunned, unconscious  
**Senses** darkvision 60', passive Perception 22  
**Languages** all the languages it knew in life

**Evasion.** If the skull lord makes a Dex save to take only half damage, the skull lord instead takes no damage if it succeeds, and only half damage if it fails.

**Legendary Resistances (3/day [ ] [ ] [ ]).** If the skeleton fails a save, it can choose to succeed.

**Master of Undead.** While within 30' of the skull lord, any undead ally makes saves with advantage and regains 1d6 HPs at the start of each of its turns.

**Spellcasting:** 13th-level, Cha-based, DC 18, +10 to hit

1st	[ ] [ ] [ ] [ ]	4th	[ ] [ ] [ ]	7th	[ ]
2nd	[ ] [ ] [ ]	5th	[ ] [ ]		
3rd	[ ] [ ] [ ]	6th	[ ]		

**Chill Touch (cantrip).** Action to cast, 120', instantaneous. The skull lord makes a ranged spell attack (+10) doing 3d8 necrotic damage and prevents the target from regaining HPs until the start of the skull lord's next turn. If the target is undead, the target has disadvantage on attack rolls until the end of the skull lord's next turn.

**Fire Bolt (cantrip).** Action to cast, 120', concentration up to 1 minute. The skull lord makes a ranged spell attack (+10) doing 16 (3d10) fire damage. An unattended flammable object hit by the spell catches fire.

**Mage Hand (cantrip).** Action to cast, 30', 1 minute. The skull lord creates a ghost-like hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.

**Poison Spray (cantrip).** Action to cast, 10', instantaneous. The target creature must make a DC 18 Con save or take 19 (3d12) poison damage.

**Ray of Frost (cantrip).** Action to cast, 60', instantaneous. The skull lord makes a ranged spell attack (+10 to hit). On a hit, the target takes 13 (3d8) cold damage, and its speed is reduced to 10' until the start of the skull lord's next turn.

**Expeditious Retreat (1st).** Bonus action to cast, self, concentration up to 10 minutes. When the skull lord casts the spell, and then as a bonus action in subsequent rounds, the skull lord can take the Dash action.

**Magic Missile (1st).** Action to cast, 120', instantaneous. The skull lord creates a number of darts equal to 2 + the spell slot used to cast it. A dart deals 1d4+1 force damage, each targeting the same or different creatures.

**Thunderwave (1st).** Action to cast, 15' cube from the skull lord, instantaneous. Each creature within the cube takes 2d8 thunder damage and is pushed 10' (DC 18 Con save for half damage and no push). Unsecured objects are pushed 10' and the spell creates a thunderclap that can be heard for 300'. The damage increases by 1d8 for every level above 1st at which it is cast.

**Mirror Image (2nd).** Action to cast, self, 1 minute. Three illusory duplicates of the skull lord appear, moving with the skull lord. Each time a creature targets the skull lord, roll a d20. The attack hits a duplicate on a 6 or higher if three duplicates remain, 8 or higher if two remain, and 11 or higher if one remains. A duplicate's AC is 13, and it is automatically destroyed if hit.

**Scorching Ray (2nd).** Action to cast, 120', instantaneous. The skull lord hurls three streams of fire at up to three targets within range. Each is a ranged spell attack (+10) that does 2d6 fire damage. The skull lord can hurl an additional stream for each level over 2nd at which the spell is cast.

**Haste (3rd).** Action to cast, 30', concentration up to 1 minute. The skull lord chooses a willing target within range. The target's speed doubles, it gains a +2 bonus to AC, it has advantage on Dex saves, and gains an additional action on each turn: Attack (one weapon attack), Dash, Disengage, Hide, or Use an Object. When the spell ends, the target can't move or take actions until after its next turn.

**Fear (3rd).** Action to cast, self only, concentration up to 1 minute. Each creature within a 30' cone must make a DC 18 Wis save or drop what it's holding and be frightened. On its turn, a frightened creature must take the Dash action and move away from the skull lord as safely as possible. If the creature ends its turn without the skull lord in sight, the creature may repeat the save.

**Dimension Door (4th).** Action to cast, 500', instantaneous. The skull lord can teleport itself, anything it can carry, an adjacent willing creature the skull lord's size or smaller, and anything that creature can carry to a place within range. If the place is already occupied, both the skull lord and the other creature (if any) take 4d6 force damage and aren't teleported.

**Shocking Grasp (cantrip).** Action to cast, 30', instantaneous. The skull lord makes a melee spell attack (+10) with advantage if the target creature is wearing metal armor. On a hit, the target takes 3d8 lightning damage and can't take reactions until the end of its next turn.

**Ice Storm (4th).** Action to cast, 300', instantaneous. Each creature in a 20'-radius, 40'-high cylinder centered on a point within range takes 2d8 bludgeoning damage and 4d6 cold damage (DC 18 Dex save for half damage), and the area becomes difficult terrain until the end of the skull lord's next turn. The bludgeoning damage increases by 1d8 per slot level above 4th used to cast the spell.

**Cloudkill (5th).** Action to cast, 120', concentration up to 10 minutes. The skull lord conjures a 20'-radius sphere of fog. When a creature enters the sphere or starts its turn there takes 5d8 poison damage (DC 18 Con save for half damage). The fog rolls away from the skull lord at a rate of 10' per round.

**Cone of Cold (5th).** Action to cast, 60' cone originating from the oni, instantaneous. Each creature in the cone takes 8d8 cold damage and 1d8 per additional level of the slot used to cast the spell (DC 18 Con save for half damage).

**Eyebite (6th).** Action to cast, self, concentration up to 1 minute. One creature within 60' that the skull lord can see must succeed on a Wis save or be affected by one of the following effects for the duration (skull lord's choice): asleep (unconscious until taking damage or awoken by a creature using an action), panicked (frightened by the skull lord; must use Dash to move safely away, the effect ending if the target moves 60' away, or sickened (disadvantage on saves and ability checks, making new save at the end of each of its turns). Until the spell ends, on each of the skull lord's turns, it can use an action to target another creature that hasn't already succeeded on a save against this casting of eyebite.

**Finger of Death (7th).** Action to cast, 60', instantaneous. A target creature takes 7d8+30 necrotic damage (DC 18 Con save for half damage). A humanoid killed by this spell rises as a zombie at the start of the skull lord's next turn and is permanently under the skull lord's control.

## ACTIONS

**Multiattack.** The skull lord attacks thrice with *Staff*.

**Staff. Melee Weapon Attack:** +8 to hit, reach 5', one target. Hit: 7 (1d8+3) bludgeoning damage and 14 (4d6) necrotic damage.

## LEGENDARY ACTIONS

The skull lord can take 3 legendary actions one at a time at the end of another creature's turn, regaining ones spent at the start of its own turn.

**Attack (2 actions).** The skull lord attacks once with *Staff*.

**Cantrip.** The skull lord casts a cantrip.

**Move.** The skull lord moves up to half its speed without provoking opportunity attacks.

**Summon (3 actions).** Up to 5 skeletons or zombies appear in unoccupied spaces within 30' of the skull lord, rolling initiative and acting in the next available turn, and remaining until destroyed. The skull lord can have no more than 5 summoned undead at a time.



## STAR SPAWN: LARVA MAGE

Medium aberration, chaotic evil

CR 116 (15,000 XP)

**AC** 16 (natural armor)

**HPs** 168 (16d8+96)

**Speed** 30'

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	23 (+6)	18 (+4)	12 (+1)	16 (+3)

**Saves** Dex +6, Wis +6, Cha +8

**Skills** Perception +6

**Resistances** cold; nonmagical bludgeoning, piercing, and slashing

**Damage Immunities** psychic

**Condition Immunities** charmed, frightened, paralyzed, petrified, poisoned, restrained

**Senses** darkvision 60', passive Perception 16

**Languages** Deep Speech

**Innate Spellcasting: Eldritch Blast (at will).** Action to cast, 300', instantaneous. The aberration makes three ranged spell attacks (+8) against one, two, or three targets, each doing 1d10+3 force damage.

**Innate Spellcasting: Minor Illusion (at will).** Action to cast, 30', 1 minute. The aberration creates a sound or image of an object (not both). An object must be no larger than a 5' cube. A creature can determine it's an illusion with a DC 16 Investigation check.

**Innate Spellcasting: Dominate Monster (3/day □□□ ).** Action to cast, 60', concentration up to 1 hour. A target creature must succeed on a DC 16 Wis save or be charmed by the aberration for the spell's duration. While charmed and on the same plane, the target can be telepathically ordered by the aberration to follow simple commands. If the aberration uses an action to do so, the creature may be given detailed commands, including using the aberration's reaction as its own. Each time it takes damage, the target may attempt a new save to end the spell.

**Innate Spellcasting: Circle of Death (1/day □ ).** Action to cast, 180', instantaneous. Each creature in a 60'-radius sphere takes 8d6 necrotic damage (DC 16 Con save for half).

**Return to Worms.** When the aberration is reduced to 0 HPs, it breaks apart into a swarm of insects in the same space. Unless the swarm is destroyed, the aberration reforms from it 24 hours later.

### ACTIONS

**Slam. Melee Weapon Attack:** +8 to hit, reach 10', one target. Hit: 7 (1d8+3) bludgeoning damage, and the target must succeed on a DC 19 Con save or be poisoned until the end of its next turn.

**Plague (recharge □□).** Each creature other than a star spawn within 10' of the aberration must succeed on a DC 19 Dex save or take 22 (5d8) necrotic damage and be blinded and restrained. The affected creature takes 22 (5d8) necrotic damage at the start of each of the aberration's turns. The creature can repeat the save at the end of each of its turns to end the effect on itself.

### REACTIONS

**Feed on Weakness.** When a creature within 20' fails a save, the aberration gains 10 temporary HPs.

### LEGENDARY ACTIONS

The aberration can take 3 legendary actions, only one at a time and only at the end of another creature's turn. The aberration regains spent actions at the start of its turn.

**Cantrip (2 actions).** The aberration can cast either *Eldritch Blast* or *Minor Illusion*.

**Attack (2 actions).** The aberration attacks once with *Slam*.

**Feed (3 actions).** Each creature restrained by the aberration's *Plague* takes 13 (3d8) necrotic damage, and the aberration gains 6 temporary HPs.



## STEEL PREDATOR

<p><i>Large construct, lawful evil</i>  CR 16 (15,000 XP)</p>					
<p><b>AC</b> 20 (natural armor)  <b>HPs</b> 207 (18d10+108)  <b>Speed</b> 40'</p>					
<b>STR</b> 24 (+7)	<b>DEX</b> 17 (+3)	<b>CON</b> 22 (+6)	<b>INT</b> 4 (-3)	<b>WIS</b> 14 (+2)	<b>CHA</b> 6 (-2)
<p><b>Saves</b> Dex +5, Int +5  <b>Skills</b> Perception +7, Stealth +8, Survival +7  <b>Resistances</b> cold, lightning, necrotic, thunder  <b>Damage Immunities</b> poison, psychic; nonmagical bludgeoning, piercing, and slashing  <b>Condition Immunities</b> charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned  <b>Senses</b> blindsight 30', darkvision 60', passive Perception 17  <b>Languages</b> understands Modron and the language of its owner but can't speak</p>					
<p><b>Innate Spellcasting: Dimension Door</b> (3/day □□□). Action to cast, 500', instantaneous. The construct can teleport itself and anything it can carry to a place within range. If the place is already occupied, the construct takes 4d6 force damage and isn't teleported.</p> <p><b>Innate Spellcasting: Plane Shift</b> (3/day □□□). Action to cast, touch, instantaneous. The lich and up to 8 willing creatures who link hands in a circle transport to another plane, taking the creatures to a general location of the lich's choosing. Alternatively, the berbalang can banish with a melee spell attack (+4) a creature that fails to make a DC 13 Cha save.</p> <p><b>Magic Resistance.</b> The construct has advantage on saves against spells and other magical effects.</p> <p><b>Magic Weapons.</b> The construct's weapon attacks are magical.</p>					
<h3>ACTIONS</h3>					
<p><b>Multiattack.</b> The construct attacks once with <i>Bite</i> and twice with <i>Claws</i>.</p> <p><b>Bite.</b> <i>Melee Weapon Attack:</i> +12 to hit, reach 5', one creature. Hit: 14 (2d6+7) piercing damage.</p> <p><b>Claws.</b> <i>Melee Weapon Attack:</i> +12 to hit, reach 5', one creature. Hit: 16 (2d8+7) slashing damage.</p> <p><b>Roar.</b> Each creature in a 60' cone takes 27 (5d10) thunder damage, drops everything it's holding, and is stunned for 1 minute (DC 19 Con save for half damage with no other ill effects). A stunned creature can repeat the save at the end of each of its turns to end the effect on itself.</p>					

## TURTLE DRUID

Medium humanoid (turtle), lawful neutral  
CR 2 (450 XP)

AC 17 (natural armor)

HPs 33 (6d8+6)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	11 (+0)	15 (+2)	12 (+1)

**Skills** Animal Handling +4, Nature +2, Survival +4

**Senses** passive Perception 12

**Languages** Aquan, Common

**Hold Breath.** The turtle can hold its breath for 1 hour.

**Spellcasting:** 4th-level, Wis-based, DC 12, +4 to hit

1st ☐☐☐☐ 2nd ☐☐☐

**Druidcraft (cantrip).** Action to cast, 30', instantaneous. The turtle can predict the weather, create an illusory, nature-based sensory effect, or snuff out a campfire.

**Guidance (cantrip).** Action to cast, touch, 1 round. Once before the spell ends, the target may add 1d4 to an ability check of its choice.

**Produce Flame (cantrip).** Action to cast, self, 10 minutes. The turtle produces a flame that sheds bright light in 10' radius, and dim light 10' beyond that. Instead, the flame can be hurled 30' at a creature with a ranged spell attack (+4) for 1d8 fire damage on a hit.

**Animal Friendship (1st).** Action to cast, 30', 24 hours. A snake the turtle can see within range, having an Int of 3 or less, must make a DC 12 Wis save or be charmed for the duration of the spell. If the turtle or one of its allies harms the animal, the spell ends.

**Cure Wounds (1st).** Action to cast, touch, instantaneous. The acolyte heals a creature 1d8+2 HPs.

**Speak with Animals (1st).** Action to cast, self, 10 minutes. The turtle gains the ability to communicate with and understand beasts.

**Thunderwave (1st).** Action to cast, 15' cube from the skull lord, instantaneous. Each creature within the cube takes 2d8 thunder damage and is pushed 10' (DC 18 Con save for half damage and no push). Unsecured objects are pushed 10' and the spell creates a thunderclap that can be heard for 300'. The damage increases by 1d8 for every level above 1st at which it is cast.

**Darkvision (2nd).** Action to cast, touch, 8 hours. A willing target creature gains darkvision 60'.

**Hold Person (2nd).** Action to cast, 60', concentration up to 1 minute. The turtle targets a humanoid within range, who must make a DC 12 Wis save or be paralyzed for the duration. The target may make a save at the end of each of its turns to end the spell's effect. For each slot level above 2nd level used to cast this spell, it may target an additional target.

## ACTIONS

**Claws. Melee Weapon Attack:** +4 to hit, reach 5', one target. Hit: 4 (1d4+2) slashing damage.

**Quarterstaff. Melee Weapon Attack:** +4 to hit, reach 5', one target. Hit: 5 (1d6+2) bludgeoning damage, or 6 (1d8+2) bludgeoning damage if used two-handed.

**Shell.** The turtle withdraws into its shell. Until it emerges, it's prone, its speed is 0', it gains a +4 bonus to AC, it has advantage on Str and Con saves but disadvantage on Dex saves, it can't take reactions, and the only action it can take is a bonus action to emerge.

## YUGOLOTH: DHERGOLOTH

Medium fiend (yugoloth), neutral evil  
CR 7 (2,900 XP)

**AC** 15 (natural armor)  
**HPs** 119 (14d8+56)  
**Speed** 30'

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	19 (+4)	7 (-2)	10 (+0)	9 (-1)

**Saves** Str +6

**Resistances** cold, fire, lightning; nonmagical bludgeoning, piercing, and slashing

**Damage Immunities** acid, poison

**Condition Immunities** poisoned

**Senses** blindsight 60', darkvision 60', passive Perception 10

**Languages** Abyssal, Infernal, telepathy 60'

**Innate Spellcasting: Darkness (at will).** Action to cast, 60', concentration up to 10 minutes. The yugoloth spreads darkness in a 15'-radius sphere centered on a point within range, an unattended object in range, or an object the yugoloth is holding. The darkness spreads around corners. The darkness dispels an area of light created by a spell of 2nd level or lower.

**Innate Spellcasting: Fear (at will).** Action to cast, self only, concentration up to 1 minute. Each creature within a 30' cone must make a DC 10 Wis save or drop what it's holding and be frightened. On its turn, a frightened creature must take the Dash action and move away from the yugoloth as safely as possible. If the creature ends its turn without the yugoloth in sight, the creature may repeat the save.

**Innate Spellcasting: Sleep (3/day ☐☐☐ ).** Action to cast, 90', 1 minute. The yugoloth affects 5d8 HPs worth of creatures within 20' of a point within range. Creatures are selected in ascending order of their remaining HPs, starting with the creature having the lowest current total. When a creature is affected, subtract its total HPs from the amount affected by the spell, then proceed to the next creature. A creature's HPs must be equal or less than the remaining total for the creature to be affected.

**Magic Resistance.** The yugoloth has advantage on saves against spells and other magical effects.

**Magic Weapons.** The yugoloth's weapon attacks are magical.

### ACTIONS

**Multiattack.** The yugoloth attacks twice with *Claws*.

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5', one target. Hit: 12 (2d8+3) slashing damage.

**Flailing Claws (recharge ☐☐☐).** The yugoloth moves its speed in a line, targeting each creature within 5' along the route. Each target must succeed on a DC 14 Dex save or take 22 (3d12+3) slashing damage.

**Teleport.** The yugoloth and its equipment magically teleports up to 60' to an unoccupied space it can see.

## YUGOLOTH: HYDROLOTH

Medium fiend (yugoloth), neutral evil  
CR 9 (5,000 XP)

AC 15  
HPs 135 (18d8+54)  
Speed 20', swim 40'

STR	DEX	CON	INT	WIS	CHA
12 (+1)	21 (+5)	16 (+3)	19 (+4)	10 (+0)	14 (+2)

**Skills** Insight +4, Perception +4  
**Resistances** cold, lightning; nonmagical bludgeoning, piercing, and slashing  
**Vulnerabilities** fire  
**Damage Immunities** acid, poison  
**Condition Immunities** poisoned  
**Senses** blindsight 60', darkvision 60', passive Perception 14  
**Languages** Abyssal, Infernal, telepathy 60'

**Amphibious.** The yugoloth can breathe air and water.

**Innate Spellcasting: Darkness (at will).** Action to cast, 60', concentration up to 10 minutes. The yugoloth spreads darkness in a 15'-radius sphere centered on a point within range, an unattended object in range, or an object the yugoloth is holding. The darkness spreads around corners. The darkness dispels an area of light created by a spell of 2nd level or lower.

**Innate Spellcasting: Detect Magic (at-will).** Action to cast, self, concentration up to 10 minutes. The yugoloth can detect the presence of magic within 30' of it. It can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.

**Innate Spellcasting: Dispel Magic (at will).** Action to cast, 120', instantaneous. The yugoloth dispels any spell of level 3 or lower affecting a creature, object, or area within range. For spells of 4th level or higher, the yugoloth must succeed on a Int (+4) check (DC 10+level of the effect).

**Innate Spellcasting: Invisibility (at will).** Action to cast, self only, concentration up to 1 hour. The yugoloth and its equipment become invisible until it attacks or casts a spell.

**Innate Spellcasting: Water Walk (at will).** Action to cast, 30', 1 hour. Up to ten willing creatures of the yugoloth's choice are granted the ability to walk across any liquid as if it were harmless solid ground. If submerged in a liquid, a target is carried to the surface of the liquid at a speed of 60'/round.

**Innate Spellcasting: Control Water (3/day □□□).** 1 minute, 90', concentration up to 1 hour. The yugoloth controls water in a cube up to 100' per side. The yugoloth can choose any of the following effects, switching from one to the other, or repeating the current one, as an action. **Flood:** The yugoloth causes the water level of standing water to rise by up to 20'; or, for a large body of water, create a 20'-tall wave that moves from one side to the other then crashes down, moving Huge or smaller vehicles with it (25% chance of capsizing). **Redirect Flow:** The yugoloth causes flowing water to move in the direction of its choosing, even if the direction is unintuitive. **Whirlpool:** The yugoloth creates a body of water at least 50' x 50' square, and 25' deep with a 25'-tall whirlpool in the center, 5' wide at the base and up to 50' wide at the top. A creature can swim away from the vortex with a DC 16 Str check. When a creature enters the vortex for the first time or starts its turn there, it takes 2d8 bludgeoning damage and is caught in the vortex (DC 16 Str save for half damage and not being caught). A caught creature can escape with a DC 16 Str (Athletics) check, which is made at disadvantage.

**Innate Spellcasting: Crown of Madness (3/day □□□).** Action to cast, 120', concentration up to 1 minute. One humanoid must succeed on a DC 16 Wis save or be charmed by the yugoloth. The yugoloth chooses a creature other than the target against whom the target must use its action on each of its turns (before moving) to make a melee attack. If no valid targets are available, the target may act normally. The spell ends if the yugoloth doesn't use its action to sustain the spell or if the target successfully saves at the end of its turn.

**Innate Spellcasting: Fear (3/day □□□).** Action to cast, self only, concentration up to 1 minute. Each creature within a 30' cone must make a DC 16 Wis save or drop what it's holding and be frightened. On its turn, a frightened creature must take the Dash action and move away from the yugoloth as safely as possible. If the creature ends its turn without the yugoloth in sight, the creature may repeat the save.

**Innate Spellcasting: Phantasmal Killer (3/day □□□).** Action to cast, 120', concentration up to 1 minute. The target must make a DC 16 Wis save or become frightened for the duration due to the illusory manifestation of its nightmares. At the start of each of its turns, the target must repeat and succeed on the Wis save or take 4d10 psychic damage. On a successful save, the spell ends.

**Innate Spellcasting: Suggestion (3/day ☐☐☐).** Action to cast, 30', concentration up to 8 hours). The yugoloth makes a one or two sentence reasonable suggestion to a creature that can understand it. If the target fails a DC 16 Wis save, it must follow the suggestion.

**Magic Resistance.** The yugoloth has advantage on saves against spells and other magical effects.

**Magic Weapons.** The yugoloth's weapon attacks are magical.

**Secure Memory.** The yugoloth is immune to any effect that would steal, modify, detect, or read its memories or thoughts, including those of the River Styx.

**Watery Advantage.** While submerged in liquid, the yugoloth has advantage on attacks.

## ACTIONS

**Multiattack.** The yugoloth makes two melee attacks but can substitute one of those with a spell that takes 1 action to cast.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5', one target. Hit: 16 (2d10+5) piercing damage.

**Claws.** *Melee Weapon Attack:* +9 to hit, reach 5', one target. Hit: 14 (2d8+5) slashing damage.

**Steal Memory (1/day☐).** One creature the yugoloth can see within 60' takes 4d6 psychic damage and must make a DC 16 Int save or lose all proficiencies, the ability to cast spells and understand language, and if its Int and Cha scores are higher than 5, they become 5. The target can repeat the save to end the effect on itself each time it finishes a long rest. Greater Restoration or Remove Curse ends this effect early. On a successful save, the target becomes immune to this yugoloth's *Steal Memory* for 24 hours.

## YUGOLOTH: MERRENOLOTH

Medium fiend (yugoloth), neutral evil  
CR 3 (700 XP)

**AC** 13  
**HPs** 40 (9d8)  
**Speed** 30', swim 40'

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	10 (+0)	17 (+3)	14 (+2)	11 (+0)

**Saves** Dex +5, Int +5  
**Skills** History +5, Nature +5, Perception +4, Survival +4  
**Resistances** cold, fire, lightning; nonmagical bludgeoning, piercing, and slashing  
**Damage Immunities** acid, poison  
**Condition Immunities** poisoned  
**Senses** blindsight 60', darkvision 60', passive Perception 14  
**Languages** Abyssal, Infernal, telepathy 60'

**Innate Spellcasting: Charm Person (at will).** Action to cast, 30', 1 hour. If the target creature fails a DC 13 Wis save (made with advantage if currently fighting the yugoloth), the target is charmed until the spell ends or the yugoloth attacks it.

**Innate Spellcasting: Darkness (at will).** Action to cast, 60', concentration up to 10 minutes. The yugoloth spreads darkness in a 15'-radius sphere centered on a point within range, an unattended object in range, or an object the yugoloth is holding. The darkness spreads around corners. The darkness dispels an area of light created by a spell of 2nd level or lower.

**Innate Spellcasting: Detect Magic (at-will).** Action to cast, self, concentration up to 10 minutes. The yugoloth can detect the presence of magic within 30' of it. It can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.

**Innate Spellcasting: Dispel Magic (at will).** Action to cast, 120', instantaneous. The yugoloth dispels any spell of level 3 or lower affecting a creature, object, or area within range. For spells of 4th level or higher, the yugoloth must succeed on a Int (+3) check (DC 10+level of the effect).

**Innate Spellcasting: Gust of Wind (at will).** Action to cast, self (60' line), concentration up to 1 minute. A strong wind emanates from the yugoloth in a 60' line 10' wide. A creature that starts its turn in the line must succeed on a DC 13 Str save or be pushed 15' along the line.

**Innate Spellcasting: Control Water (3/day □□□).** 1 minute, 90', concentration up to 1 hour. The yugoloth controls water in a cube up to 100' per side. The yugoloth can choose any of the following effects, switching from one to the other, or repeating the current one, as an action. **Flood:** The yugoloth causes the water level of standing water to rise by up to 20'; or, for a large body of water, create a 20'-tall wave that moves from one side to the other then crashes down, moving Huge or smaller vehicles with it (25% chance of capsizing). **Redirect Flow:** The yugoloth causes flowing water to move in the direction of its choosing, even if the direction is unintuitive. **Whirlpool:** The yugoloth creates a body of water at least 50' x 50' square, and 25' deep with a 25'-tall whirlpool in the center, 5' wide at the base and up to 50' wide at the top. A creature can swim away from the vortex with a DC 13 Str check. When a creature enters the vortex for the first time or starts its turn there, it takes 2d8 bludgeoning damage and is caught in the vortex (DC 13 Str save for half damage and not being caught). A caught creature can escape with a DC 13 Str (Athletics) check, which is made at disadvantage.

**Innate Spellcasting: Control Weather (1/day □).** Ten minutes to cast, self (5-mile radius), concentration up to 8 hours. The angel must have a clear path to the sky. The angel can change precipitation, temperature, and wind every 1d4x10 minutes, moving one of those characteristics up or down on the following table:

Stage	Precipitation	Temperature	Wind
1	Clear	Blazing Heat	Calm
2	Light Clouds	Hot	Moderate wind
3	Overcast or fog	Warm	Strong wind
4	Rain, hail, or snow	Cool	Gale
5	Torrential rain, driving hail, or blizzard	Cold	Storm
6	–	Arctic cold	–

**Magic Resistance.** The yugoloth has advantage on saves against spells and other magical effects.

**Magic Weapons.** The yugoloth's weapon attacks are magical.

**Teleport.** As a bonus action, the yugoloth and its equipment magically teleports up to 60' to an unoccupied space it can see.



## ACTIONS

**Multiattack.** The yugoloth attacks once with *Oar* and uses Gaze.

**Oar.** *Melee Weapon Attack:* +5 to hit, reach 5', one target. Hit: 8 (2d4+3) slashing damage.

**Gaze.** One creature the yugoloth can see within 60' must succeed on a DC 13 Wis save or become frightened of the yugoloth for 1 minute. The frightened target can repeat the save at the end of each of its turns to end the effect on itself.

## LAIR ACTIONS

On initiative 20 (losing ties), the yugoloth can take a lair action to cause one of the following magical effects. It can't use the same effect two rounds in a row.

- The ship regains 22 (4d10) HPs.
- The ship's speed increases by 30' until the next initiative count 20.
- Until the next initiative count 20, the air within 60' is difficult terrain, and when a Medium or smaller creature flies into the area or starts flying within it, it must succeed on a DC 13 Str save or be knocked prone.

## AREA EFFECTS

If the yugoloth dies, these effects fade after 1d6 rounds. All formed substances unravel into goo that dissipates 1d6 rounds later.

- The ship can't sink.
- The ship always stays on course.
- Creatures the merrenoloth takes on the ship aren't affected by wind or weather except any damage it causes.

## YUGOLOTH: OINOLOTH

Medium fiend (yugoloth), neutral evil  
CR 12 (8,400 XP)

AC 17 (natural armor)  
HPs 126 (12d10+60)  
Speed 40'

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	18 (+4)	17 (+3)	16 (+3)	19 (+4)

**Saves** Con +8, Wis +7  
**Skills** Deception +8, Intimidation +8, Perception +7  
**Resistances** cold, fire, lightning; nonmagical bludgeoning, piercing, and slashing  
**Damage Immunities** acid, poison  
**Condition Immunities** poisoned  
**Senses** blindsight 60', darkvision 60', passive Perception 17  
**Languages** Abyssal, Infernal, telepathy 60'

**Plague (recharge ☐☐).** As a bonus action, in the spaces within 30', all normal plants wither and die, and the HPs restored by spells are halved. When a creature moves into the area or starts its turn there, it must make a DC 16 Con save. On failure, the creature is immune to this yugoloth's *Plague* for 24 hours. Otherwise, it takes 14 (4d6) necrotic damage and is poisoned. While poisoned, it can't regain HPs, and for every 24 hours, can repeat the save, ending the effect after three successful saves. On failure, the creature's HP maximum is reduced by 5 (1d10), which lasts until no longer poisoned. If its HP maximum is reduced to 0, the creature dies.

**Innate Spellcasting: Darkness (at will).** Action to cast, 60', concentration up to 10 minutes. The yugoloth spreads darkness in a 15'-radius sphere centered on a point within range, an unattended object in range, or an object the yugoloth is holding. The darkness spreads around corners. The darkness dispels an area of light created by a spell of 2nd level or lower.

**Innate Spellcasting: Detect Magic (at-will).** Action to cast, self, concentration up to 10 minutes. The yugoloth can detect the presence of magic within 30' of it. It can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.

**Innate Spellcasting: Dispel Magic (at will).** Action to cast, 120', instantaneous. The yugoloth dispels any spell of level 3 or lower affecting a creature, object, or area within range. For spells of 4th level or higher, the yugoloth must succeed on a Cha (+4) check (DC 10+level of the effect).

**Innate Spellcasting: Invisibility (at will).** Action to cast, self only, concentration up to 1 hour. The yugoloth and its equipment become invisible until it attacks or casts a spell.

**Innate Spellcasting: Feeblemind (1/day☐).** Action to cast, 150', instantaneous. One creature takes 4d6 psychic damage. On a failed DC 16 Int save, the target's Int and Cha become 1, rendering it mentally incapacitated other than identifying its friends, following them, and protecting them. The target can repeat the save in 30-day intervals to end the effect. The spell can also be ended by *Greater Restoration*, *Heal*, or *Wish*.

**Innate Spellcasting: Globe of Invulnerability (1/day☐).** Action to cast, self (10'-radius), concentration up to 1 minute. The yugoloth surrounds itself with a 10'-radius barrier. Any spell of 5th level or lower cast from outside the barrier cannot affect creatures within it, even if cast with a higher-level slot.

**Innate Spellcasting: Wall of Fire (1/day☐).** Action to cast, 120', concentration up to 1 minute. The yugoloth creates a wall of fire resting on a solid surface. The wall can be up to 60' long, 20' high, and 1' thick, or a ringed wall up to 20' in diameter, 20' high, and 1' thick. Each creature whose space is targeted takes 5d8 fire damage (DC 16 Dex save for half damage). Additionally, one side of the wall (yugoloth's choice) deals 5d8 fire damage to each creature that ends its turn within 10' on that side, or to any creature ending its turn inside a wall for the first time.

**Innate Spellcasting: Wall of Ice (1/day☐).** Action to cast, 120', concentration up to 10 minutes. The yugoloth summons a wall of ice as either a 10'-radius, hemispheric dome or a flat surface composed of 10' square, 1' thick contiguous sheets. When created if a sheet is created in a creature's square, it takes 10d6 cold damage (DC 16 Dex save for half damage). The wall has an AC 12, 30 HPs per 10' section, and is vulnerable to fire. Reducing a sheet to 0 HPs destroys it, leaving behind an area of cold air. A creature moving through that area for the first time on any turn during the duration of the spell takes 5d6 damage (DC 16 Con save for half damage).

**Magic Resistance.** The yugoloth has advantage on saves against spells and other magical effects.

**Magic Weapons.** The yugoloth's weapon attacks are magical.

### ACTIONS

**Multiattack.** The yugoloth attacks twice with *Claws* and uses *Gaze* once.

**Claws. Melee Weapon Attack:** +8 to hit, reach 5', one target. Hit: 14 (3d6+4) slashing damage and 22 (4d10) necrotic damage.

**Gaze.** A creature within 30' that the yugoloth can see must succeed on a DC 16 Wis save or be charmed and restrained until the end of the yugoloth's next turn. If the target's save is successful, it can't be charmed by this yugoloth's *Gaze* for the next 24 hours.

**Healing (recharge ☐☐).** The yugoloth touches one willing creature within 5', who regains all its HPs and either is relieved of one disease or one of the following conditions: blinded, deafened, paralyzed, or poisoned. The target then gains 1 level of exhaustion, and its HP maximum is reduced by 7 (2d6). This reduction can be removed only by *Wish* or by *Greater Restoration* thrice within the same hour. The target dies if its HP maximum is reduced to 0.

**Teleport.** The yugoloth and its equipment magically teleports up to 60' to an unoccupied space it can see.

## YUGOLOTH: YAGNOLOTH

*Large fiend (yugoloth), neutral evil*  
CR 11 (7,200 XP)

**AC** 17 (natural armor)  
**HPs** 147 (14d10+70)  
**Speed** 40'

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	21 (+5)	16 (+3)	15 (+2)	18 (+4)

**Saves** Dex +6, Int +7, Wis +6, Cha +8  
**Skills** Deception +8, Insight +6, Perception +6, Persuasion +8  
**Resistances** cold, fire, lightning; nonmagical bludgeoning, piercing, and slashing  
**Damage Immunities** acid, poison  
**Condition Immunities** poisoned  
**Senses** blindsight 60', darkvision 60', passive Perception 16  
**Languages** Abyssal, Infernal, telepathy 60'

**Innate Spellcasting: Darkness (at will).** Action to cast, 60', concentration up to 10 minutes. The yugoloth spreads darkness in a 15'-radius sphere centered on a point within range, an unattended object in range, or an object the yugoloth is holding. The darkness spreads around corners. The darkness dispels an area of light created by a spell of 2nd level or lower.

**Innate Spellcasting: Detect Magic (at-will).** Action to cast, self, concentration up to 10 minutes. The yugoloth can detect the presence of magic within 30' of it. It can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.

**Innate Spellcasting: Dispel Magic (at will).** Action to cast, 120', instantaneous. The yugoloth dispels any spell of level 3 or lower affecting a creature, object, or area within range. For spells of 4th level or higher, the yugoloth must succeed on a Cha (+4) check (DC 10+level of the effect).

**Innate Spellcasting: Invisibility (at will).** Action to cast, self only, concentration up to 1 hour. The yugoloth and its equipment become invisible until it attacks or casts a spell.

**Innate Spellcasting: Suggestion (at will).** Action to cast, 30', concentration up to 8 hours). The yugoloth makes a one or two sentence reasonable suggestion to a creature that can understand it. If the target fails a DC 16 Wis save, it must follow the suggestion.

**Innate Spellcasting: Lightning Bolt (3/day ☐☐☐).** Action to cast, 100' long, 5' wide line originating from the yugoloth, instantaneous. Each creature in the line takes lightning damage equal to 8d6 and 1d6 per additional level of the slot used to cast the spell (DC 16 Dex save for half damage).

**Magic Resistance.** The yugoloth has advantage on saves against spells and other magical effects.

**Magic Weapons.** The yugoloth's weapon attacks are magical.

### ACTIONS

**Multiattack.** The yugoloth attacks once with *Arm* and once with *Touch*, or it attacks once with *Arm* and uses *Teleport* once.

**Arm. Melee Weapon Attack:** +8 to hit, reach 5', one target. Hit: 23 (3d12+4) bludgeoning damage, and if the target is a creature, it must succeed on a DC 16 Con save or become stunned until the end of the yugoloth's next turn.

**Touch. Melee Weapon Attack:** +8 to hit, reach 5', one target. Hit: 27 (6d8) lightning damage.

**Leech.** The yugoloth touches one incapacitated creature within 15', which takes 36 (7d8+4) necrotic damage, and the yugoloth gains temporary HPs equal to half the damage dealt. The target must succeed on a DC 16 Con save, or its HP maximum is reduced by the damage taken. This reduction lasts until the target finishes a long rest, and it dies if its HP maximum is reduced to 0.

**Cunning (recharge ☐☐☐☐).** Up to two allied yugoloths within 60' that can hear it can use their reactions to make one melee attack each.

**Teleport.** The yugoloth and its equipment magically teleports up to 60' to an unoccupied space it can see.