

BLOOD WAR BESTIARY



A collection of fiendish monsters, villains, and lairs
to make your game world a living Hell.



BLOOD WAR BESTIARY

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INTRODUCTION



THE BLOOD WAR IS A CONFLICT older than the Material Plane itself. Two factions vie for supremacy in the Lower Planes: the chaotic demons—raw destruction given monstrous

form, and the lawful devils—cunning fiends that obey the strict hierarchy of the Nine Hells. Both factions are utterly evil, and neither has ever been able to hold an edge in the war, so it is to the benefit of the goodly beings of the multiverse that each occupy one another rather than set their sights toward mortal planes planes. The stalemate must be maintained.

Despite the efforts to contain the slaughter of the Blood War to the Lower Planes, the conflict rages across many domains, from the Sword Coast, to Avernus, the First Layer of the Nine Hells, and several layers of the Abyss. With a conflict of such a vast scale, creatures of all sorts have become embroiled in the fighting, including angels, evil mortals, other monsters spawned from the Lower Planes, and the mortals bound to their service.

This supplement provides a collection of lore-friendly monsters, both weak and mighty, villains, and lairs that make good adversaries for adventuring parties venturing into the heart of the Blood War. The supplement was designed with published adventures such as *Baldur's Gate: Descent into Avernus* and *Out of the Abyss* in mind, providing you the opportunity to introduce new, exciting threats or allow your players to forge alliances of necessity.



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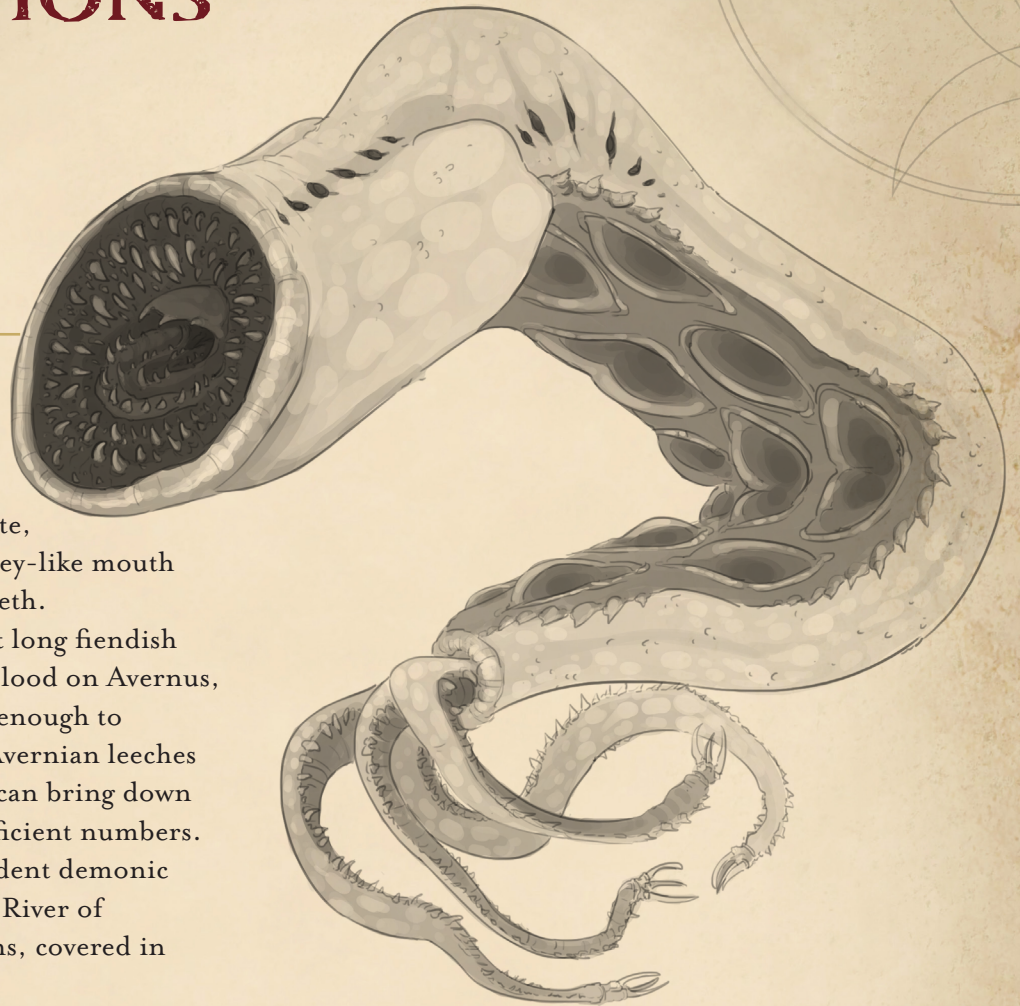
AVERNIAN LEECH

This slug-like creature is over two feet long, with rubbery pink skin.

At one end it has four small tentacles that constantly undulate, while at the other it has a lamprey-like mouth lined with tiny, needle-sharp teeth.

Avernian Leeches are two foot long fiendish leeches that swim the River of Blood on Avernus, seeking living creatures foolish enough to enter the waters to feed from. Avernian leeches generally move in swarms, and can bring down even the largest of fiends in sufficient numbers.

Many an unwary or overconfident demonic invader that has waded into the River of Blood has been lost to the depths, covered in Avernian leeches.



AVERNIAN LEECH

Tiny aberration, unaligned

Armor Class 16 (natural armor)

Hit Points 13 (3d4 + 6)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	7 (-2)	10 (+0)	7 (-2)

Damage Immunities poison

Condition Immunities poisoned

Senses bloodscent (see below), blindsight 10 ft., passive Perception 10

Languages -

Challenge 1/2 (100 XP)

Bloodscent. The leech can sense the location of any blood-filled creature within 120 feet.

Blood Poisoning. Any creature that fails a saving throw against the poisoning ability of the Blood Drain develops a fast acting disease. After each long rest the creature must

make a DC 11 Constitution saving throw or suffer 1 level of exhaustion. A successful saving throw ends the effect. This disease can be cured with a lesser restoration spell or similar magic, and creatures immune to disease are unaffected.

ACTIONS

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. The target can repeat the save at the end of each of its turns, ending the poisoned condition on itself on a success.

The leech attaches to the target with a successful attack.

While attached, the leech doesn't attack. Instead, at the start of each of the leech's turns, the target loses 5 (1d4 + 3) hit points due to blood loss.

The leech can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to make a DC 15 Strength check to detach the leech. On a success, the leech is detached and the creature takes 1d8 slashing damage in the process.

EXSANGUINATOR

Medium aberration, neutral evil

Armor Class 14 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	8 (-1)	10 (+0)	7 (-2)

Damage Immunities poison

Damage Resistances necrotic

Condition Immunities poisoned

Senses bloodscent (see below), darkvision 60 ft., passive Perception 10

Languages understands Abyssal but can't speak

Challenge 1 (200 XP)

Bloodscent. The exsanguinator can sense the location of any blood-filled creature within 120 feet.

ACTIONS

Lick. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) slashing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or take 3 (1d6) damage at the start of each of its turns due to blood loss. Each time the exsanguinator hits the target with this attack, the damage dealt by the wound increases by 3 (1d6). Any creature can take an action to stanch the wound with a successful DC 11 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

EXSANGUINATOR

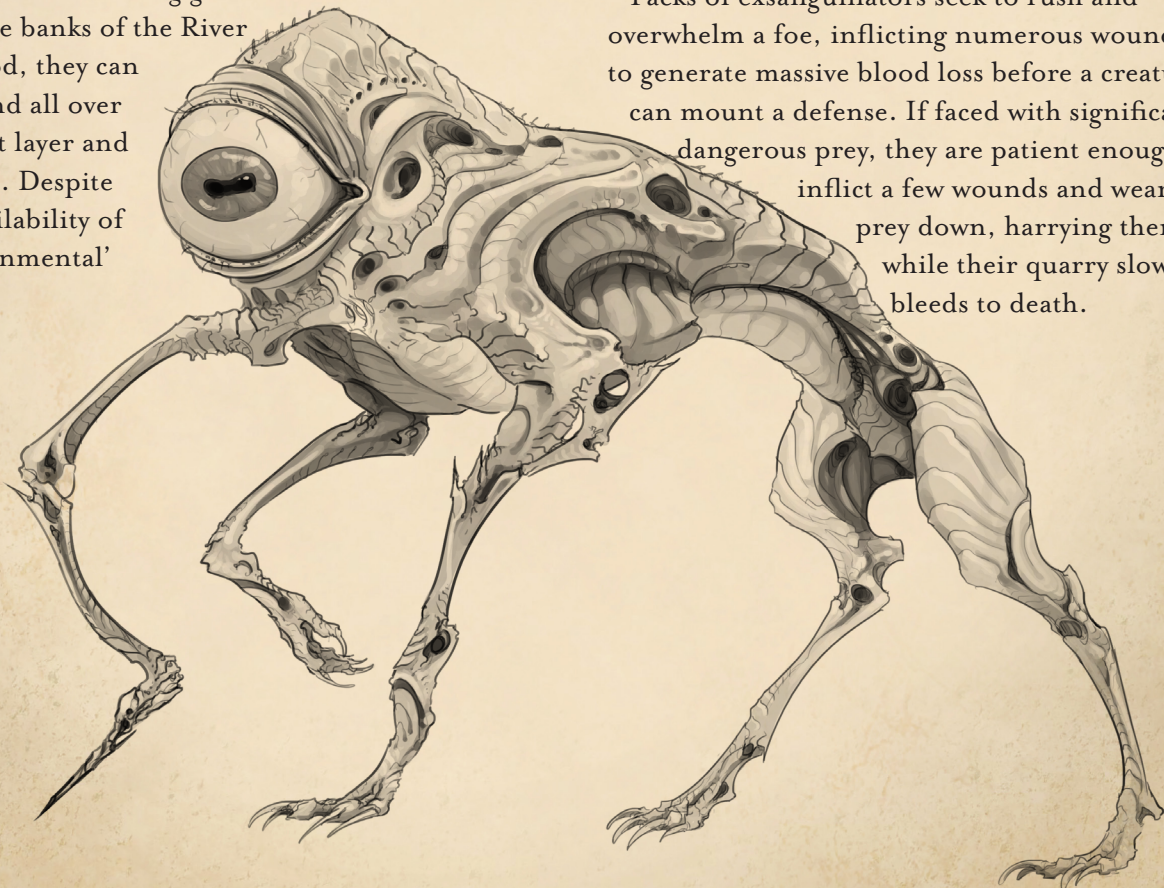
This large quadruped has four clawed feet on spindly legs and a sleek body covered in a tough, grey hide. It lacks a neck and head, with a single large eyeball protruding from the front of its body above a rubbery proboscis. The creature lurches forward in furtive movements, seeming to test the air every few moments with its appendage.

Exsanguinators are pack hunters that roam Avernus feeding on the blood of their prey. While their favorite hunting grounds are near the banks of the River of Blood, they can be found all over the first layer and beyond. Despite the availability of 'environmental'

blood on the first layer, exsanguinators only drink freshly spilled blood, still warm from their target. A single exsanguinator is a nuisance to most devils, but a large group can give even the most powerful fiends cause for concern.

Exsanguinators have razor sharp 'tongues' that cause vicious wounds, and their saliva has a powerful anticoagulant enzyme that causes free-flowing blood loss. The enzyme is so powerful that in some cases it precipitates an expulsion of fresh blood from the target.

Packs of exsanguinators seek to rush and overwhelm a foe, inflicting numerous wounds to generate massive blood loss before a creature can mount a defense. If faced with significantly dangerous prey, they are patient enough to inflict a few wounds and wear their prey down, harrying them while their quarry slowly bleeds to death.



ANGELS



ANGEL, COLLECTOR

Many angels are driven to save the souls of mortals. When the angel is corrupted, this drive turns into a perverse desire to “save” souls by harvesting and hoarding them.

GRIM CONNOISSEURS

Collector angels delight in finding rare and quality specimens for their collection. For instance, a collector angel may want the soul of a king and the soul of a noble who became a beggar. The more archetypally pure or unique the soul,

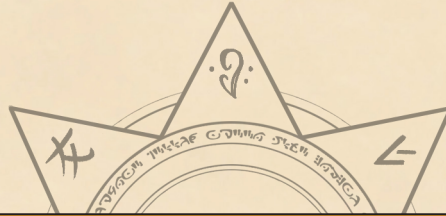
the more desirable. For this reason, collector angels love collecting adventurers. A collector may go about its hobby overtly, such as marching into a town and slaughtering whomever it wants to collect. Alternatively, the collector may enjoy posing as a mortal, as devas do, and waiting for the perfect moment to snatch prized souls.

DISPOSAL AND PRESERVATION

Although collector angels sometimes discard or trade away souls, they prefer to keep souls intact, usually storing them in their Chest of Souls or as soul coins. Under other circumstances, the collector may wish to keep the body whole along with the soul. For this reason, collector angels still sometimes make use of their celestial powers to preserve life.

CHEST OF SOULS

Most of a collector's souls are kept in a container called a Chest of Souls. When the collector opens it, it can choose whether to release any souls it contains, or suck in the souls of nearby mortals. If another creature opens the chest, it always releases all the souls inside. Some collector angels keep their chest locked, but most don't so that they may access them quickly, but still carry them at all times.



ANGEL, COLLECTOR

Medium celestial, lawful evil

Armor Class 17 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	18 (+4)	19 (+4)	20 (+5)

Saving Throws Int +8, Cha +9

Skills Perception +8

Damage Resistances radiant, bludgeoning, piercing, slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 18

Languages All, Telepathy 120 ft.

Challenge 12 (8,400 XP)

Detect Life. The collector can magically sense the presence of creatures up to 5 miles away that aren't undead or constructs. It knows the general direction of the creatures but not their exact locations.

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

Reaper. The collector's weapon attacks are magical. When the collector hits with any weapon, the weapon deals an extra 4d8 necrotic damage. Additionally, any creature reduced to 0 hit points by the collector has disadvantage on death saving throws. If a creature dies while affected by this

trait, it is collected and cannot be resurrected until the souls within the Chest of Souls are released.

Innate Spellcasting. The collector's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring only verbal components:

At will: *alter self*, *speak with dead*, *vampiric touch* (cast as a 5th-level spell)

2/day each: *bestow curse*, *blight*, *raise dead*

1/day: *contact other plane*

ACTIONS

Multiattack. The collector makes two melee attacks.

Reaping Scythe. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage plus 18 (4d8) necrotic damage.

Healing Touch (3/Day). The collector touches another creature. The target magically regains 20 (4d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Collect (1/Day). The collector opens its Chest of Souls. This chest has no effect on constructs and undead. All other creatures within 30 feet of the collector must make a DC 15 Charisma saving throw. Creatures at 0 hit points automatically fail the saving throw. On a failure, the creature's soul is sucked into the chest and for the next minute is treated as unconscious. If the souls inside the chest aren't released before that minute has elapsed, the creature dies.



ANGEL, MADNESS

Madness angels were once wise and intellectually powerful celestials, dedicated to guiding mortals down a path of wisdom.

LOGIC PLAGUE

An intelligent angel's strength is also its weakness when it comes to how it might fall. As their nature is to philosophize and dwell on ideas, they are susceptible to ideas which, while not intrinsically evil, have evil implications when taken to an extreme conclusion. Of course, an everyday mortal couldn't sow this kind of mental virus, but cunning manipulators with powerful magics, like the apostasy devil, can bend even the most resolute angels.

UNPREDICTABLE DESTROYERS

Madness angels spend most of their time in isolation, stewing in the madness that has become their existence. However, their lunacy sometimes drives them to unpredictable behaviors. For instance, the angel may conclude that it must destroy the mind of a monarch in order to "save" the kingdom from ideas the angel deems dangerous. Although their motives seem random, there is a twisted logic to how they operate.

ANGEL, TYRANNY

Many angels have a deep drive to protect the innocent. When such an angel falls, that drive is pushed to an extreme, and the angel comes to the conclusion that the only way they can protect those innocents is to assert complete control over them.

THE ENDS JUSTIFY THE MEANS

Although a tyranny angel's goal is to keep innocents safe from all threats (including themselves), they accomplish this through force and violence. By their reasoning, some lives must be spent to save the lives of many more. A tyranny angel's crusade usually starts by the angel taking control over a small town, but grows as the angel enslaves more people to serve as soldiers, until it has a vast army capable of conquering regions.

RULE WITH AN IRON FIST

As their title implies, life under a tyranny angel is oppressive in the extreme. Any behavior that even slightly deviates from the angel's strict ideals is harshly punished. One of their chief means of enforcement is implementing a system where people are punished for not informing on their

ANGEL, MADNESS

Medium celestial, neutral evil

Armor Class 17 (natural armor)
Hit Points 127 (17d8 + 51)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	17 (+3)	20 (+5)	20 (+5)	22 (+6)

Saving Throws Int +9, Wis +9, Cha +10
Skills Insight +13, Persuasion +14
Damage Resistances radiant, bludgeoning, piercing, slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft., passive Perception 15
Languages All, Telepathy 120 ft.
Challenge 11 (7,200 XP)

Maddening Presence. Each creature of the angel's choosing that starts its turn within 30 feet of it must succeed on a DC 15 Wisdom saving throw, or the creature is subject to the confusion spell for 1 minute (no concentration required by the angel). While under the effects of the confusion spell, the creature is immune to the angel's Maddening Presence. A creature that succeeds on the saving throw automatically succeeds on all saving throws against a Maddening Presence effect for the next 24 hours.

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

Master Deceiver. The angel can concentrate on one illusion spell without it counting toward the maximum number of spells it can concentrate on. If the angel is required to make a Constitution saving throw in order to maintain its concentration on two spells, it rolls once and applies the result to both spells.

Innate Spellcasting. The angel's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring only verbal components:

At will: *alter self, detect thoughts*
3/day each: *blindness/deafness, calm emotions, suggestion*
2/day each: *compulsion, fear, greater invisibility*
1/day: *dominate person*

ACTIONS

Multiattack. The angel makes two claw attacks.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target.
Hit: 14 (2d10 + 3) slashing damage.

Psychic Blast. Each creature in a 20-foot cone must make a Wisdom saving throw. A creature takes 16 (3d10) psychic damage on a failed save, or half as much damage on a successful one.



MADNESS ANGEL



TYRANNY ANGEL

neighbors' misdeeds, creating an atmosphere of perpetual fear and mistrust. Tyranny angels lord over their subjects because they don't trust other beings. However, they eventually need to employ lieutenants and enforcers to enact their will. In these cases, the tyranny angel uses a combination of intimidation and magic to press other, powerful beings into their service, including undead and aberrant creatures like wights and slaad.

ANGEL, TYRANNY

Large celestial, lawful evil

Armor Class 18 (plate armor)
Hit Points 275 (22d10 + 154)
Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	24 (+7)	19 (+4)	22 (+6)	25 (+7)

Saving Throws Con +13, Wis +12, Cha +13
Skills Intimidation +13, Persuasion +13
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses Truesight 120 ft., passive Perception 16
Languages All, Telepathy 120 ft.
Challenge 19 (22,000 XP)

Aura of Suppression. Any creature within 120 feet of the angel that attempts to speak or write anything in opposition to it or its agenda must succeed on a DC 18 Charisma saving throw. On a failure, the creature is unable to vocalize or write proper words for 1 minute.

Binding Resurrection. When the angel brings a creature back to life with its raise dead spell, that creature is magically charmed by the angel until the angel dies or until it is on a different plane of existence from the creature. While charmed in this way, the creature must obey any command given to it by the angel to the best of its ability.

Innate Spellcasting. The angel's innate spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). The angel can innately cast the following spells, requiring no material components:

At will: charm person, detect evil and good, invisibility (self only)
3/day: blade barrier, dispel evil and good, geas, flame strike, raise dead

2/day: insect plague, scrying

Forceful Weapons. The angel's weapon attacks are magical. When the angel hits with any weapon, the weapon deals an extra 5d8 force damage (included in the attack).

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

ACTIONS

Multiattack. The angel makes two longsword attacks and one whip attack.

Longsword. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage, or 18 (2d10 + 7) slashing damage if used with two hands to make a melee attack, plus 22 (5d8) force damage.

Whip. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 12 (2d4 + 7) slashing damage plus 22 (5d8) force damage, and the target is grappled (escape DC 18). Until the target is freed, the angel can't use its whip again.

LEGENDARY ACTIONS

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

Longsword. The angel makes a longsword attack
Command Ally. The angel targets one ally it can see within 30 feet of it. If the target can see and hear the angel, the target can make one weapon attack with advantage as a reaction.
Shatter Hope (Costs 2 Actions). The angel targets one creature he can see within 60 feet of it. If the target can see the angel, it must succeed on a DC 22 Wisdom saving throw against this magic or become frightened until the end of the angel's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to this feature for the next 24 hours.

ANGEL, WRATH

Many angels, especially planetars, revel in battle against the forces of evil. However, when these righteous warriors are consumed by their fury and battlelust, they fall. The result is the bloodthirsty wrath angel.

RAGE AND VIOLENCE

Wrath angels care for little other than battle. The anger that fills their hearts is such that they sometimes lose themselves in the heat of battle and attack their allies until their blinding rage subsides enough to grant them a semblance of clarity. Their enemies clash against a nigh unstoppable force of death. Fueled by their bloodlust, they continue to fight for near indefinite amounts of time.

VARYING ALLEGIANCES

Although wrath angels are almost always born out of a desire to fight evil, they sometimes find themselves allied with the forces of evil, notably the Nine Hells, as the angel Zariel had.

However, wrath angels occasionally fight on the side of goodly folk, as they still hate the forces of evil. Even if in a temporary alliance with good-natured beings, these angels have been cast out from the Upper Planes and now hate their former brethren.



ANGEL, WRATH

Large celestial, lawful evil

Armor Class 19 (natural armor)

Hit Points 212 (17d10 + 119)

Speed 40 ft., fly 120 ft..

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	24 (+7)	19 (+4)	22 (+6)	25 (+7)

Saving Throws Con +13, Wis +12, Cha +13

Damage Resistances fire, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses passive Perception 16

Languages All, Telepathy 120 ft.

Challenge 17 (18,000 XP)

Battlelust. When the angel reduces a creature to 0 hit points, or falls below 70 hit points, it deals an additional 9 (2d8) fire damage each time it hits with a weapon attack for the next minute.

Hateful Weapons. The angel's weapon attacks are magical. When the angel hits with any weapon, the weapon deals an extra 4d8 fire damage (included in the attack).

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

Innate Spellcasting. The angel's innate spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). It can innately cast the following spells, requiring only verbal components:

3/day each: *blade barrier, flame strike, hellish rebuke*

2/day: *raise dead (lawful evil creatures only)*

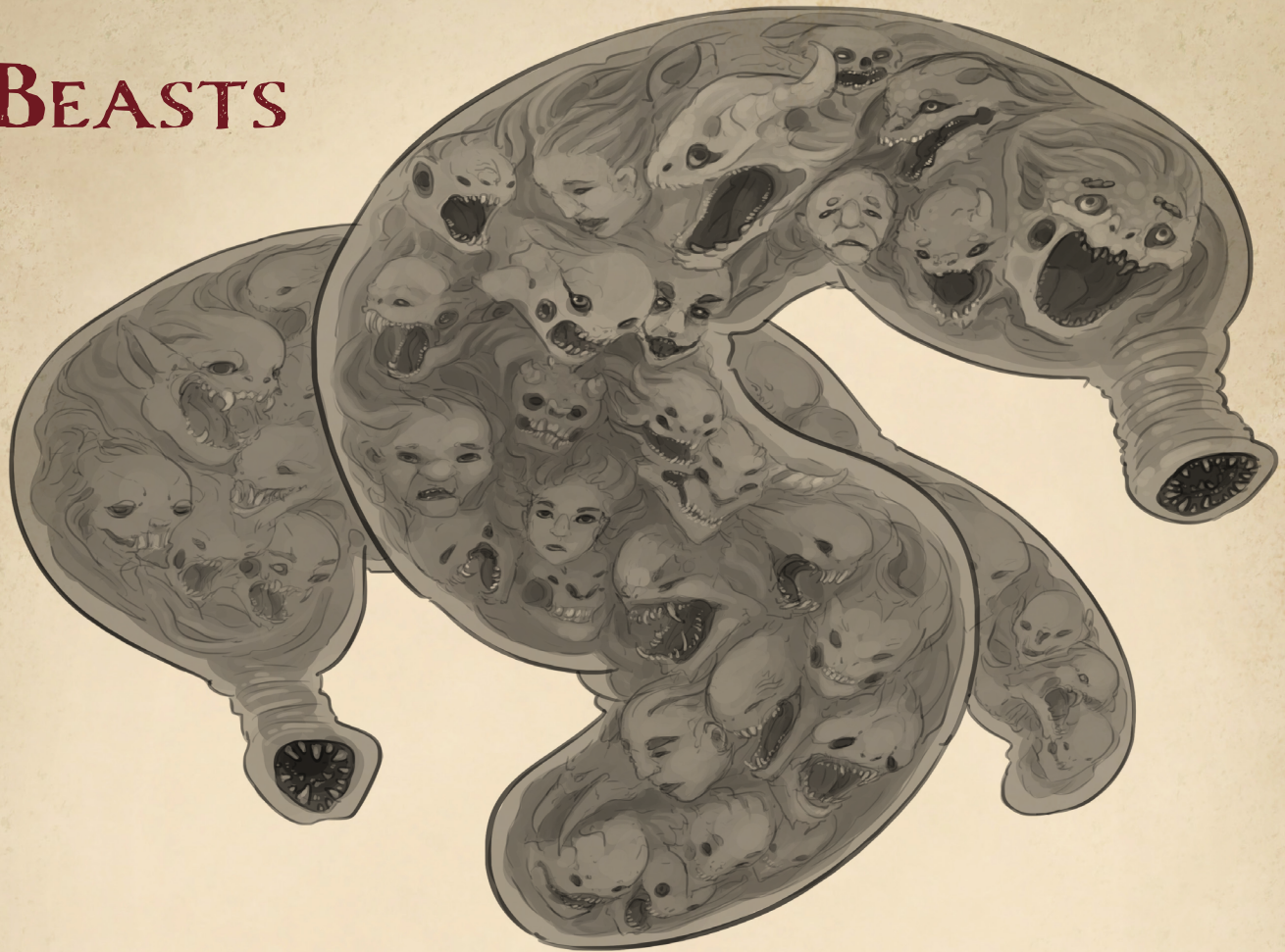
1/day each: *control water, insect plague*

ACTIONS

Multiattack. The angel makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage plus 18 (4d8) fire damage.

BEASTS



SWARM OF STYGIAN LEECHES

Swimming along the shores and piers of the River Styx is a ghastly type leech. Stygian leeches are voracious 3 inch long, waterborne pests that can turn from a nuisance into a deadly problem in seconds. Common to the River Styx and its associated waterways, they lie motionless on the bottom of the river, rocketing up to the surface when they sense prey is close.

Stygian leeches feed on the memories and life energies of their victims. Small ghostly faces of those it has fed upon appear on the surface of their black bodies. The leeches attack in great numbers to overwhelm their prey and quickly drain it of memories, leaving it a lifeless corpse in a matter of minutes.

SWARM OF STYGIAN LEECHES

Medium swarm of Tiny beasts, unaligned

Armor Class 12

Hit Points 36 (8d8)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	3 (-4)	10 (+0)	5 (-3)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 10

Language -

Challenge 1 (200 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny leech. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage plus 7 (2d6) acid damage, or 5 (2d4) piercing damage plus 3 (1d6) acid damage if the swarm has half of its hit points or fewer. The target must succeed on a DC 12 Intelligence saving throw or have its Intelligence score reduced by 1d4. The Intelligence loss lasts until the target finishes a long rest. If reduced to 0 Intelligence, the target dies.

CONSTRUCTS

HELLBORN GOLEM

Sculpted by magic, a hellborn golem can only be created by a devil from molten rock found in Avernus, the first level of the Nine Hells of Baator. The mysteries behind the golem's construction remain a secret to all but the most powerful devils.

The golems are typically used as a show of force on the Blood War's battlefields. Devils have been known to create the golems to lead a charge into battle against powerful enemies, while some use them as personal body guards.

Being made from magma, the golems are often created with the ability to change their appearance at their master's will. Most often they appear as a giant humanoid but can mimic the appearance of other monster-like shapes such as dragons. However, any adaptation of wings does not enable flight. No matter what shape the golem takes, it remains the same mass.

The golem's huge form hampers them in crowded spaces such as dungeons, so they are better suited to guard dungeon entrances more so than interior spaces.

When a hellborn golem is destroyed, it collapses into a pool of steaming magma, eventually cooling and becoming solid rock.



HELLBORN GOLEM

Huge construct, unaligned

Armor Class 19 (natural armor)

Hit Points 240 (20d10 + 140)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (+0)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Languages understands the languages of its creator but can't speak

Challenge 17 (18,000 XP)

Magma Form. A creature that touches the golem or hits it with a melee attack within 5-feet of it, takes 5 (1d10) fire damage.

Fire Absorption. Whenever the golem is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two melee attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage plus 9 (2d8) fire damage.

Fire Breath (Recharge 6) *The golem exhales fire in a 20-foot cone.* Each creature in that area must make a DC 19 Dexterity saving throw, taking 63 (14d8) fire damage on a failed save or half as much on a successful one.

INFERNAL SIEGE ENGINE

Huge construct, lawful evil

Armor Class 19 (natural armor)
Hit Points 189 (14d12 + 98)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	24 (+7)	4 (-3)	12 (+1)	4 (-3)

Saving Throws Str +11, Con +12, Cha +2
Damage Resistances cold, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, poisoned, unconscious
Senses Darkvision 120 ft., passive Perception 11
Languages Understands Infernal but can't speak
Challenge 16 (15,000 XP)

Death Burst. When the siege engine is reduced to 0 hit points, it explodes in a burst of fire. Each creature within 10 feet of it must make a DC 18 Dexterity saving throw, taking 49 (11d8) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

Hellish Inferno. Fire damage dealt by the siege engine ignores resistance to fire damage.

Immutable Form. The siege engine is immune to any spell or effect that would alter its form.

Magic Resistance. The siege engine has advantage on saving throws against spells and other magical effects.

Regeneration. The siege engine regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) slashing damage.

Stomp. Each creature within 10 feet of the siege engine must succeed on a DC 20 Dexterity saving throw or take 16 (3d10) bludgeoning damage and be pushed back 20 feet and be knocked prone. The siege engine can then make a claw attack as a bonus action.

Hellcannon (Recharge 4-6). The siege engine targets a point between 30 and 420 feet away it can see. Each creature within 30 feet of that point must make a DC 20 Dexterity saving throw, taking 67 (15d8) fire damage on a failed save, or half as much on a successful one.

INFERNAL SIEGE ENGINE

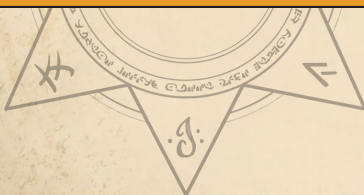
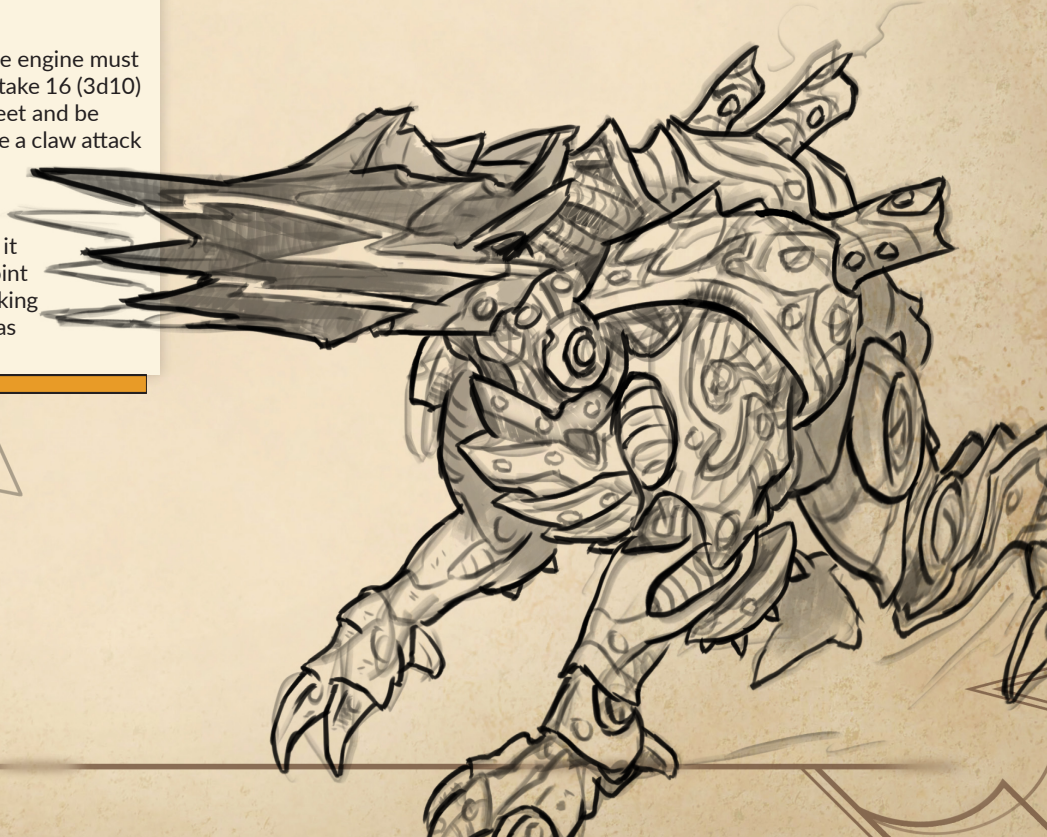
Cousin to the hellfire engine, the infernal siege engine is a war construct employed by the armies of the Nine Hells to attack fortifications, large creatures, and troop formations from great distances.

DUMB AND DANGEROUS

Infernal siege engines aren't much more intelligent than a dog, but like dogs, they are good at following simple instructions. Unfortunately for their foes, infernal siege machines possess a viciousness that makes even violent dogs appear approachable. Not only should one fear the enormous cannon that can disintegrate powerful demons, but they should also worry about the engine's rending claws, should they manage to close the distance.

SOUL-HUNGRY

Like many of the other inventions of the Nine Hells, the infernal siege engine runs on souls. The creation of one such engine requires dozens of souls, plus the cost of the raw materials, labor, and expertise. When it is finally running, it gradually consumes one soul at a time. For this reason, infernal siege engines are usually kept dormant until they are needed for a large-scale battle.



DEMONS

ASCHIMU

Although there are demons more disgusting than the aschimu, none convey the same level of uncanny ugliness that comes from resembling a humanoid just enough to trigger an instinctual reaction to its malformed body.

HATRED OF BEAUTY

Aschimu are all too aware of their hideousness and take it out on everything beautiful. Aschimu love nothing more than to destroy masterwork paintings, gilded carvings, or, most of all, the faces of comely mortals. The only thing that aschimu hate more than things of beauty is their own ugliness; when exposed to their own reflection, they are driven mad at the sight of the monster that they are.

LOYAL SERVANTS

Although aschimu are individually weak by demonic standards, they can have a profound effect on an enemy's morale; the aschimu may not destroy a palace, but it can tear apart its works of art. It may not be able to slay a valiant captain, but it can ruin the face of their attractive partner. While the enemy is distracted by the disruption wrought by the aschimu, other demons can employ their skills in sowing further chaos.

ASCHIMU

Medium fiend (demon), chaotic evil

Armor Class 13 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	12 (+1)	6 (-2)	10 (+0)	13 (+1)

Skills Perception +2

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses Darkvision 120 ft., passive Perception 12

Languages Abyssal, Telepathy 120 ft.

Challenge 1 (200 XP)

Hatred of Mirrors. Charisma (Intimidation) checks against the aschimu have advantage, and its attack rolls have disadvantage, while it can see its reflection.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 11 (2d8 + 2) slashing damage and if the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed and have its Charisma score reduced by 1d4 to a minimum of 1, its features becoming hideously deformed. This curse lasts until removed by a remove curse spell or similar magic.





BROODBLOAT

Every so often, an enormous form hauls itself laboriously from the Abyssal rifts and crawls forward across the battlefield, a mindless instinct instructing it to continue forward at any cost. The broodbloat is a giant spider-like demon with a torso that contains deadly cargo.

DEMON CARRIERS

The broodbloat's only goal is to get as far as possible into enemy lines before dying, allowing

the dretches in its belly to claw their way out and wreak havoc. As the broodbloat scurries across the ground, the roiling swarm of dretches in its belly grow hungry.

SIEGE BREAKERS

When demonic forces find themselves against static defenses, scheming generals send broodbloats to clamber over fortifications and expel their dretch cargo behind enemy lines. More than a few well-defended positions have found themselves fighting on two fronts when broodbloats appear on the battlefield.

BROODBLOAT

Huge fiend (demon), chaotic evil

Armor Class 9

Hit Points 104 (11d12 + 33)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	15 (+2)	12 (+1)

Damage Resistances cCold, fFire, lLightning; bBludgeoning, pPiercing, and sSlashing from nNonmagical aAttacks

Damage Immunities pPoison

Condition Immunities pPoisoned

Senses passive Perception 101

Languages Abyssal, tTelepathy 120 ft. (works only with creatures that understand Abyssal)

Challenge 5 (1,800 XP)

Demon Carrier. The broodbloat's abdomen can carry up to 3d6 dretches. While inside the broodbloat, the dretches have total cover from attacks and other effects from outside the

broodbloat. When the broodbloat is reduced to 0 hit points, any dretches still inside the abdomen take 5 (2d4) bludgeoning damage. They can claw their way out of the abdomen as an action on their turn.

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

ACTIONS

Multiattack. The broodbloat makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 12 (3d6 + 2) slashing damage.

Birth. If the broodbloat's abdomen contains one or more creatures, it births up to two in unoccupied spaces within 5 feet.

REACTIONS

Torn Birthing. When the broodbloat takes 10 or more piercing or slashing damage from an attack, it can release up to two creatures from its abdomen in unoccupied spaces within 5 feet.

BROOD SWARM

Chattering and laughing maniacally, the brood swarm is a mass of little rotund demonlings. Each member of the brood swarm has a wide, toothy grin and short pair of feeble wings on their back. Incapable of flight, a brood swarm uses their tiny wings to jump and glide as they stalk their prey.

HAG CHILDREN

Not traditional demons, brood swarms are created by night hags in a month-long ritual where manes are fed pieces of the night hag's flesh. As the piece of flesh is consumed by the mane, it shrinks down into a demonling now in the service of the night hag. Night hags use brood swarms as servants and to fetch good-aligned beings from the mortal world to be used however the night hag sees fit. A brood swarm is slavishly loyal to the night hag who created it and will soon die if the hag is killed.

BOUND BY STITCHES

Brood swarms manifests lengths of black thread from their claws that they use to bind and stitch up their opponents. Once a creature is unable to move, they are quickly transported back to their night hag mistress.



BROOD SWARM

Medium swarm of Tiny fiends (demons), chaotic evil

Armor Class 14 (natural armor)

Hit Points 68 (8d8 +32)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	18 (+4)	10 (+0)	14 (+2)	13 (+1)

Saving Throws Dex +7, Con +6

Skills Stealth +7

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing

Damage Immunities poison

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, Common

Challenge 3 (700 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny brood demon. The swarm can't regain hit points or gain temporary hit points.

Dazing Aura. All creatures within 20 feet of the swarm must make a DC 14 Wisdom saving throw. On a failed save the creature is incapacitated until end of its next turn. On a successful save the creature is not incapacitated and is immune to the effects of Dazing Aura for the next 24 hours. Demons are immune to the effects of Dazing Aura.

ACTIONS

Multiattack. The swarm make two attacks: one with its bite and one with its stitching claws.

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) piercing damage, or 4 (1d8) piercing damage if the swarm has half its hit points or fewer.

Stitching Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 9 (2d6) piercing damage, or 3 (1d6) if the swarm has half of its hit points or fewer. Additionally, the target's Dexterity score is reduced by 1d4. If the target's Dexterity score is reduced to 0, it becomes restrained. A creature can use its action to attempt to break free of the stitching by succeeding on a DC 15 Strength check. On a success, the creature is no longer stitched and its Dexterity score returns to normal.

BULL OF BAPHOMET

One of Baphomet's many creations, these demons resemble great demonic bulls with batlike wings sprouting from their backs. They are dim-witted berserkers, used for little more than spiteful destruction.

CHAOTIC DESTROYERS

The bull of Baphomet is a hulking terror, lacking any semblance of finesse. On the battlefield, bulls are sent to fly behind enemy lines and crash into the middle of organized legions of devils. In Baphomet's labyrinthian home, bulls fly above the twisting maze in search of unwary victims.



BULL OF BAPHOMET

Large fiend (demon), chaotic evil

Armor Class 12

Hit Points 114 (12d10 + 48)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	6 (-2)	8 (-1)	10 (+0)

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 9

Languages Abyssal, telepathy 60 ft. (works only with creatures that understand Abyssal)

Challenge 6 (2,300 XP)

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

ACTIONS

Multiattack. The bull of Baphomet makes two attacks, only one of which can be a Gore attack.

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Crashing Charge. If the bull of Baphomet flies at least 20 feet to the ground, it can attempt to crash into a space occupied by one or more creatures of size Medium or smaller. Creatures in the area where the bull lands are pushed to a space of their choice within 5 feet of the bull and must succeed on a DC 16 Strength saving throw or take 18 (3d8 + 5) bludgeoning damage and be knocked prone. A creature that succeeds on this saving throw takes half as much damage and isn't knocked prone. If the bull of Baphomet knocks a creature prone with this ability, it can make one stomp or gore attack against it as a bonus action this turn.

DISEASE LORD OF ANTHRAX

The disease lord of Anthrax is a demon bent on spreading disease among its enemies. Vile and cruel, these demons hate all mortal beings from other planes.

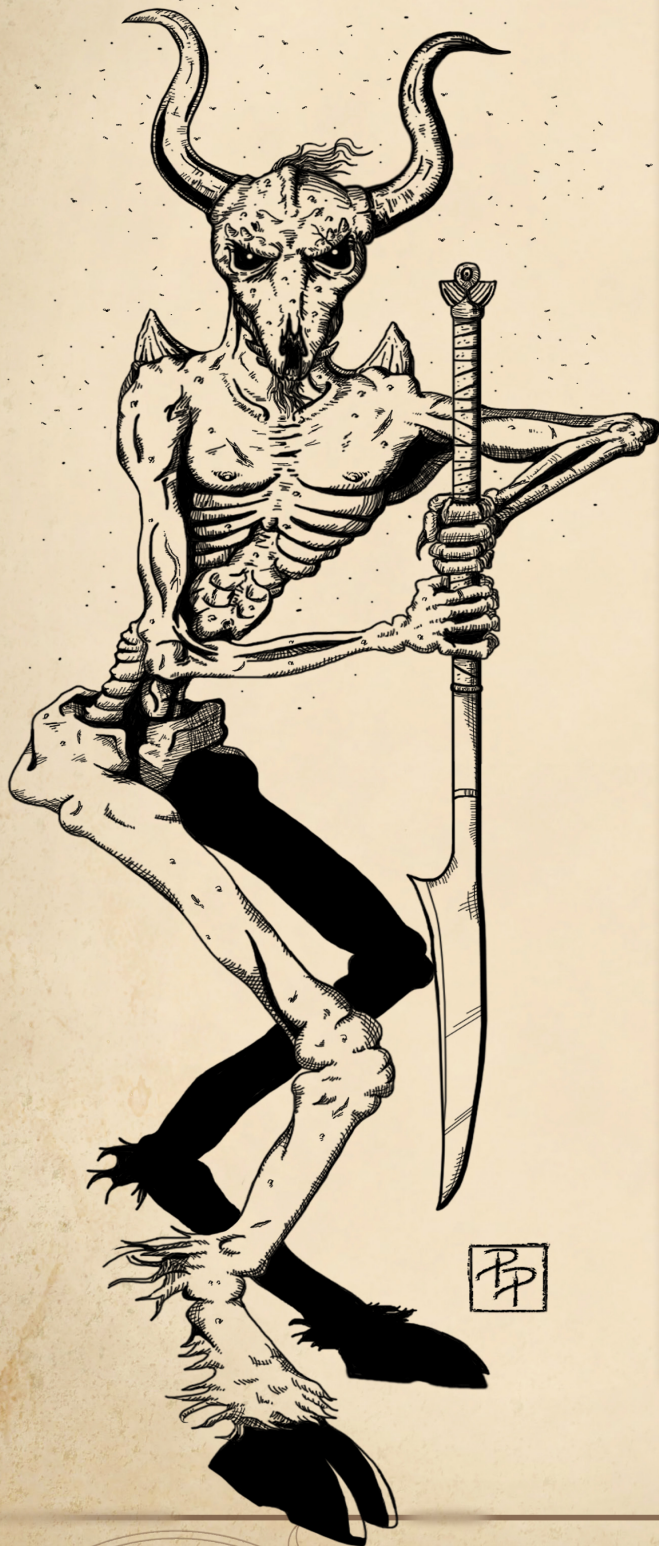
The demon is a large bipedal fiend with reddish-brown, leathery skin stretched over a gaunt skeleton.

It has a head that resembles a cow skull and walks on cloven hoofs. It is said that the demon

reeks of death and decay and is accompanied by swarms of flies.

Disease lords often fill the reserve ranks in demonarmies, coming in after a victorious battle to hunt down and infect any surviving stragglers.

It spreads anthrax by ejecting diseased spores out of its nostril-like facial orifice. When the fiend is not in the Abyss, it rampages through the countryside and villages, attempting to infect as many victims as it can.



DISEASE LORD OF ANTHRAX

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 69 (9d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+3)	16 (+3)	6 (-2)	12 (+1)	9 (-1)

Saving Throws STR +7, CON +6

Damage Resistances cold, fire, lightning, bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses blind sight 30 ft., dark vision 120 ft., passive Perception 14

Languages Abyssal

Challenge 5 (1,800 XP)

Magic Resistance the Disease Lord has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The Disease Lord makes two attacks with its claws or with its glaiive.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 4) piercing damage.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 4) slashing damage.

Diseased Breath (recharge 5-6) the demon exhales diseased breath in a 30 ft. cone. Each creature in that area must make a DC 14 constitution Saving throw, taking 12 (4d6) poison damage and 1 level of exhaustion on a failed save, or half as much on a successful one and no levels of exhaustion. If a target fails at least 1 saving throw from the diseased breath, it must repeat the save every 24 hours, taking 1 level of exhaustion for every failed save (including the 1st). The diseased victim must make 3 consecutive saves or have the disease magically cured to stop this effect. Any successful save during this period prevents a new level of exhaustion from occurring but does not cure any existing levels that have been sustained. Once 6 levels of exhaustion have been built up, the diseased victim dies. The corpse then begins to grow spores which mature in 24 hours. After that time, the spores continue to spread the disease to anyone that touches the corpse.



LILITU

At a distance, a lilitu resembles a beautiful, graceful humanoid woman, but on closer inspection the truth becomes obvious. The lilitu are lithe female demons possessing sharp talons

and vacant, white eyes that reveal no emotion. On their backs are a pair of blackened and burnt feathered wings and four writhing 10-foot-long barbed tails.

SEDUCING PRIESTS

Lilitu take great pleasure in the corruption of faithful clergy who serve the forces of good and their flock of temple goers. The dark lilitu subsist on the joys of corrupting the clergy and twisting them to the worship of the demon lords. They spend much of their time in an assumed form, in which they can tempt the faithful by infiltrating temples and working to become an essential part of its leadership. Slowly the lilitu subverts the devout. Once she has succeeded in her mission, she moves on to the next temple and the process begins anew.

RISE FROM THE ASHES

The lilitu are born from the ashes of a slain succubus in a profane ritual of dark transcendence. The ceremony used to create a lilitu is unique to each succubus, but all culminates in the sacrifice of a group of devoted worshippers who believe they are worshipping a benign being, discovering the horrible truth much too late.

LILITU

Medium fiend (demon), chaotic evil

Armor Class 17 (natural armor)

Hit Points 119 (14d8 + 56)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	18 (+4)	15 (+2)	15 (+2)	21 (+5)

Saving Throws Dex +9, Wis +6, Cha +9

Skills Deception +9, Insight +6, Perception +6, Persuasion +9

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 16

Languages Abyssal, telepathy 120 ft.

Challenge 12 (8,400 XP)

Shrouded Alignment. The lilitu is immune to magic items, spells, and other effects that reveal a creature's alignment. All such attempts reveal the lilitu's alignment as neutral good.

Innate Spellcasting. The lilitu's spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The lilitu can innately cast the following spells, requiring no material components:

At will: *alter self*, *charm person*, *detect evil and good*

3/day each: *cure wounds*, *healing word*

2/day each: *dispel magic*, *lesser restoration*

1/day each: *dimension door*, *dominate monster*

Divine Weakness. When the lilitu takes damage from a cleric or paladin spell, it takes additional damage equal to twice the spell's level.

Drain Victim. Creatures reduced to 0 hit points by the lilitu are cursed, taking on the appearance of a desiccated corpse. While cursed in this way, the creature is incapacitated and has disadvantage on death saving throws. The curse can be cured with a *remove curse* spell or similar magic.

ACTIONS

Multiattack. A Lilitu makes three attacks: two with its claws, and one with its stinging tentacles.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) slashing damage.

Stinging Tentacles. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) piercing damage plus 14 (4d6) poison damage. If the target is a creature, it must succeed on a DC 17 Constitution saving throw or be poisoned for one minute. A poisoned creature can repeat the save at the end of each of its turns, ending the effect on a success.

OZZETOR

In the midst of the most overwhelming demonic armies, one might spot one of the rare ozzetors towering over even the tallest demons in the horde. When a goristro isn't enough, demon lords call on these titanic demons to obliterate even the most secure defenses.

BRED FOR WAR

An ozzetor's life revolves exclusively around battle. Driven by instinct, and possessing little intelligence, ozzetors spend most of their time in battle or on the march in chains, awaiting the next great clash. Typically, they are called to fight in the Blood War, but there have been a few occasions where they accompanied a demonic army on a raid on the Material Plane. However, they are never summoned as lone entities, partly because any summoning circle that could contain the beast would have to be enormous. Such is their size that they are sometimes even used as living ramps for other demons to clamor over walls, though it is usually faster for the ozzetor to simply tear down the walls.

UNGAINLY BRUTES

Despite the visceral and strategic terror that is the ozzetor, its optimal use isn't attacking regular soldiers. In fact, if it is without backup and cornered by numerous, smaller creatures, it will likely fall. However, ozzetors can take unbelievable amounts of punishment before falling, and thus are often used to soak up enemy fire when supported by its allies.

OZZETOR

Gargantuan fiend (demon), chaotic evil

Armor Class 20 (natural armor)

Hit Points 367 (21d20 + 147)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	8 (-1)	24 (+7)	5 (-3)	8 (-1)	12 (+1)

Saving Throws Str +14, Con +13

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 9

Languages Abyssal, Telepathy 120 ft.

Challenge 20 (25,000 XP)

Ponderous. The ozzetor has disadvantage on attack rolls against Medium or smaller creatures.

Siege Master. The ozzetor deals triple damage to objects and structures.

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

Magic Weapons. The ozzetor's weapon attacks are magical.

ACTIONS

Multiattack. The ozzetor makes two ram attacks.

Ram. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage.

Stomp. Creatures within 10 feet of the ozzetor must succeed on a DC 22 Dexterity saving throw or take 22 (4d10) bludgeoning damage and be knocked prone. The ozzetor can then make two ram attacks as a bonus action.



PLAGUE DEMON

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 136 (13d10 + 65)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	20 (+5)	12 (+1)	14 (+2)	9 (-1)

Saving Throws Str +7, Con +8, Cha +2

Damage Resistances cold, fire, lightning, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, telepathy 120 ft.

Challenge 8 (3,900 XP)

Filth-Encrusted. A creature that touches the demon or hits it with a melee attack while within 5 feet of it takes 7 (2d6) poison damage.

ACTIONS

Multiattack. The demon make three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 13 (2d8 + 4) piercing damage plus 4 (1d8) poison damage and if the target is a creature, it must succeed on a DC 14 Constitution saving throw against disease or become poisoned until it finishes a long rest or the disease is cured with lesser restoration or similar magic.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) piercing damage plus 4 (1d8) poison damage.

PLAGUE DEMON

Standing ten feet tall and dripping with a vile brown ichor, plague demons bring disease wherever they tread. Slow and shambling, plague demons are roughly humanoid in shape with greenish-brown skin. They are covered in boils and open sores that constantly weep a brown mucus. The arrival of plague demon is first announced by a smell like rotting flesh left in the hot sun. Flies and other vermin appear out of nowhere, as if summoned by the demon itself. The demon makes itself known by the sounds of deep laughter, as if the Abyss itself found the moment humorous.

DISEASE VECTORS

The plague demons delight in infecting all who come into contact with them, including other demons. A plague demon's body is host to thousands of incurable diseases, including many of Zugtmoy's creations. The vile ichor of a plague demon can infect a creature almost instantly, causing massive pain and vomiting, making them exceptionally easy to dispatch in combat.

GERM WARFARE

Plague Demons are relatively rare in the Abyss with their greatness population found on the 222nd layer, called Shedaklah, where they often serve Zugtmoy and Tharzax. Recently plague demons have begun to be sent to the front

line of the Blood War, where they act as shock troops spreading pestilence across the battlefield to the horror of the infernal legions.



TAKULA

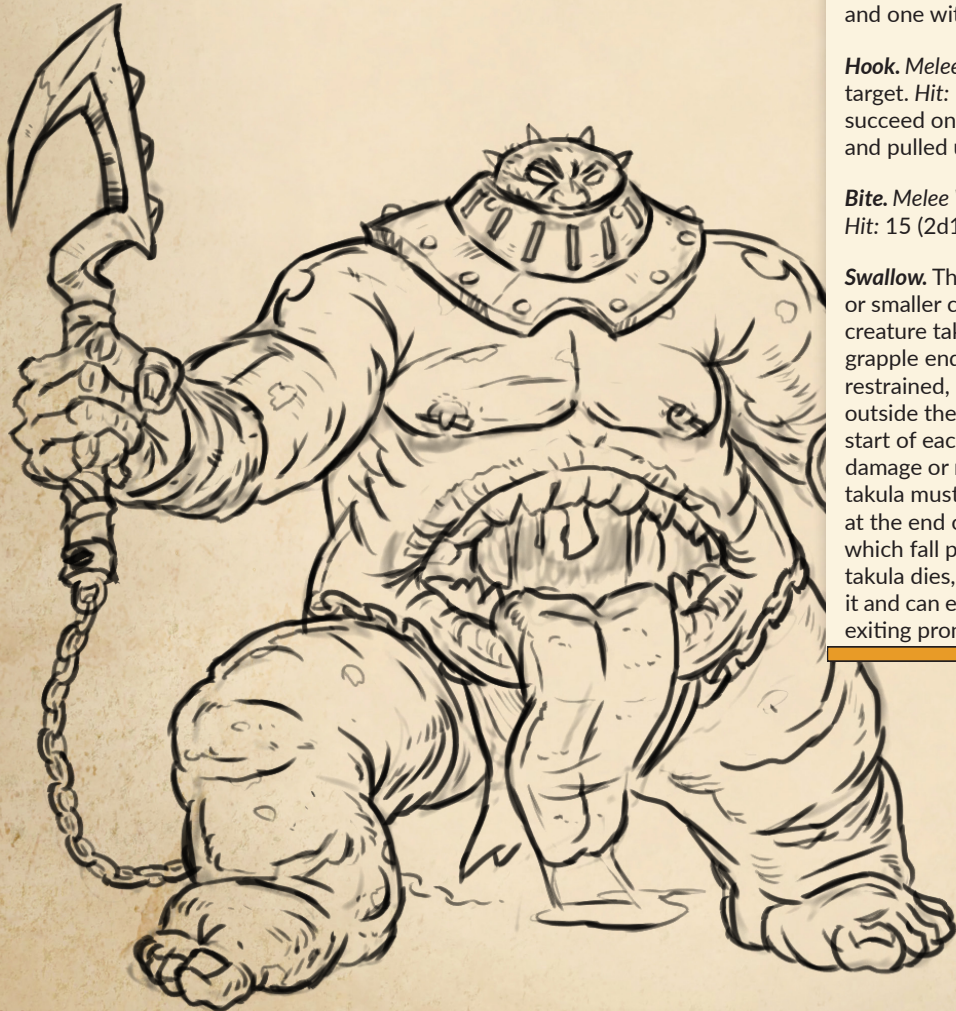
Spawned from the deep bowels of the Abyss, the takula, glutenous, obese fiends, resolve their problems by eating them.

GREAT DEVOURER

Standing at 11 feet tall and weighing several tons, nobody has witnessed the upper limit to how much a takula can eat. Although the rancid smells and excretions indicate that some of the food is somehow digested, takulas are mysteriously able to eat just about anything. Some have even witnessed them consuming creatures larger than the takula itself over a few minutes. Although takulas will eat anything, they prefer sentient creatures, using manes as snacks.

GET IN MY BELLY

Takulas fighting style also revolves around eating. They use their hooks to pull in enemies and swallow them whole, allowing its caustic stomach acids to do the work for it while it focuses on other foes.



DEMON, TAKULA

Large fiend (demon), chaotic evil

Armor Class 12 (natural armor)

Hit Points 161 (14d10 + 84)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	9 (-1)	22 (+6)	8 (-1)	9 (-1)	9 (-1)

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 9

Languages Abyssal, Telepathy 120 ft.

Challenge 8 (3900 XP)

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

ACTIONS

Multiattack. The takula makes two attacks, one with its hook and one with its bite.

Hook. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 11 (2d6 + 5) piercing damage, and the target must succeed on a DC 17 Strength saving throw or be grappled and pulled up to 15 feet toward the takula.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 5) piercing damage.

Swallow. The takula makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the takula, and it takes 21 (6d6) acid damage at the start of each of the takula's turns. If the takula takes 30 damage or more on a single turn from a creature inside it, the takula must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the takula. If the takula dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

DEMON, UMOX

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 85 (9d10 + 36)

Speed 40 ft., climb 20 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	13 (+1)	14 (+2)	16 (+3)

Saving Throws Dex +8, Con +8, Wis +6

Skills Perception +6, Stealth +8

Damage Resistances acid, cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses Darkvision 120 ft., passive Perception 16

Languages Abyssal, Telepathy 120 ft.

Challenge 11 (7,200 XP)

Damage Transfer. While it is grappling a creature, the umox takes only half the damage dealt to it, and the creature grappled by the umox takes the other half.

Innate Spellcasting. The umox's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *shape water*

3/day: *control water, gaseous form*

2/day: *stinking cloud*

Smothering. When a creature is grappled by the umox, it is unable to breathe or speak.

Watery Camouflage. The umox has advantage on Dexterity (Stealth) checks while it is submerged in liquid.

ACTIONS

Multiattack. The umox makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage plus 14 (4d6) acid damage. Instead of dealing bludgeoning damage, the umox can grapple the target (escape DC 17).

Slime. *Ranged Weapon Attack:* +9 to hit, range 60 ft., one target. *Hit:* 21 (6d6) acid damage, and the target must succeed on a DC 17 Strength saving throw or have its speed halved and suffer disadvantage on attack rolls for 1 minute. A creature can use its action to try to remove the slime, repeating the saving throw and ending the effect on itself on a success.

Liquid Leap. The umox teleports up to 100 feet to an unoccupied space. Before teleporting, it can make a slam attack. In order to use this ability, both the origin point and destination of the teleport must be a connected body of liquid.

UMOX

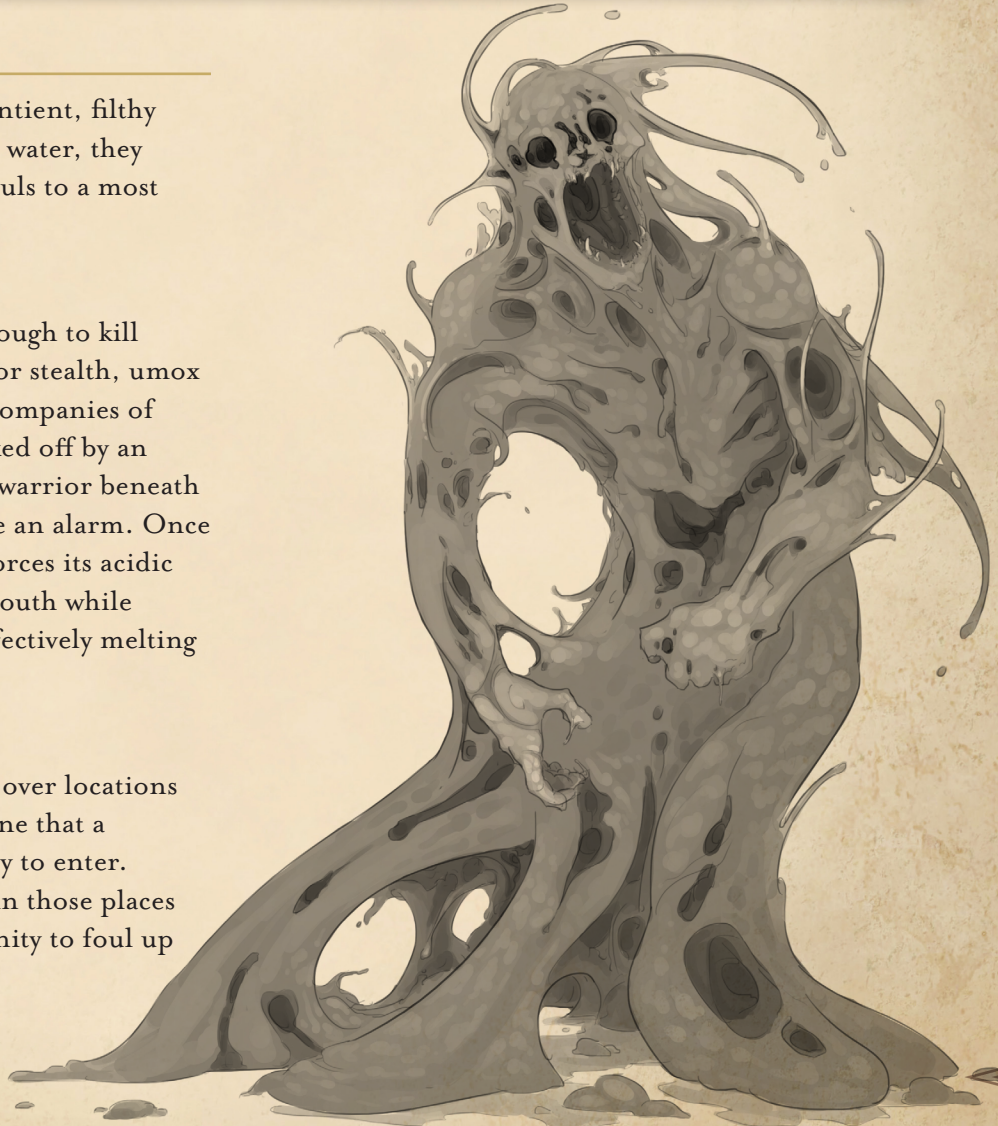
Umox are fiends that consist of sentient, filthy slime, living in bodies of polluted water, they wait, ready to drag unfortunate souls to a most disturbing end.

DEADLY AMBUSHERS

Although an umox is powerful enough to kill most creatures without the need for stealth, umox prefer to remain unseen. Entire companies of undisciplined soldiers can be picked off by an umox that nabs and silences each warrior beneath murky waters before they can raise an alarm. Once an umox has hold of a victim, it forces its acidic form into the victim's nose and mouth while crushing it in a filthy embrace, effectively melting it inside and out.

MALEVOLENT GUARDIANS

Umox are often assigned to watch over locations of importance, such as a holy shrine that a demon lord doesn't want its enemy to enter. For their part, umox love to lurk in those places because it gives them the opportunity to foul up things of purity.





VADAZO

Vadazo are hound-like fiends that are servants to all but the weakest of demons. Frequently mistreated and battered by demons looking for something to hurt, vadazo are left to feed on whatever organic scraps are left behind by their masters. Adapted to eat almost anything with any nutritional value, vadazo are often the garbage disposals of the Abyss. Despite the abuse they receive, vadazo are fiercely loyal to their masters, which may be what earns them their place.

DEMON, VADAZO

Medium fiend (demon), chaotic evil

Armor Class 14 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	4 (-3)	12 (+1)	8 (-1)

Skills Perception +3

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Understands Abyssal but can't speak

Challenge 2 (450 XP)

Keen Smell. The vadazo has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. the vadazo has advantage on an attack roll against a creature if at least one of the vadazo's allies is within 5 feet of the creature and the ally isn't incapacitated.

Relentless (Recharge 5-6). If the vadazo takes 8 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 11 (2d8 + 2) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

VRULKITH

With sufficient age and souls taken, a nabassu demon evolves into a creature known as a vrulkith. Few nabassu manage to live through the process, but those that do emerge as a larger and even more fearsome fiend.

DEVOURERS OF SOULS

As with their previous nabassu forms, vrulkith yearn to consume souls to increase in power. However, while a nabassu may see lasting growth from this consumption, a vrulkith's gains are only temporary. Nonetheless, it cannot resist the urge to feed and does so whenever possible. Vrulkith prefer to consume the souls of mortals on the Material Plane.

ASSASSINS AND AMBASSADORS

Vrulkith serve two paradoxical roles in the Abyss. Sometimes, they act as cunning ambassadors for demon lords, while other times, they are sent to sever diplomatic ties by way of assassination. A demon lord commanding vrulkith to murder another, however, is reserved for a lord's most hated enemies because the vrulkith consumes the victim's soul—an act seen as vile even among demons.



DEMON, VRULKITH

Large fiend, chaotic evil

Armor Class 18 (natural armor)

Hit Points 218 (19d10 + 114)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	20 (+5)	22 (+6)	16 (+3)	17 (+3)	20 (+5)

Saving Throws Str +12, Dex +11, Wis +9

Skills Acrobatics +11, Insight +9, Perception +9, Stealth +11

Damage Resistances cold, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses Darkvision 120 ft., passive Perception 19

Languages Abyssal, telepathy 120 ft.

Challenge 18 (20,000 XP)

Demonic Shadows. The vrulkith darkens the area around its body in a 10-foot radius. Nonmagical light can't illuminate this area.

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

Magic Weapons. The vrulkith's weapon attacks are magical.

ACTIONS

Multiattack. The vrulkith makes four black flame dagger attacks and one bite attack. It can replace the bite attack with soul-devouring gaze.

Black Flame Dagger. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage, and the target must succeed on a DC 15 Wisdom saving throw or be subject to the effects of a confusion spell.

Soul-Devouring Gaze. The vrulkith targets one creature it can see within 30 feet of it. If the target can see the vrulkith and isn't a construct or undead, it must succeed on a DC 18 Charisma saving throw or reduce its hit point maximum by 13 (2d12) plus 3 (1d6) for each hit scored with the vrulkith's black flame daggers against the target that turn. The vrulkith gains a number of temporary hit points equal to the damage dealt. The hit point reduction lasts until the target finishes a short or long rest. The target dies if its hit point maximum is reduced to 0, and if the target is a humanoid, it immediately rises as a ghoul under the vrulkith's control and can only be restored to life by a wish spell. Each time the vrulkith kills a Small or larger creature with this ability, its attacks deal an extra 3 (1d6) damage on a hit for a maximum bonus of 14 (4d6) damage. The vrulkith retains these benefits for 6 days.

DEVILS

lone wolves, and bend lesser devils to serve them instead. Agthalons do, however, typically enjoy being assigned to the role of spy against rival pit fiends of dukes of the Nine Hells.

DEVIL, APOSTASY

Agthalons, otherwise known as apostasy devils, are powerful beings whose main purpose is to turn the faithful away from the path of righteousness with a combination of magic, emotional manipulation, and cunning arguments which, while seemingly innocuous at first, the devil twists into extreme conclusions.

DECEITFUL DEMAGOGUES

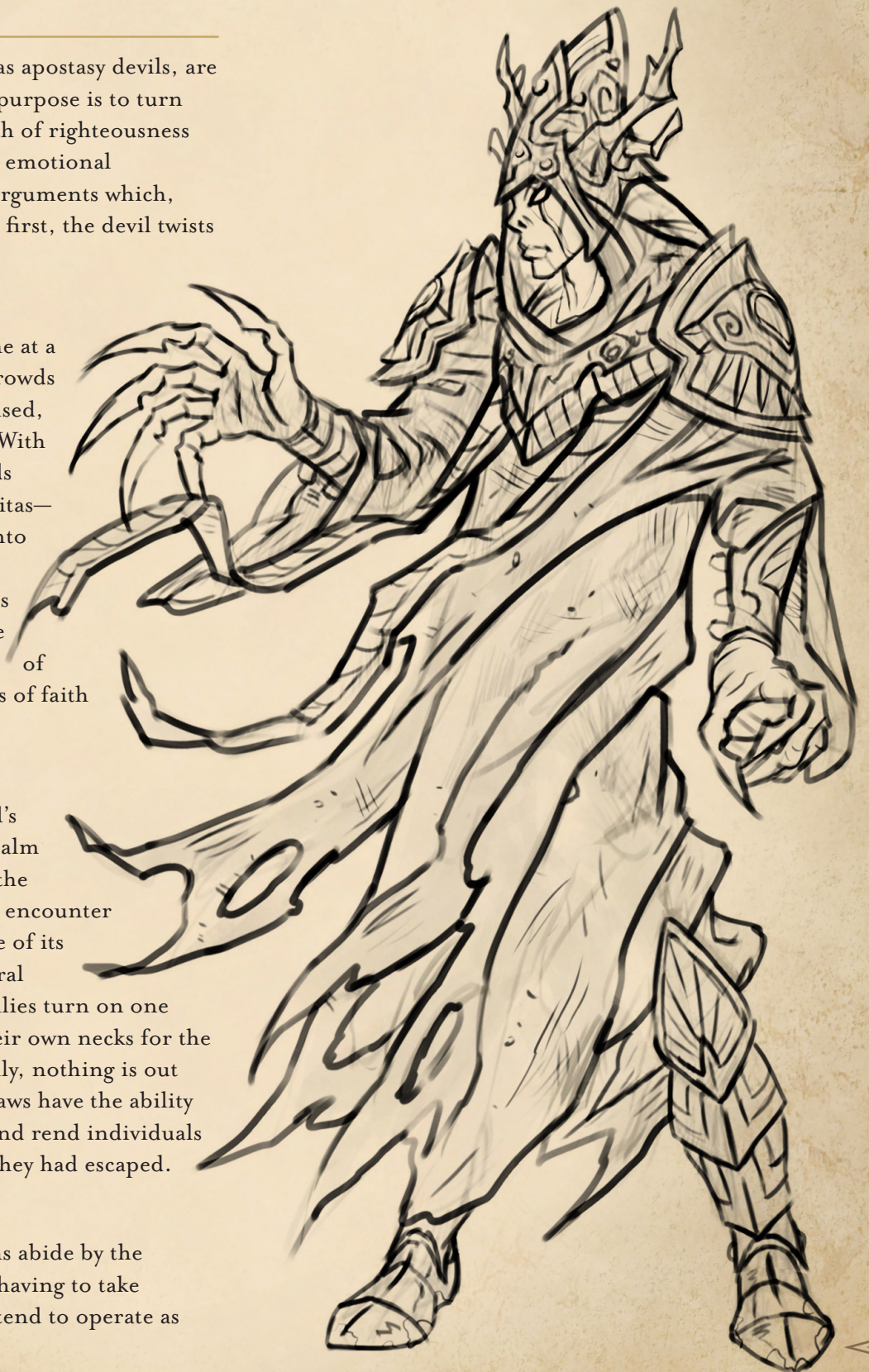
Instead of swaying mortals one at a time, apostasy devils gather crowds of the angry, the disenfranchised, or anyone else easily swayed. With voices of perfect clarity—words mixed with supernatural gravitas—these devils can turn a mob into a cult in a matter of minutes. However, some apostasy devils prefer to work their influence on individuals in positions of power, destroying institutions of faith and state and alike.

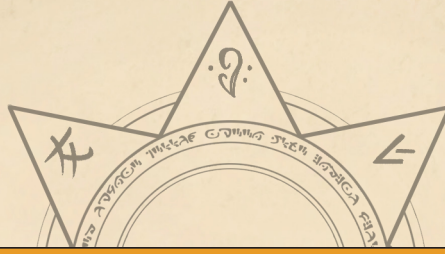
FEARSOME KILLERS

Even though an apostasy devil's most keen talents lie in the realm of influence, they are one of the more terrifying opponents to encounter in the Nine Hells. Making use of its nearly irresistible, supernatural manipulations, it can make allies turn on one another and enemies bare their own necks for the agthalon to strike. Additionally, nothing is out of reach of an agthalon: its claws have the ability to tear through reality itself and rend individuals asunder just as they thought they had escaped.

RELUCTANT FOLLOWERS

Like all other devils, agthalons abide by the infernal hierarchy, but loath having to take orders. For this reason, they tend to operate as





DEVIL, APOSTASY

Medium fiend (devil), lawful evil

Armor Class 20 (natural armor)

Hit Points 256 (27d8 + 135)

Speed 30 ft., fly 60 ft.

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

Saving Throws Int +12, Wis +11, Cha +13

Skills Insight +11, Persuasion +13

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 15

Languages All, Telepathy 120 ft.

Challenge 19 (22,000 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Boundless Reach. When the devil makes a claw attack on its turn, it can target any creature it is aware of on any plane unless that creature is under the effect of a forbiddance or a protection from evil and good spell. When doing so, its claws appear in an unoccupied space within 5 feet of the target and, until the start of the devil's next turn, the devil can be targeted by attacks and spells as if it stood in the location its claws occupy.

Evangelize (Recharges After a Short or Long Rest). As a bonus action, the devil can begin a sermon which lasts for 1 minute, affecting all creatures that can hear it within 60 feet. Each creature must succeed on a DC 20 Wisdom saving throw or be charmed by the devil while the sermon persists. The devil can

use its bonus action on each of its turns to mimic the effects of a command spell against a creature affected by its sermon.

Perfect Oration. The devil's speech cannot be distorted or silenced via magic.

Rendering Claws. The devil's weapon attacks are magical and do an additional 14 (4d6) psychic damage when the devil hits with them (included in the attack).

Wisdom Drain. Once per turn, when the devil hits with its claws, if the target is a creature, it can reduce its Wisdom score by 1d6. If the total equals or exceeds the target's current Wisdom score, that score is reduced to 0. The target falls unconscious until it regains at least one point of Wisdom. A creature can only restore Wisdom in this way with a greater restoration or wish spell.

Innate Spellcasting. The devil's innate spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *alter self, invisibility*

3/day each: *crown of madness, fear, phantasmal killer*

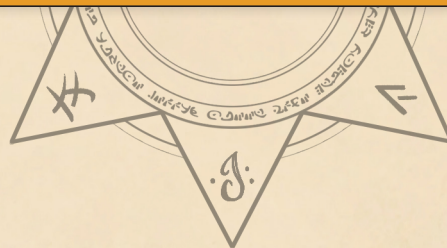
2/day each: *confusion, dominate person, mass suggestion, modify memory, teleport*

ACTIONS

Multiattack. The devil makes three claw attacks.

Claw. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. **Hit:** 19 (3d8 + 6) slashing damage plus 14 (4d6) psychic damage.

Ohrwurm (1/Day). The devil telepathically whispers a horrible, multiversal truth to one creature within 120 feet that can hear it. The target must make a DC 21 Wisdom saving throw. On a failure, the creature must repeat the saving throw at the end of its next long rest. If it fails again, the creature's alignment gradually shifts toward lawful evil over the next 1d4 days. The effect can only be reversed by unlearning the truth with a modify memory or wish spell.



DEVIL, BEHEMOTH (YUKZEMO)

Yukzemo, or behemoth devils, are brutish devils that thrive on fighting. Larger than any human and stronger than an ogre, they are both ferocious and relentless in battle. In the rare cases when behemoth devils go down, they go down swinging.

INFERNAL CONTENDERS

When a challenge is issued over a contract in the Nine Hells, behemoth devils are sometimes called upon in trials by combat. Stronger devils try to prevent the allowance of behemoth proxies in these trials, but weaker ones are sometimes clever enough to work their champions into the contract. From these arrangements, behemoth devils satisfy their needs for soul coins, prestige, and fighting.

STAB YOU IN THE FRONT

Violent and merciless, behemoth devils are very much evil, but they are less manipulative than other devils; instead of mincing words, behemoth devils usually make no secret of their intentions. Like many other devils, they despise playing the games of the Infernal Hierarchy, and bypass much of the intrigue by refusing to play, often marketing themselves as freelancers. Nonetheless, they are still bound as planar creatures of law to uphold their oaths and thus they take that seriously.



DEVIL, BEHEMOTH

Large fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 195 (17d10 + 102)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	22 (+6)	11 (+0)	12 (+1)	16 (+3)

Saving Throws Str +10, Con +10, Cha +7

Skills Intimidation +7

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, Telepathy 120 ft.

Challenge 12 (8,400 XP)

Brute. A melee weapon deals one extra die of its damage when the behemoth hits with it (included in the attack).

Devil's Sight. Magical darkness doesn't impede the behemoth's darkvision.

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

Still Standing. If the behemoth has 80 or fewer hit points remaining, it has advantage on attack rolls.

ACTIONS

Multiattack. The behemoth makes two fist attacks

Fist. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 22 (3d10 + 6) bludgeoning damage.

REACTIONS

Unbridled Fury. In response to being hit by a melee attack, the behemoth can make a melee attack against a creature within 5 feet of it.

CONTRACT DEVIL

Contract devils are the custodians of infernal pacts, and the source of the cautionary tales concerning making deals with devils. They are intelligent, charismatic, scheming and highly dangerous without ever resorting to violence unless absolutely necessary. Contract devils are utterly trustworthy, in the sense that they will honor the terms of any contract, but they are utterly unscrupulous, conniving, and underhanded when it comes to tempting mortals to make temporary pacts or permanent contracts.

CONTRACT LAW

Contract devils carry around a veritable cornucopia of knowledge, mostly secrets or parchments collected over time. A contract devil's personal collection is eclectic, and each is different. They have the innate ability to summon a copy of any established document, form, or contract held within Hell's archives. This includes Temporary Pacts and Devilish Contracts (see sidebar below). These are merely magical reference copies, the loss of which does not in any way affect the deal itself. Similarly, when they sign a pact or contract with a creature, a version immediately appears in Hell's archives, safe from tampering or interference.

IMP SERVITORS

A Contract Devil is always assigned two imp assistants, who run errands and generally take the devil's abuse. If an imp is slain the contract devil may summon a new one using a 10 minute ritual involving filling out a requisition from its contract supply. Once complete, the requisition ignites, burning to ash, and a new imp immediately appears.

TEMPORARY PACT

Contract devils are able to generate temporary Pacts, weaker versions of the more involved Devilish Contracts. For the mere cost of the permanent loss of 1 hit point from their maximum total, a creature may gain the effects of a single spell of up to level 3 (drawn as a scroll

OPTION: DEVILISH CONTRACTS

As an optional rule the DM may allow lasting contracts with a contract devil. This is, after all, their primary function. It is important to understand that allowing this practice may have a destabilizing effect on any campaign for either the power imbalance or the inability to resurrect a dead character once the contract takes effect.

Typically, devilish contracts leverage a creature's soul after death for temporary wealth, power, connections, or services in life. Once entered, it is nigh impossible to cancel or otherwise nullify a devilish contract. Contracts exist in written form, but the contract devil does not keep them on their person, instead magically storing them in well-protected archives deep within hidden locations across the Nine Hells. Of course the DM is free to handle this as they see fit.

A devilish contract grants one of the following effects;

- A *wish*, as per the spell, and subject to the limitations thereof
- The service of a devil, for a period of time depending on its relative power. CR 3 or less, the lifetime of the mortal. CR 5 or less, a decade. CR 8 or less, a year. CR 11 or less, a month. CR 15 or less, one day. The devil follows the contract holder's instructions explicitly, but may choose to twist or misinterpret those instructions if the wording allows for it.

A devilish contract comes with the following cost: upon the death of the mortal, their soul is consigned to Hell, under the jurisdiction of the devil (or its superior) with whom they have signed the contract. The mortal may not be resurrected in any way, having relinquished that option.

A *wish*, or the direct intervention of a deity, can break an infernal contract. Otherwise the devil that holds the contract may be bargained with or persuaded to nullify the contract, but such negotiations are fraught with peril, and often leave the mortal in a potentially worse situation. Again, the DM is free to handle this as they see fit.

from Hell's vaults and cast by the devil using a 3rd level slot) or the service of an Imp for 24 hours.

The initial Pact is a ritual requiring 10 minutes, and involving the signing (in blood) of a complex legal contract. The creature gains a copy of the contract, and may 'renew' its pact at any time by resigning in blood, again sacrificing 1 hit point permanently. If the copy is ever lost, the creature may seek out the contract devil for another copy.

The contract devil (and the archives in Hell) also retain copies. The contract devil is able to use its blood magic ability against any creature signing the pact while the pact exists, as it has a lasting sample of their blood.



CONTRACT DEVIL

Medium fiend, lawful evil

Armor Class 16 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	20 (+5)	14 (+2)	18 (+4)

Saving Throws Int + 9, Wis +6, Cha +8

Skills Arcana +9, Deception +8, History +9, Insight +6, Persuasion +8

Damage Immunities fire, poison

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Common, Infernal, telepathy 120 ft.

Challenge 9 (5,000 XP)

Blood Magic. The devil can use a sample of a creature's blood to impose disadvantage on that creature's saving throw against one of its spells or or binding contract action. The devil is considered to have a blood sample of the last creature it hit with a weapon attack in the past minute.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Innate Spellcasting. The devil's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The devil can innately cast the following spells, requiring no material components:

At will: *command*, *detect thoughts*, *friends*, *vicious mockery* (2d4 damage)

4/day: *sending*

3/day each: *charm monster*, *screaming*, *suggestion*

2/day each: *plane shift (self only)*, *wall of fire*

ACTIONS

Multiattack. The devil uses its binding contract and makes two claw attacks or one the pen is mighty attack.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

The Pen is Mighty. *Ranged Weapon Attack:* +8 to hit, range 60/90 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage.

Binding Contract (Recharge 4-6). An animated scroll flies forth to envelop and bind a creature within 60 feet. The creature must succeed on a DC 16 Dexterity saving throw or be grappled (escape DC 16). Until the grapple ends, the target is restrained.

REACTIONS

Scroll Shield. The devil adds 3 to its AC against one attack that would hit it. To do so, the devil must see the attacker.

Legal Loophole (2/Day). When the devil fails a saving throw against a spell or other magical ability, the devil may instead conjure a document transferring the effect onto it instead. The devil is not affected by the transferred ability, while the spell's effects visibly affect and consume the scroll.

DEVIL, FORGE

Forge devils, or atsalourgos as they are known among scholars and other devils, are the blacksmiths of the Nine Hells. They forge the weapons and armor used by the infernal legions in the endless Blood War.

TIRELESS WORKERS

Although no push-overs, forge devils are all but slaves to their infernal generals. Despite their resentment toward those ordering them around, forge devils take great pleasure in creating things that inflict physical harm. Their innate attunement to fire and metal allows them to forge weapons and armor more efficiently than any mortal. Forge devils are also skilled

enough to create magical items of war for their masters. Despite how hard they themselves work, atsalourgos enlist veritable hordes of lesser devils to perform their more menial tasks.

BRUTAL AS THEIR KIN

Forge devils love destroying weapons and armor almost as much as they love creating them. This is in part due to a deep hatred for the work of anyone else. For a forge devil, getting the chance to destroy the body wearing a suit of armor is an added bonus, especially when they can watch the wearer cook from inside their own protection.



DEVIL, FORGE

Medium fiend (devil), lawful evil

Armor Class 14 (natural armor)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	10 (+0)	9 (-1)	14 (+2)

Saving Throws Str +5, Con +4

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 9

Languages Infernal, Telepathy 120 ft.

Challenge 4 (1,100 XP)

Hellforged Weapons. The devil's weapons are magical and deal an addition 4 (1d8) fire damage (included in the attack).

Innate Spellcasting. The forge devil's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: mending

4/day each: heat metal, scorching ray

ACTIONS

Multiattack. The devil makes two attacks, one with its smith's hammer, and one with its fist.

Infernal Smith's Hammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) fire damage. In addition, nonmagical armor worn by the target is partly melted and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 4 (1d8) fire damage.

DEVIL, HOST

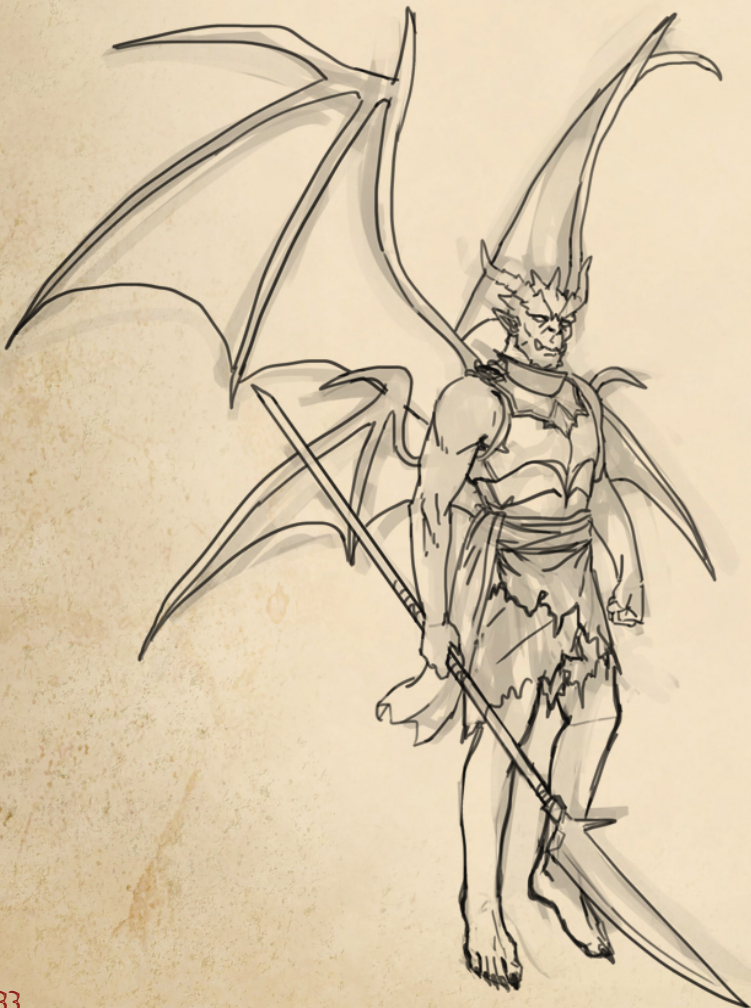
Magahns, or host devils, are telepathically-linked seekers and scouts that apprehend or kill any individual—mortal or extraplanar—that their superiors send them to hunt.

STRENGTH IN NUMBERS

Although individually not as fearsome as orthon bounty hunters, host devils usually travel in flocks, sometimes even in the tens of thousands during large battles. These devils have shared senses and cognition, effectively allowing them to act as a single, coordinated organism.

WRETCHED HIVES

Host devils live together in hives. Here, one might observe the occasional expression of individual difference, but those that rock the boat are quickly put back in line with physical and psychic force. The decisions of these hives are guided by absolute democracy; every choice is made on the basis of which path has the most supporting bodies.



DEVIL, HOST

Medium fiend (devil), lawful evil

Armor Class 16 (breastplate)
Hit Points 58 (9d8 + 18)
Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	15 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +7, Dex +7, Con +5

Skills Perception +5, Survival +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Senses darkvision 120 ft., passive Perception 15

Languages Infernal, Telepathy 120 ft.

Challenge 5 (1,800 XP)

Brute. A melee weapon deals one extra die of its damage when the devil hits with it (included in the attack).

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Shared Senses. Allied host devils within 120 feet of one another share senses; all instantly perceive what one perceives.

ACTIONS

Multiattack. The devil makes two glaive attacks.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

Noxious Breath (Recharge 5-6). The devil exhales toxic breath in a 25-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 14 (4d6) damage on a failed save, or half as much on a successful one. Additionally, creatures that fail are poisoned for 1 minute. A poisoned creature may repeat the save at the end of each of its turns, ending the condition on a success.

DEVIL, HOST (SWARM OF)

Huge swarm of medium fiends (devils), lawful evil

Armor Class 16 (breastplate)

Hit Points 348 (41d12 + 82)

Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	15 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +9, Dex +9, Con +7

Skills Perception +7, Survival +7

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities frightened, grappled, petrified, prone, restrained, stunned

Senses Darkvision 120 ft., passive Perception 17

Languages Infernal, Telepathy 120 ft.

Challenge 17 (18,000 XP)

Devil's Sight. Magical darkness doesn't impede the swarm's darkvision.

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

Shared Senses. The swarm has advantage on Wisdom (Perception) checks.

Squad. The swarm has the following traits:

- It can move through an opening large enough for a Medium humanoid.
- It can't regain hit points or gain temporary hit points.
- It takes double damage from effects that target an area larger than a 5-foot square, such as a fireball spell.
- It is immune to the charmed, frightened, and poisoned conditions unless the effect covers a 15-by-15 foot square area.

ACTIONS

Multiattack. The swarm makes three melee attacks.

Glaives. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 33 (6d10) slashing damage or 16 (3d10) slashing damage if the squad has half its hit points or fewer.

Noxious Breath (Recharge 5-6). The swarm exhales toxic breath in a 25-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 42 (12d6) damage on a failed save, or half as much on a successful one. Additionally, creatures that fail are poisoned for 1 minute. A poisoned creature may repeat the save at the end of each of its turns, ending the condition on a success.

AVERNUS IMP VARIANTS

Undoubtedly when summoning an imp, the creature that appears shares no likeness to any such creature you've seen before. Imps vary so greatly in appearance that they are hard to classify. However, not all imps share the same attitudes, abilities, or reason for existing. Like peons on a chessboard, imps are a tool for the devilish armies of the Blood War. Used as agents of subterfuge, cannon fodder, or for simple attrition, each imp serves a role in the war.

DELETERIOUS AGENTS

The euphoric imp was created to serve a very unique task. They are the most like a traditional imp, but within their bodies is a factory for a substance as addictive as it is prolific. These imps deliver the toxin in combat, and can be harvested for the mixture to create a powerful drug that fetches a high price on the black markets of many cities.

SCUM, THROUGH AND THROUGH

Nothing about the form of a filth imp could be considered beautiful. Their bodies appear sickly, covered in the rank filth that they surround themselves with. Clumps of hair, mixed with

refuse, top their heads. Notably, they lack the tail that most other imps have.

Oddly, filth imps were created with a specific talent for codes, ciphers, and decrepit old texts. They are used within the ranks of the Blood War to decipher encrypted messages. When summoned by powerful guilds on the Material Plane, they support hidden agendas and propaganda efforts.



ASSASSIN IMP

VICIOUS LITTLE MONSTERS

Their efficiency and deadliness with their vicious razor punctuates their place in the ranks of the Blood War. These imps are often sent on tasks all over the Nine Hells and the Material Plane to eliminate key targets. This degree of autonomy is rare, and for good reason. Many don't return, but they are seen as an acceptable loss: although they often break rank, they always eliminate their target.

ASSASSIN IMP

Tiny fiend (devil), lawful evil

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	12 (+1)	11 (+0)	13 (+2)	14 (+2)

Skills Deception +4, Perception +4, Stealth +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Common, Infernal

Challenge 1 (200 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Pacifying Poison. A creature that is damaged by the imp's sting must make a DC 11 Constitution saving throw. If the saving throw fails by 5 or more, the creature falls asleep. Otherwise, a creature that fails the save begins to become drowsy and is poisoned. The poisoned creature must repeat the saving throw at the end of its next turn, falling asleep on a failure or ending the effect on themselves on a success. The target wakes up if they take damage, or if someone uses an action to shake the target awake.

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

Magic Weapons. The imp's weapon attacks with its vicious razor are magical, and the imp is bonded to this weapon. If the imp drops the razor, or if the imp is incapacitated or unconscious, the razor disappears. It reappears in the imp's hand at the start of a turn where it is not incapacitated or unconscious.

ACTIONS

Vicious Razor. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage. If the imp scores a critical hit, the target takes an extra 7 (2d6) slashing damage.

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Invisibility. The filth imp magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

NO HEALING? NO PROBLEM!

One of the drawbacks of being native to the Nine Hells is the inability to cast divine magic that can restore body and mind. This deficiency guided the leaders of the infernal armies to create the bloodbag imp, serving as an informal nurse corps. Their translucent, engorged skin is a window to the gallons of blood that swash about in their body.

BLOODBAG IMP

Tiny fiend (devil), lawful evil

Armor Class 11

Hit Points 20 (5d4 + 9)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+2)	17 (+3)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Perception +3, Stealth +3

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Common, Infernal

Challenge 1 (200 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Regeneration. The imp regains 1 hit point at the start of its turn if it is not unconscious.

Transfusion. As long as the imp is willing, another creature within 5 feet can use its action to drink from the imp, regaining 1d4 hit points. The imp loses hit points equal to twice the amount healed.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The imp magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

Wounding Curse (Recharge 5-6). The imp can use its action to attempt to curse a creature it can see within 60 feet. The target must make a DC 12 Constitution saving throw, or suffer the effects of its wounding curse for 1 hour. A creature that succeeds on its saving throw is immune to this effect for the next 24 hours. A creature that is cursed in this way loses 1d4 hit points at the end of each turn it takes turn that it took damage. This curse ends if the target magically regains hit points.

EUPHORIC IMP

Tiny fiend (devil), lawful evil

Armor Class 13

Hit Points 13 (3d4 + 6)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+2)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Celestial, Common, Infernal

Challenge 1 (200 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

ACTIONS

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. The target must make a DC 11 Constitution saving throw. On a failed save, the target becomes charmed by any creature it can see until the end of its next turn. A creature that is immune to the poisoned condition is immune to this effect.

Invisibility. The imp magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.



BLOODBAG IMP

FILTH IMP

Tiny fiend (devil), lawful evil

Armor Class 10

Hit Points 16 (3d4 + 9)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	16 (+3)	15 (+2)	10 (+0)	8 (-1)

Skills Deception +1, Insight +3, Stealth +4, Survival +3

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal, Common, Draconic, Infernal

Challenge 1 (200 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. If the target is a creature, it must succeed on a DC 11 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours, the target must repeat the saving throw, reducing its hit point maximum by 3 (1d6) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Diabolical Stench. The imp can use its action to emit a sickening cloud in a 20-foot radius around it. Any creature caught within the cloud must make a DC 12 Constitution saving throw, taking 7 (2d6) poison damage on a failed save or half as much on a successful one.

Invisibility. The imp magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.



EUPHORIC IMP

INFERNAL ATTORNEY

More closely resembling tieflings than the average devil, infernal attorneys hold a level of power in the Nine Hells that belies their slight stature. An infernal attorney is a master of Hell's laws and statutes and gifted at finding every loophole in the law or arguing each case with a silver tongue. Most devils only hire an infernal attorney when all is lost, knowing full well that their prices are always high. Mortals who find themselves in trouble with the law or on the wrong side of an infernal contract also seek out infernal attorneys rarely know that the cost of their services may be their very soul.

INFERNAL ATTORNEY

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	18 (+4)	19 (+4)	19 (+4)	20 (+5)

Saving throws Int +7, Wis +7, Cha +8

Skills Deception +11, Persuasion +11

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Infernal, telepathy 120 ft.

Challenges 8 (3,900 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Weapons. The infernal attorney's weapon attacks are magical.

Magic Resistance. The infernal attorney has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The infernal attorney makes three attacks: two with its claws and one with its Hellforged dagger or one with its tongue lashing.

Claws. *Melee Weapon Attack:* +6 to hit., reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Hellforged Dagger. *Melee Weapon Attack:* +7 to hit., reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, plus 4 (1d8) fire damage.

Tongue Lashing. *Melee Weapon Attack* +7 to hit., reach 15ft. one target. *Hit* 7 (1d8 + 3) psychic damage and the target must succeed on a DC 15 Wisdom saving throw or be incapacitated until the end of its next turn.

SILVER-TONGUED

Most infernal attorneys are slick, well-dressed devils who speak with a mastery of language that most mortals and devils alike find dizzying. They wield language like a weapon, which they use to quickly extricate themselves from dangerous situations. Should combat ensue, an infernal attorney often resorts to a tongue lashing, which attacks the creature's mind with a verbal assault that few can withstand. Their badge of office and last line of defense, the Hellforged dagger, when coupled with their immense speed, is truly deadly.

GREAT LAWYERS. HONEST.

Infernal attorneys hold a unique position in the hierarchy of the Nine Hells, where their mastery of the law can make many powerful allies, which they use to insulate themselves from their enemies. The best infernal attorneys hold a celebrity status in the Nine Hells, especially on the 4th layer of Phlegethos, where their court cases are watched with great interest, not unlike a sporting event.



DEVIL, MALADY

Malady devils are elusive fiends that opt for subterfuge rather than brute force. They can change their appearance to match that of other creatures in order to spread their plague to unwitting victims. Malady devils excel at stealth and deception, allowing them to effectively infiltrate the ranks of their enemies in the guise of one of their own.



HELLISH FEVER

Hellish Fever is a deadly, magically-engineered plague designed to cripple even demons with a burning fever that leaves victims feeling weak and exhausted.

In addition, the fever is extremely contagious. Any creature that touches an infected creature must succeed on a DC 16 Constitution saving throw. On a failed save, the creature becomes infected. On a successful save, the creature is immune to contracting the disease for 24 hours, unless the source of the disease is a malady devil.

1d4 days after exposure to the Hellish Fever, symptoms begin to manifest as the infected creature suffers one level exhaustion and 1d4 fire damage. This fire damage ignores any resistance the creature may have. The creature takes an additional 1d4 fire damage every hour until the disease is cured. At the end of each long rest, an infected creature must make a DC 19 Constitution saving throw. On a failed save, the creature gains 1d2 levels of exhaustion. On a successful save, the DC decreases by 1d6. When the saving throw DC is 0, the creature recovers from the disease. The magical components of the disease introduce two other complications. The first is that it obfuscates the nature of the fever from the victim. When the infected creature first develops symptoms, it must succeed on a DC 16 Intelligence saving throw or be magically convinced that it isn't infected with a disease.

Secondly, the disease is difficult to cure by magical means. If a creature attempts to cure the disease with a lesser restoration spell, it must succeed on a DC 17 Wisdom (Medicine) check. On a failure, the spell slot is expended but fails to cure the creature.

Devils are immune to hellish fever.

DEVIL, MALADY

Medium fiend (devil), lawful evil

Armor Class 14 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft.

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

Saving Throws Str +4, Dex +5, Con +5

Skills

Deception +5, Stealth +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 4 (1,100 XP)

Death Burst. When the devil dies, it explodes in a cloud of noxious gore. Each creature within 5 feet of it must make a DC 12 Constitution saving throw against disease. On a failed save, the creature takes 10 (3d6) poison damage and contracts hellish fever (see below). On a successful save, it takes half as much damage and doesn't contract hellish fever.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Magic Weapons. The devil's weapon attacks are magical.

Plague-Carrier. Any creature that touches a malady devil with a body part or is hit with one of its attacks must make a DC 16 Constitution saving throw. On a failure, the creature contracts hellish fever (see below). On a success, the creature cannot contract hellish fever in this way until the start of its next turn.

Innate Spellcasting. The devil's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *alter self*, *detect poison or disease*

3/day: *ray of sickness* (cast as a 2nd-level spell)

1/day: *stinking cloud*

ACTIONS

Multiattack. The devil makes two attacks: one with its claw and another with its plague dagger.

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

Plague Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, plus 9 (2d8) necrotic damage.

DEVIL, PAIN

Nobody who knows of the excuciarchs—the pain devils—wants to pay one a visit. They are sadistic torturers and masters in maximizing the suffering of their victims.

INVENTIVE SADISTS

When someone gets on the bad side of a high-ranking devil, the worst and most feared punishment comes from the pain devils. When they aren't torturing something, they daydream about coming up with new ways of torturing people. Sometimes they even care about getting information from their subjects.

BREAK THE STRONG

Although not as fun as torture, pain devils also like to fight because it gives them an opportunity to hurt something. No strangers to their own pain, these devils continue to fight at full strength even after being maimed, all the while savoring the hits they land on their enemies. If given the choice, pain devils capture rather than kill defeated enemies.



DEVIL, PAIN

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 76 (8d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	20 (+5)	11 (+0)	12 (+1)	16 (+3)

Saving Throws Str +7, Con +8, Wis +4

Skills Deception +6, Insight +4, Intimidation +9, Persuasion +6

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, Telepathy 120 ft.

Challenge 6 (2,300 XP)

Agonizing Attacks. A melee weapon deals one extra die of its damage when the devil hits with it. Additionally, once per turn, the devil can force a creature hit with a melee attack to make a DC 15 Constitution saving throw. On a failure, its movement

speed is halved and it suffers disadvantage on attack rolls until the end of the target's next turn.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Sadist. When the devil hits with a weapon attack, it regains 5 hit points.

Innate Spellcasting. The devil's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *inflict wounds*

3/day each: *cure wounds*, *suggestion*

1/day: *polymorph*

ACTIONS

Multiattack. The devil makes two melee attacks.

Hell Scourge. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

DEVIL, STEEL

Medium fiend (devil), lawful evil

Armor Class 20 (plate, shield)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	13 (+1)	12 (+1)	14 (+2)

Saving Throws Str +7, Wis +4

Skills Athletics +7, Perception +4

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities frightened, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Infernal, Telepathy 120 ft.

Challenge 6 (2,300 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Martial Advantage. Once per turn, the devil can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the devil that isn't incapacitated.

War Chant (1/Day). As a bonus action, the devil can begin a chant that lasts up to one minute or until the devil falls unconscious. Any creature within 30 feet that isn't a devil that attempts to cast a spell must succeed on a DC 14 Constitution saving throw or the spell fails.

ACTIONS

Multiattack. The devil makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

DEVIL, STEEL

Clad head to toe in plate crafted by most skilled forge devils, bueroza, or steel devils, are the elite shock troops among the armies of the Nine Hells.

EXEMPLARY SOLDIERS

Steel devils live for war. They follow orders without hesitation and are unbothered by the idea of a suicidal charge, or any other hopeless situation. They fight until the end. While some constructs fit this description, steel devils distinguish themselves by also being capable of creative thinking. While not marching on the enemy, they stand as impeccably stalwart and ever-watchful guards.

Despite being willing to follow even disasterful orders, steel devils aren't submissive. A devil that isn't a commanding officer of a steel devil, but attempts to boss it around nonetheless, will likely meet a swift end.

MAGE HUNTERS

Steel devils specialize in hunting down spellcasters; not only does their infernal blood give them an innate resistance to magic, but they are also trained to initiate a hideous chorus that disrupts anyone attempting to cast a spell. This gives them time to close the distance and dispatch the caster. Against normal foes, they use more conventional rank-and-file tactics.



HELL MAGGOTS

Hell maggots are found on nearly every layer of the Nine Hells. These infernal grubs act as a sort of natural waste disposal for the whole plane.

Pink in color with devilish skulls for heads, Hell maggots are voracious eaters, quickly devouring their prey and dissolving metal and bone in a feeding frenzy of hellish proportions. Hell maggots possess finely tuned senses and the wisdom of a hunter, allowing it to stalk prey with contemptuous ease.

Hell maggots are found at the edge of Blood War battlefields and the waste sites of the permanent structures of the Nine Hells, ready to devour trash, dead bodies, and nearly anything else they can digest.



SWARM OF HELL MAGGOTS

Medium swarm of Tiny fiends (devils), lawful evil

Armor Class 13 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	12 (+1)	5 (-3)	14 (+2)	3 (-4)

Skills Perception +4

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities fire, poison

Condition Immunities charmed, frightened, grappled, paralyzed, poisoned, petrified, prone, restrained, stunned

Senses passive Perception 14

Languages -

Challenge 2 (450 XP)

Keen Senses. The swarm has advantage on Wisdom (Perception) checks.

Feeding Frenzy. The swarm has advantage on melee attack rolls against creatures that don't have all of their hit points.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny maggot. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 9 (2d8) piercing damage plus 7 (2d6) acid damage, or 4 (1d8) piercing damage plus 3 (1d6) acid damage if the swarm has half of its hit points or fewer.

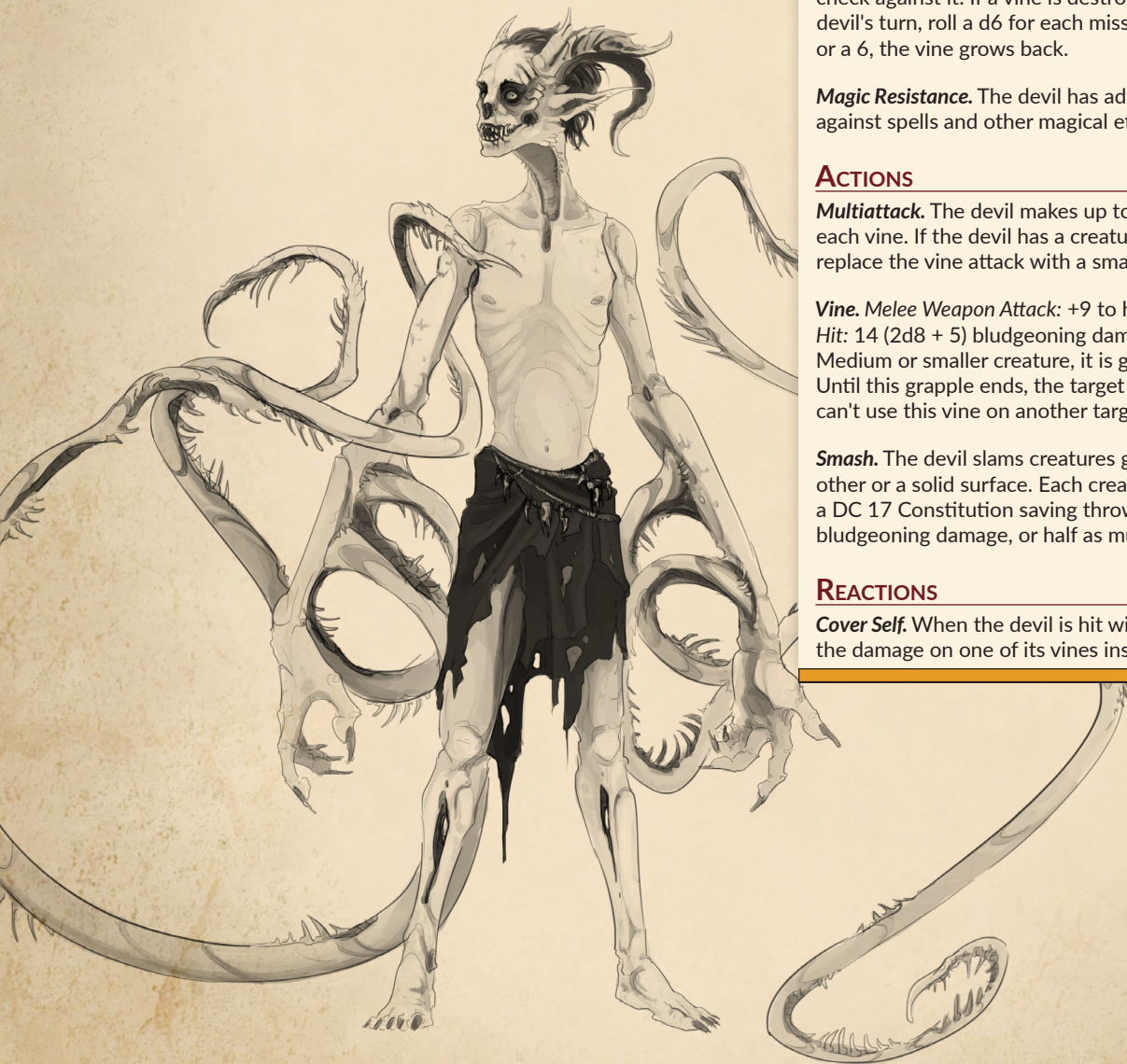
DEVIL, VINE

Even by the standards of the Nine Hells, the arasi, or vine devils, are apathetic and cold-blooded. Both in combat and in the political games of Baator, the arasi always have a firm grasp on enough victims to use as leverage.

Tall and seemingly without any muscle, these devils tower over most and appear almost skeletal in their form. However, as anyone locked in combat with them can attest, they are naturally dexterous and surprisingly powerful.

The vine devil is known for its genius-level control of the multiple whip-like vines that sprout from its arms. Using these vines, it grapples creatures and then, with its immense power, it moves them around, using them either as shields or weapons. In the Blood War, the arasi are used for crowd control, but are deployed sparingly because of their rarity and disregard for military discipline.

Vine devils are manipulating, calculating, and express little emotion (unless it is doing something sadistic, in which case it feels joy). Due to their habit of using everything for their own gain, they are naturally talented in the intrigue and plots of the Nine Hells. As a result, other devils try and use other creatures as pawns, seeing arasi as too dangerous and unpredictable.



DEVIL, VINE

Large fiend (devil), lawful evil

Armor Class 18 (natural armor)

Hit Points 153 (18d10 + 54)

Speed 40 ft.

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

Saving Throws Str +9, Dex +9, Con +7

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 12 (8,400 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Grasping Vines. The devil can have up to four vines at a time. Each vine can be attacked (AC 18; 10 hit points; immunity to fire, poison, and psychic damage). A vine can also be broken if a creature takes an action and succeeds on a DC 18 Strength check against it. If a vine is destroyed, at the start of the devil's turn, roll a d6 for each missing vine. If the result is a 5 or a 6, the vine grows back.

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

ACTIONS

Multiattack. The devil makes up to four vine attacks: one for each vine. If the devil has a creature grappled in a vine, it can replace the vine attack with a smash attack.

Vine. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. **Hit:** 14 (2d8 + 5) bludgeoning damage and if the target is a Medium or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the devil can't use this vine on another target.

Smash. The devil slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 17 Constitution saving throw, taking 12 (2d6 + 5) bludgeoning damage, or half as much on a successful one.

REACTIONS

Cover Self. When the devil is hit with a melee attack, it takes the damage on one of its vines instead.

DEVIL, WARMONGER

The katasochs, otherwise known as warmonger devils, are commanders of the armies of the Nine Hells and terrifying monstrosities on the battlefield.

OVERWHELMING FORCE

When infernal generals require a charge into areas where resistance is thickest, they call upon the warmongers, who often lead steel devils. All but the mightiest of foes are crushed beneath the heels of these dreaded fiends. Warmongers have fierce rivalries with the narzugon elite cavalry, the two devils often competing for the same role on the battlefield.

FLESH AND METAL

A warmonger is forged from a captured soul that inhabits a powerful construct-like body. Beneath the armored exterior is a core of infernal essence that burns hotter than the hottest forge. As such, warmongers lack many of the weaknesses of devils composed of flesh. However, these devils aren't machines, and are just as intelligent as other devils.



DEVIL, WARMONGER

Large fiend (devil), lawful evil

Armor Class 20 (natural armor)

Hit Points 218 (19d10 + 114)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	22 (+6)	13 (+1)	14 (+2)	14 (+2)

Saving Throws Str +11, Dex +8, Con +11

Skills Athletics +11

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, Telepathy 120 ft.

Challenge 16 (15,000 XP)

Devil's Sight. Magical darkness doesn't impede the warmonger's darkvision.

Hellstrider. The warmonger isn't slowed by difficult terrain and has advantage on saving throws against being pushed, restrained, or knocked prone.

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

ACTIONS

Multiattack. The warmonger makes three attacks, one with its foot and two with its hellforged spear.

Foot. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 28 (4d10 + 6) piercing damage, and the target must succeed on a DC 17 Strength saving throw or be knocked prone.

Hellforged Spear. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 20 (4d6 + 6) piercing damage, or 25 (4d8 + 6) piercing damage if used with two hands to make a melee attack.

Project Flame (Recharge 5-6). The warmonger projects a line of fire from its core that is 60 feet long and 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 49 (11d8) damage on a failed save, or half as much on a successful one.

WYRM DEVIL

The wyrm devil is one of the stranger looking devils of the Nine Hells. It has an elongated body like that of a serpent with two foreclaws but no back legs. Its head is dragon-like with a maw full of sharp teeth.

In battle, the devil spews forth the acidic contents of its stomach.

EXPERT TORTURERS

Wyrms devils are experts at causing pain, and pride themselves at extracting information from unwilling creatures by means of physical torture. Any creature tortured for information by the devil must succeed on a DC 15 Wisdom saving throw or be forced to answer any question asked as truthfully as it is able to. Because of their attention to detail when it comes to torture, wyrm devils are often called upon by archdevils to serve as inquisitors.



WYRM DEVIL

Large fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	12 (+1)	12 (+1)	14 (+2)

Saving Throws Str +6, Dex +7, Con +6, Cha +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, telepathy 120 feet

Challenge 6 (2,300 XP)

Devil's Sight Magical darkness doesn't impede the devil's darkvision.

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

ACTIONS

Multiattack. The devil makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Acidic Regurgitation (Recharge 6). The devil exhales an acidic discharge in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 17 (5d6) acid damage on a failed save, or half as much on a successful one.

DRAGONS

STYGIAN DRAGON

Named after the river they call home, Stygian dragons are a haunting and putrid creature. Despite being a true dragon, their body is twisted and serpentine and sports ineffective claws and tiny, vestigial wings that can't carry it to flight. Its long serpentine body allows it to swim with ease, and its unique physiology renders it immune to the deleterious effects of the River Styx. Punctuating its long body is a forked and bladed tail, capable of grappling and slicing through prey.

The scales of a Stygian dragon are coated in a slick and oily film, and their rusty orange color provides it the ability to move nearly undetected in its natural habitat. Its eyes, however, glow a sensational yellow and invoke an impending dread when seen cresting the surface of the blood-red water.

Stygian dragons bury their eggs in the silt of the river's banks, allowing brood mothers to feed on trespassing fiends and the drowned carcasses

floating down to the lower levels of Hell without abandoning their clutch.

Primitive Instinct. Stygian dragons are evil, as most creatures from the Nine Hells are. Their evil is not calculated or meaningless, but an instinct innate to their being. They call no one master, and serve neither side in the Blood War. In fact, they flourish with the war's penchant to ferry troops up and down the river, as it provides a constant supply of food for their wyrmlings.

Very Distant Cousins. Unlike other true dragons, Stygian dragons rarely deal with other dragons, such as chromatics or metallics, due to calling the River Styx and Avernus their home. They are so far removed from other dragons that, if a sufficiently small dragon were to come close to their lair, they would likely kill and consume it like any other creature. Stygian dragons avoid larger dragons, however, by virtue of their self-preservation instincts.

Tiamat, Queen of Evil Dragonkind. Unsurprisingly, Tiamat regards Stygian dragons as a person might regard a worm. While she calls chromatic dragons her spawn, she makes no such claims to Stygian dragons. Whether or not that is true is unclear, but during her time spent in Avernus, she came to appreciate the simple primitiveness of the Stygian dragons and their cruel nature.



A STYGIAN DRAGON'S LAIR

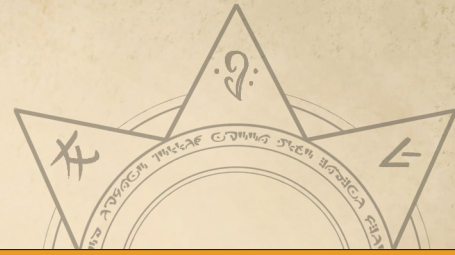
The true lair of a Stygian dragon is the depths of the River Styx. During brooding, the shores of the river become a temporary home for dragons and, in the rare occasion they are forced out of the Nine Hells and into the Material Plane, they find solace in a mire or swamp that isn't home to a black dragon. A Stygian dragon does not consider this their lair, however, and often does not survive long in this unfamiliar environment.

Deep under the River Styx, these dragons create burrows in the silt and remnants of fiends from the Blood War which they use almost exclusively to rest, as they have no need to hide from the other denizens of the river.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- A geyser of blood-red water erupts from a point in the river within 120 feet of the dragon. Creatures other than fiends within 120 feet of the geyser are affected by a feeblemind spell (spell save DC 15). A 10-foot-radius sinkhole appears in the muddy banks of the river, centered on a point the dragon chooses within 120 feet of it. Large or smaller creatures within this area must make a DC 15 Strength saving throw or become restrained by the silt as it pours back to fill the void. A creature restrained in this way can repeat the saving throw at the start of each of its turns, ending the effect early on a successful save.
- The ground within 120 feet of the dragon shakes along the bank of the river, extending 30 feet from the shore. Ruined Hell machines and siege weaponry emerge from the ground in this area, creating difficult terrain. For every 5 feet a creature other than the dragon moves through this area, they take 1d6 piercing and 1d6 slashing damage, as blades and sharp tips mar the landscape.



STYGIAN DRAGON WYRMLING

Medium dragon, neutral evil

Armor Class 17 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 20 ft., burrow 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	5 (-3)	12 (+1)	11 (+0)

Saving Throws Dex +4, Con +4, Wis +3, Cha +2

Skills Perception +3, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages Draconic

Challenge 2 (450 XP)

Amphibious. The dragon can breathe air and water.

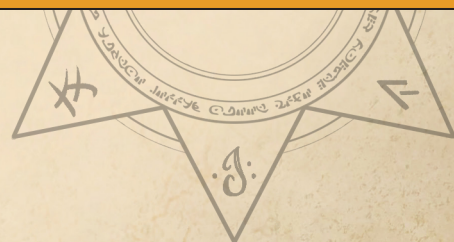
Stygian Waste. Any creature that starts its turn in contact with the dragon must make a DC 11 Constitution saving throw. On a failed save, the creature has disadvantage on Charisma checks and has its maximum hit points reduced by 1d4, and an additional 1d4 every 24 hours until it is cured. A creature dies if it has its maximum hit points reduced to 0 by this disease.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Tail Blade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage, and the target must make a DC 11 Strength saving throw. On a failed save, the target is grappled and restrained (escape DC 11) by the dragon's tail if it is Large or smaller. While grappling a creature, the dragon can't use this tail blade on another target. The dragon has two tail blades.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.



YOUNG STYGIAN DRAGON

Large dragon, neutral evil

Armor Class 19 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 30 ft., burrow 40 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	6 (-2)	12 (+1)	11 (+0)

Saving Throws Dex +7, Con +6, Wis +4, Cha +3

Skills Perception +4, Stealth +7

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14

Languages Common, Draconic

Challenge 6 (2,300 XP)

Amphibious. The dragon can breathe air and water.

Stygian Waste. Any creature that starts its turn in contact with the dragon must make a DC 15 Constitution saving throw. On a failed save, the creature has disadvantage on Charisma checks and has its maximum hit points reduced by 1d4 + 1, and an additional 1d4 + 1 every 24 hours until it is cured. A creature dies if it has its maximum hit points reduced to 0 by this disease.

ACTIONS

Multiattack. The dragon makes three attacks: two with its bite and one with its tail blade.

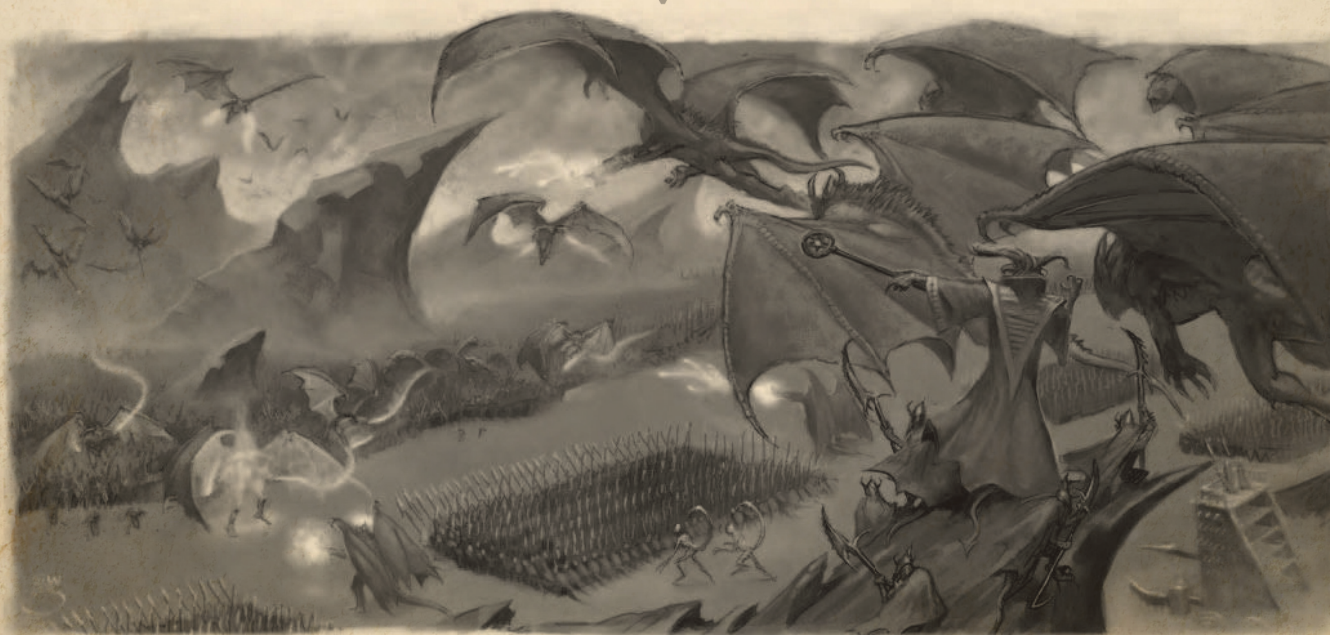
Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Tail Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage, and the target must make a DC 15 Strength saving throw. On a failed save, the target is grappled and restrained (escape DC 15) by the dragon's tail if it is Huge or smaller. While grappling a creature, the dragon can't use this tail blade on another target. The dragon has two tail blades.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons:

Acid Breath. The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 45 (10d8) acid damage on a failed save, or half as much damage on a successful one.

Stupefying Gas. The dragon exhales stupefying gas in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw. Roll 3d6: Each target that fails its Constitution save and has an Intelligence score lower than the result of this roll has its Intelligence score reduced to 0 and is stunned for 1 minute. A creature stunned this way can repeat this save at the start of each of its turns, ending the effect on themselves on a success.



ADULT STYGIAN DRAGON

Huge dragon, neutral evil

Armor Class 21 (natural armor)

Hit Points 176 (16d12 + 80)

Speed 30 ft., burrow 40 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	22 (+6)	20 (+5)	8 (-1)	12 (+1)	11 (+0)

Saving Throws Dex +11, Con +10, Wis +6, Cha +5

Skills Perception +6, Stealth +16

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic

Challenge 13 (10,000 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Stygian Waste. Any creature that starts its turn in contact with the dragon must make a DC 17 Constitution saving throw. On a failed save, the creature has disadvantage on Charisma checks and has its maximum hit points reduced by 1d6 + 2, and an additional 1d6 + 2 every 24 hours until it is cured. A creature dies if it has its maximum hit points reduced to 0 by this disease.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: two with its bite and one with its tail blade.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Tail Blade. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 6) slashing damage, and the target

must make a DC 19 Strength saving throw. On a failed save, the target is grappled and restrained (escape DC 19) by the dragon's tail if it is Huge or smaller. While grappling a creature, the dragon can't use this tail blade on another target. The dragon has two tail blades.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons:

Acid Breath. The dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 58 (13d8) acid damage on a failed save, or half as much damage on a successful one.

Stupefying Gas. The dragon exhales stupefying gas in a 60-foot cone. Each creature in that area must make a DC 20 Constitution saving throw. Roll 3d6: Each target that fails its Constitution save and has an Intelligence score lower than the result of this roll has its Intelligence score reduced to 0 and is stunned for 1 minute. A creature stunned this way can repeat this save at the start of each of its turns, ending the effect on themselves on a success.

LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Blade. The dragon makes a tail blade attack.

Toss (Costs 2 Actions). The dragon whips its tail. Each creature that is restrained by the tail is tossed up to 60 feet in the direction of the dragon's choosing, and must make a DC 19 Dexterity saving throw or be knocked prone where they land.

ANCIENT STYGIAN DRAGON

Gargantuan dragon, neutral evil

Armor Class 23 (natural armor)

Hit Points 333 (18d20 + 144)

Speed 30 ft., burrow 40 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	26 (+8)	22 (+6)	10 (+0)	15 (+2)	14 (+2)

Saving Throws Dex +14, Con +12, Wis +8, Cha +8

Skills Perception +8, Stealth +20

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Challenge 20 (25,000 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Stygian Waste. Any creature that starts its turn in contact with the dragon must make a DC 22 Constitution saving throw. On a failed save, the creature has disadvantage on Charisma checks and has its maximum hit points reduced by 1d8 + 3, and an additional 1d8 + 3 every 24 hours until it is cured. A creature dies if it has its maximum hit points reduced to 0 by this disease.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: two with its bite and one with its tail blade.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Tail Blade. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 8) slashing damage, and the target

must make a DC 22 Strength saving throw. On a failed save, the target is grappled and restrained (escape DC 22) by the dragon's tail if it is Huge or smaller. While grappling a creature, the dragon can't use this tail blade on another target. The dragon has two tail blades.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons:

Acid Breath. The dragon exhales acid in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 72 (16d8) acid damage on a failed save, or half as much damage on a successful one.

Stupefying Gas. The dragon exhales stupefying gas in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw. Roll 3d6: Each target that fails its Constitution save and has an Intelligence score lower than the result of this roll has its Intelligence score reduced to 0 and is stunned for 1 minute. A creature stunned this way can repeat this save at the start of each of its turns, ending the effect on themselves on a success.

LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Blade. The dragon makes a tail blade attack.

Toss (Costs 2 Actions). The dragon whips its tail. Each creature that is restrained by the tail is tossed up to 60 feet in the direction of the dragon's choosing, and must make a DC 22 Dexterity saving throw or be knocked prone where they land.

ELEMENTALS

BLOOD ELEMENTAL

This creature resembles an amorphous blob of semi-congealed blood, undulating along like a slug. As it closes to striking range, its form morphs to extrude long arm-like appendages as its forward half curves upright like a nightmarish torso atop its writhing body mass.

Formed from the very substance of the River of Blood and the dark magics of Avernus, blood elementals are a spontaneous manifestation of the plane's inherent evil combined with an abundant resource.

Blood elementals exist with only one drive: collect more blood and grow larger. If a blood elemental swells to twice its original hit point total, it spontaneously expands to the next largest CR category, using the new stat block in place of its original. Eventually the largest of these blood behemoths collapse under their own weight, rivulets of their former body slowly running downhill and returning to the river for the whole process to begin again.

The River of Blood is rife with these elementals forming, swelling and bursting constantly, but occasionally one forms on the banks and proceeds—for no known reason—to seek blood from creatures rather than the abundant environmental supply.

BLOOD ELEMENTAL, LESSER

Medium elemental, neutral evil

Armor Class 14 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	5 (-3)	10 (+0)	8 (-1)

Damage Immunities poison

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, understands Infernal but can't speak

Challenge 4 (1,100 XP)

Coalesce. If the elemental's maximum hit points equal or exceed 142, it turns into a blood elemental, gaining its statistics. Its current hit points do not change after the transformation.

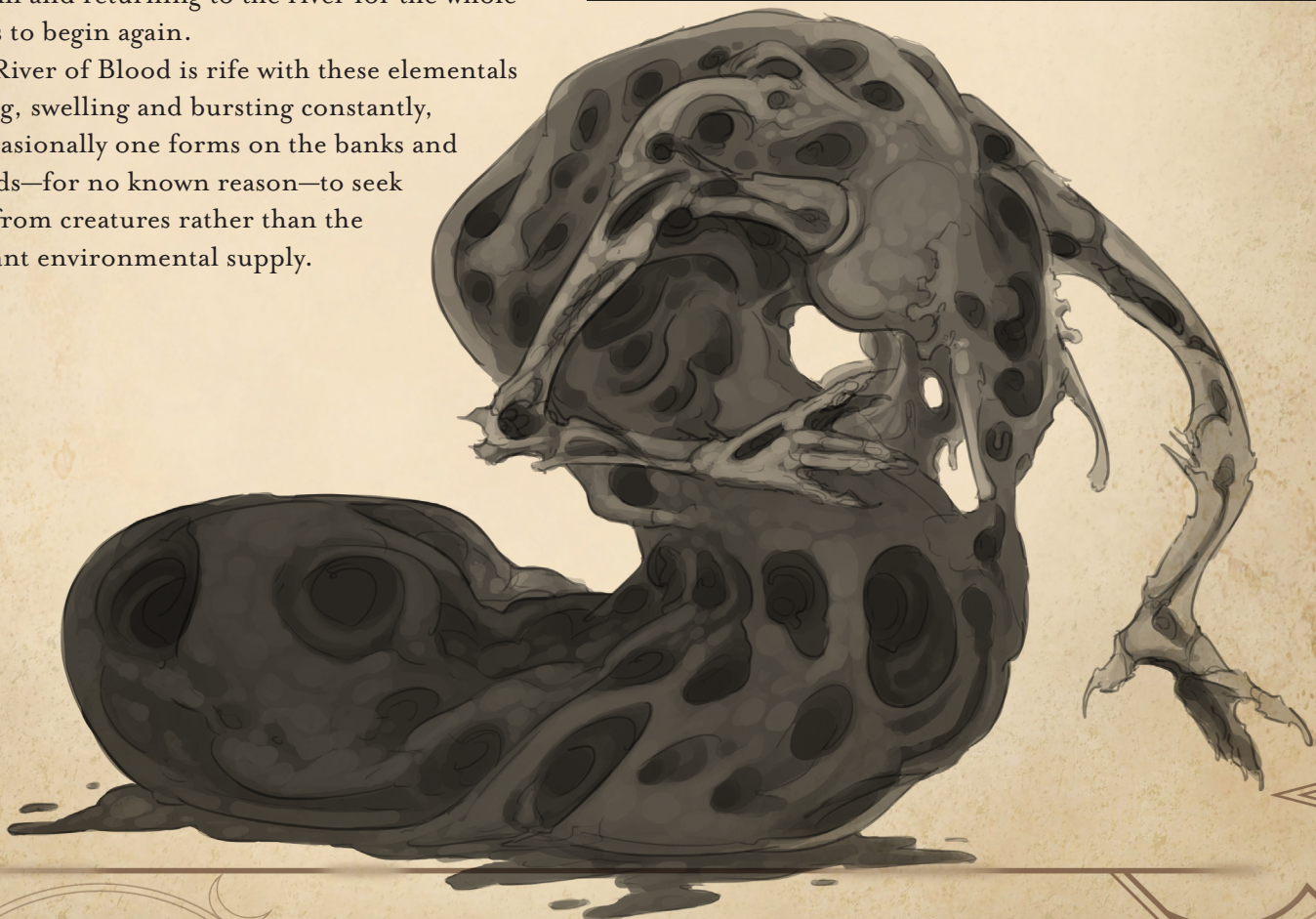
Coagulating. When the elemental receives magical healing, it instead takes damage equal to the amount healed.

Fluid Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the target must succeed on a DC 13 Constitution saving throw or take 4 (1d8) necrotic damage. The elemental's current and maximum hit points increase by an amount equal to the necrotic damage dealt.



BLOOD ELEMENTAL

Large elemental, neutral evil

Armor Class 14 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

Damage Immunities poison

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, understands Infernal but can't speak

Challenge 8 (3,900)

Coalesce. If the elemental's maximum hit points equal or exceed 229, it turns into a greater blood elemental, gaining its statistics. Its current hit points do not change after the transformation.

Coagulating. When the elemental receives magical healing, it instead takes damage equal to the amount healed.

Fluid Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, and the creature must succeed on a DC 14 Constitution saving throw or take 7 (2d6) necrotic damage. The elemental's current and maximum hit points increase by an amount equal to the necrotic damage dealt.

BLOOD ELEMENTAL, GREATER

Huge elemental, neutral evil

Armor Class 17 (natural armor)

Hit Points 229 (17d12 + 119)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	24 (+7)	5 (-3)	10 (+0)	8 (-1)

Damage Immunities poison

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, understands Infernal but can't speak

Challenge 12 (8,400 XP)

Coagulating. When the elemental receives magical healing, it instead takes damage equal to the amount healed.

Fluid Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage, and the creature must succeed on a DC 18 Constitution saving throw or take 13 (3d8) necrotic damage. The elemental's current and maximum hit points increase by an amount equal to the necrotic damage dealt. If the elemental's hit point maximum reaches 330 as a result of this ability, it dies and explodes in a shower of necrotic blood. Each creature within 30 feet must make a DC 19 Constitution saving throw, taking 27 (5d10) necrotic damage on a failed save, or half as much on a successful one.

STYGIAN ELEMENTAL

Cursing beneath the surface of the River Styx is a type of corrupted elemental whose exposure to Stygian waters has brought it to the brink of madness. The elementals of the River Styx were once inhabitants of the Elemental Plane of Water. Now these elementals have become a major threat to travelers on the great waterway of the Lower Planes. Resembling traditional water elementals in all but color, these corrupted elementals have the coloration of the Styx itself, making it difficult to spot one beneath the dark waters.

The Stygian elemental has evolved greatly from its water elemental cousins. Stygian elementals feed on the memories of sentient beings it is able to catch.

Blue swirls of energy can be seen inside of the Stygian elemental after it feeds.

What exactly these swirls are no one is sure, but most conjecture they are the mental energies of its victims.

STYGIAN ELEMENTAL

Large elemental, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 130 (15d10 + 75)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	10 (+0)	14 (+2)	9 (-1)

Damage Resistance acid; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Aquan, Infernal

Challenge 8 (3,900 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1-inch-wide without squeezing.

Memory Drain. When a creature touches the elemental or is grappled or hit with a melee weapon attack by the elemental, it must succeed on a DC 15 Intelligence saving throw or have its

Intelligence score reduced by 1. The creature dies if this effect reduces its Intelligence score to 0. Otherwise, the reduction lasts until the target finishes a long rest.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

ACTIONS

Multiattack. The elemental makes two slam attacks

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage plus 11 (2d10) psychic damage.

Whelm. (Recharge 4-6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 22 (4d8 + 4) bludgeoning damage. If it is a Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up two Medium or smaller creatures at one time with this ability. At the start of each of the elemental's turns, each grappled target takes 22 (4d8 + 4) bludgeoning damage. As an action a creature within 5 feet of the elemental can pull a creature or an object out of it by succeeding on a DC 14 Strength check.

TUZGOMB

The tuzgomb is a fire elemental native to Avernus. Those familiar with these elementals have come to know them by the title “Fiery Balls of Hate.”

The Tuzgomb appears to be a flaming sphere about 2 feet in diameter with two flaming tentacles. While the elementals are easy to dispatch, they pack a nasty surprise.

They are usually summoned to protect valuable treasures or defend its summoner from enemies.

The sole tactic of a tuzgomb is to close into melee range with as many foes as possible and fight to the end. Upon its demise, the elemental explodes, damaging everything nearby

Knowing the fragile existence and violent death of the tuzgomb, summoners tend to keep their distance from the floating balls of flame.

One of the elementals can be a terrifying enough encounter, but multiple tuzgombs could spell the end for entire adventuring parties.



TUZGOMB

Small elemental, neutral

Armor Class 12

Hit Points 5 (1d10)

Speed fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (=1_)	14 (+2)	10 (+0)	6 (-2)	18 (+4)	11 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities exhaustion, frightened, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 14

Languages understands Ignan but cannot speak

Challenge 4 (1,100 XP)

Fire Form. The elemental can move through a space as narrow as 1-inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire. Until a creature takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Multiattack. The tuzgomb makes two touch attacks.

Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Death Throes. When the Tuzgomb reaches 0 Hit Points, it explodes in a 20-foot-radius sphere. Any creature in that area must make a DC 14 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save or half as much damage on a successful one. If a creature dies as a result of this explosion, it becomes a new tuzgomb in 1d4 rounds.

GIANTS

GIANT, ASH

A sub-species of stone giants, ash giants roam volcanic wastelands and survive where other creatures cannot even breathe. Their bodies resemble coagulated cinders, cracked and flaky. They speak with a dry, rumbling voice. Striking an ash giant creates a potent puff of soot that chokes and clouds the air.

NOMADIC BEHEMOTHS

Although many worlds are home to ash giants, the giants rarely stay in one place for as long as their other giant kin because, over time, the land becomes less suited to their bodies as volcanic activity dies down and fires cool. The two notable exceptions to this are the cinder wastes in the Elemental Plane of Fire, as well as Avernus, the first layer of the Nine Hells, the latter the result of incessant, millenia-spanning war where supernaturally hot fires disintegrate the very stone itself, and the bones of untold billions of fiends.

WISTFUL WORSHIPERS

Ash giants don't share the same affinity for artistry as their stone giant cousins. One thing they do share is the importance of spirituality in their society. Ash giant religious beliefs emphasize the temporary nature of all things. Most ash giants are not inherently hostile creatures, instead taking a rather unconcerned outlook. However, ash giants born and raised in Avernus are twisted by the plane's malevolent touch. Accordingly, their alignment is usually lawful evil.



GIANT, ASH

Huge giant, neutral (or neutral evil if native to Avernus)

Armor Class 15 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +9, Perception +4

Senses blindsight 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2,900 XP)

Ash Puff. The first time the giant takes damage, any living creatures within 10 feet of the giant must succeed on a DC 16 Constitution saving throw or gain disadvantage on attack rolls, saving throws, and ability checks for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

ACTIONS

Multiattack. The giant makes two warhammer attacks.

Warhammer. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage, or 22 (3d10 + 6) bludgeoning damage if used with two hands.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

OBYRITHS

DRAUDNU

The draudnu (Dr-ow-d-new) are a mindless, savage type of demon that prowls across the Abyss searching for demons to slay. Created by the Pale Night from the corpses of eladrin, draudnu are infamous in the Abyss for their horrifically alien nature.

The form of a draudnu is truly bizarre. A pulsing ovoid sack suspended by three long, lithe legs. Dangling from this putrid mass is the “head” of the creature: a long extended eyestalk surrounded with three long, wicked blade-like appendages. The entirety of the draudnu is covered in quivering pustules that release acid when broken.

Children of the Pale Night. The Pale Night is an obyrith lord who rules from a nameless castle in the endless maze of Baphomet. She created the draudnus to hunt all non-obyriths, fiendish or otherwise. It is enough for her to simply gaze upon the corpse of an eladrin and turn it into one of these Abyssal hunters.

Maddening Aura. To look upon a draudnu is to feel a sickness within yourself. Hypnotized by their pulsing pustules, creatures feel as though their body is infested by an alien presence, writhing just under the skin.



DRAUDNU

Medium fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 133 (14d8 + 70)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	20 (+5)	10 (+0)	18 (+4)	11 (+0)

Skills Acrobatics +5, Athletics +6, Arcana +3, Perception +7, Survival +7

Damage Immunities acid

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons.

Condition Immunities poison

Senses darkvision 60 ft., passive Perception 17

Languages understands all, but cannot speak

Challenge 8 (3,900 XP)

Acidic Pustules. Whenever the draudnu takes damage, any creatures within 5 feet of the draudnu must succeed on a DC 14 Dexterity saving throw, or take 4 (1d8) acid damage.

Alien Mind. The draudnu has a bizarre mind, allowing it to resist enchantments and illusions with ease. The draudnu has advantage on saving throws against being charmed, and spells or effects from the illusion school.

Form of Madness. Creatures who can see the draudnu and start their turn within 30 feet of it must succeed on a DC 14 Wisdom saving throw or the target believes they have a fiendish lifeform growing within them, gaining a short term madness effect (see chapter 8 of the Dungeon Master's Guide). Regardless if they succeed or fail, a creature does not need to roll this saving throw again for 24 hours.

ACTIONS

Multiattack. The draudnu makes three attacks with its flesh hook.

Flesh Hook. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage and the target must succeed on a DC 14 Dexterity saving throw as the hook impales the creature and lodges into the area around them. The draudnu regrows lost flesh hooks immediately. While impaled in this way, the target is restrained. As an action, the creature may pull the flesh hook through their body to end this effect, dealing 6 (1d6 + 3) slashing damage to themselves in the process. Any other creature may use their action to make a DC 14 Strength (Athletics) check. On a success, the hook is removed without damaging the impaled creature. On a failure, the hook is removed and the creature takes 6 (1d6 + 3) slashing damage.

EKOLID

Small fiend (demon), chaotic evil

Armor Class 14 (natural armor)

Hit Points 58 (9d6 + 27)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	10 (+0)	18 (+4)	13 (+1)

Saving Throws Dex +5

Skills Acrobatics +5, Athletics +2, Perception +6, Stealth +5

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons.

Condition Immunities poison

Senses darkvision 60 ft., passive Perception 16

Languages understands all, but cannot speak

Challenge 3 (700 XP)

Alien Mind. The ekolid has a bizarre mind, allowing it to resist enchantments and illusions with ease. The ekolid has advantage on saving throws against being charmed, and spells or effects from the illusion school.

Form of Madness. Creatures who can see the ekolid and start their turn within 30 feet of it must succeed on a DC 12 Wisdom saving throw or the target believes they have an infestation of fiendish insects swarming them, gaining a short term madness effect (see chapter 8 of the Dungeon Master's Guide). Regardless if they succeed or fail, a creature does not need to roll this saving throw again for 24 hours.

Quickness. The ekolid can use its bonus action to Dash or Disengage.

Ekolid Eggs. Ekolids implant their eggs into living creatures. Each round a creature has at least one egg within their body, roll 1d6 for each egg. Any results of a 1 indicate the egg hatches, dealing 1d6 slashing damage as the creature emerges from the host. When this happens, a new ekolid appears adjacent to the host. New ekolids cannot implant eggs until they've gone through a mating ritual, which takes a long rest with at least one other ekolid nearby. Casting lesser restoration or greater restoration on an infected target destroys the eggs without causing damage.

ACTIONS

Multiattack. The ekolid makes two attacks with its stingers.

Stinger. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 9 (3d4 + 3) piercing damage and the target needs to succeed on a DC 12 Constitution saving throw or have 1d6 ekolid eggs implanted in their body.

EKOLID

The ekolid (Ee-koh-lid) swarm over the 663rd layer of the Abyss, existing in giant hive colonies that most other creatures are wary enough to avoid.

These creatures are a nightmarish mixture of insect and arachnid lifeforms with large abdomens covered in whip-like tails ending in stingers, multitudes of wings and legs, and eyes covering their meaty carapaces.

Fiendish Intelligence. Ekolid aren't stupid. What appears to be swarm behavior is instead an alien mind working in its own way. The ekolid are quite adept at effortlessly countering the cunning tactics used by most humanoids. Many creatures have fallen to these fiends, presuming them to be little more than stupid bugs.

Infestation of Evil. When dealing with creatures that aren't obyrith, the ekolid have no formalized social interaction skills. Instead, they see most creatures as nothing more than walking, talking incubators for their eggs.

Infernal Hunters. When looking at a swarm of ekolid, most creatures might be fooled into thinking they are unaware of their surroundings or that they are slow. In fact, individuals have excellent perceptions and are supernaturally quick.



GOLOTHOMA

Deep within the Abyss are the lightless tunnels where only the bravest venture. Those shadowy corridors are filled with the slithering madness of hungry demons searching for prey to eviscerate. One of these is the obyrith known as the golothoma (Go-low-th-ohm-ah).

These huge fiends resemble long, flat worms, but their bodies are covered with irregular bulges and horns. At the end of its length a wicked stinger drips black acid, while its face isn't much more than a large, unblinking eye. Surrounding this eye are five arms, each jointed like an insect. When a light is cast, the shadow of the creature resembles chaotically moving figures of no discernable form.

Just a Shadow. While it looks like the golothoma has an unusual shadow, in truth its physical form is a mere protrusion into this reality. The true nature of the golothoma is considered by many to be unknowable, that viewing the entirety of the creature would drive any creature mad, save a deity.

Unknowable. While they can communicate mockingly in the Abyssal tongue, most beings write the golothoma off as an unintelligent creature. In truth, the majority of its intelligence

doesn't even reside with its material body, possessing a more distant mindset.

Unending Hunger. The golothoma is driven by a ceaseless hunger, not because it requires sustenance but because hunger is a basic truth of the universe.



GOLOTHOMA

Huge fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 232 (15d12 + 9)

Speed 30 ft., burrow 50ft., swim 50ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	26 (+8)	28 (+9)	4 (-3)	17 (+3)	22 (+6)

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons.

Damage Immunities acid

Condition Immunities poison

Senses truesight 120 ft., passive Perception 13

Languages understands all, but cannot speak

Challenge 16 (15,000 XP)

Acidic Coating. Creatures who strike the golothoma with melee attacks suffer 11 (2d10) acid damage.

Alien Mind. The golothoma has a bizarre mind, allowing it to resist enchantments and illusions with ease. The golothoma has advantage on saving throws against being charmed, and spells or effects from the illusion school.

Dimensional Reach. Tied to a being of shadow, attacks from the golothoma can originate from any space within 120 feet of it, provided that space is not in bright light (dim light or darkness only).

Form of Madness. Creatures who can see the golothoma and start their turn within 30 feet of it must succeed on a DC 19 Wisdom saving throw or the target believes they are being attacked by the shadows around them, gaining a long term madness effect (see chapter 8 of the *Dungeon Master's Guide*). Regardless if they succeed or fail, a creature does not need to roll this saving throw again for 24 hours.

Ravenous Shadow. Any dead or decaying matter that falls under the shadow of a golothoma is immediately consumed. Any creature within 10 feet of the golothoma takes 2d8 necrotic damage at the start of its turn. Any creature at 0 hit points within this area automatically fails any death saving throws it makes. If a creature is within an area illuminated by bright light, they are not subject to this effect.

ACTIONS

Multiattack. The golothoma makes three attacks with its claws and one attack with its stinger.

Claws. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Stinger. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 17 (2d6 + 10) piercing damage plus 5 (1d10) acid damage and the target must succeed on a DC 19 Constitution saving throw or become poisoned. While poisoned in this way, at the start of their next turn, the target takes 7 (2d6) necrotic damage and the poisoned effect ends.

LAGHATHTI

Deep within the depths of the River Styx, long serpentine creatures stir. A tentacled horror, the laghathti (Lag-GATH-tee) possess specialized tentacles: five covered in tiny mouths on their undersides while another five end in wide paddles. The final two end with long jaws that wail a horrible song.

These tentacles can reach 20 to 25 feet in length, connected to a spherical mass of flesh at the center of its body. They swim aimlessly, without purpose or intent, through the Styx. Their obyrithian nature allows them to survive within the waters without losing their own memories.

No Sense of Self. Laghathti have no individual personalities. Instead, they exhibit the behavior of all the memories they have collected from the unfortunate souls they encounter. They digest these memories over time, leaving them as cold empty creatures of instinct between meals.

Solitary Lives. While one might find a pair or even a school of laghathti, these creatures only converge once their appetites have been satiated. A lone creature is a sure sign of a hungry one.

Ambush Hunters. The preferred tactic of this horrific obyrith is to wait and hide near the River's shore. Once a creature is within reach, it steals memories from its prey while also trying to drown the helpless creature.



LAGHATHTI

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)
Hit Points 172 (15d10 + 90)
Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	22 (+6)	5 (-3)	15 (+2)	12 (+1)

Saving Throws Dex + 5, Con +10
Skills Athletics +13, Perception +12, Stealth +5
Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons.
Condition Immunities poison
Senses darkvision 60 ft., passive Perception 20
Languages Abyssal
Challenge 12 (8,400 XP)

Alien Mind. The laghathti has a bizarre mind, allowing it to resist enchantments and illusions with ease. The laghathti has advantage on saving throws against being charmed, and spells or effects from of the illusion school.

Amphibious. The laghathti can breathe air and water.

Form of Madness. Creatures who can see the laghathti and start their turn within 30 feet of it must succeed on a DC 17 Wisdom saving throw or the target believes they cannot trust their memories, gaining a long term madness effect (see chapter 8 of the Dungeon Master's Guide). Regardless if it succeeds or fails, a creature does not need to roll this saving throw again for 24 hours.

Grappler. The laghathti can grapple up to 5 creatures.

ACTIONS

Multiattack. The laghathti makes five attacks in any combination using its tentacle or bash attacks. The laghathti can replace up to two of these attacks with Erase Memory.

Tentacle. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. **Hit:** 10 (1d10 + 5) bludgeoning damage and the creature is grappled (escape DC 17).

Bash. Melee Weapon Attack: +9 to hit, reach 15., one target. **Hit:** 10 (1d10 + 5) bludgeoning damage to the target and to one of the creatures currently grappled by the laghathti. The laghathti must be grappling a creature to use this attack.

Erase Memory. The laghathti chooses a target within 30 feet. The target must succeed on a DC 17 Wisdom saving throw, or their Intelligence and Charisma become 1. At the end of each round, they may attempt a new saving throw, ending this effect on themselves on a success.

UZOLLRU

Deep on the 89th layer of the Abyss, the demon lord Dagon works the mysterious machinations of the obyriths. Assisted by his most trusted servants, the uzollru (Ooh-zz-ol-rue), none but the most brave or most stupid of demons visit this home. Resembling a giant aquatic centipede, the uzollru swims about with barbed flippers. Its long sinewy body is topped with a horrific head: a single unblinking red eye, surrounded by long tentacles. On either side of its face is a long spiny lobster-like claw.

Hunters. While they do not need to consume their prey, the uzollru is a consummate hunter. They simply enjoy the feeling of killing other living beings.

Liquid Diet. Leaving behind no corpses, a uzollru dissolves the body of whatever it kills, drinking it as a liquid.

Scions of Dagon. All uzollru have a connection to Dagon, and enforce his will throughout the Abyss and beyond. Some uzollru have even been seen as far away as the Plane of Water.



UZOLLRU

Gargantuan fiend (demon), chaotic evil

Armor Class 19 (natural armor)

Hit Points 232 (15d20 + 150)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	30 (+10)	6 (-2)	24 (+7)	20 (+5)

Skills Athletics +16, Perception +13, Stealth +6

Damage Resistances fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons.

Damage Immunities cold

Condition Immunities poison

Senses darkvision 60 ft., passive Perception 23

Languages Abyssal, telepathy 100 ft.

Challenge 17 (18,000 XP)

Alien Mind. The uzollru has a bizarre mind, allowing it to resist enchantments and illusions with ease. The uzollru has advantage on saving throws against being charmed, and spells or effects from of the illusion school.

Amphibious. The uzollru can breathe air and water.

Form of Madness. Creatures who can see the uzollru and start their turn within 30 feet of it must succeed on a DC 19 Wisdom saving throw or the target is maddened by the sheer colossal size of the uzollru, gaining a long term madness effect (see chapter 8 of the *Dungeon Master's Guide*). Regardless if it succeeds or fails, a creature does not need to roll this saving throw again for 24 hours.

Swim By Attack. The uzollru doesn't provoke opportunity attacks when it swims out of an enemy's reach.

ACTIONS

Multiattack. The uzollru makes two attacks with its claws, and one attack with its tentacles.

Claw. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage and the target becomes grappled (escape DC 19). Until this grapple ends, the uzollru can't use its claw attack on another target.

Tentacles. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 48 (7d10 + 10) acid damage plus the target must succeed on a DC 19 Constitution saving throw or have its Constitution score reduced by 1. This reduction lasts until the target finishes a long rest per point of Constitution lost.

VERAKIA

Larger than the primal mammoths who stomp among icy glaciers, the verakia (V-err-ah-kee-uh) is a draconic behemoth. Large talons allow it to grip the ground easily, or slice through prey even easier. Four powerful legs push the creature along, while two humanoid arms, each tipped with two serrated claws, are more like hands.

Its head has four eyes above an immense mouth filled with rows of wicked teeth. Three horns, two reaching forward on each side of its head and one running backwards over the back of the beast, sit atop its monstrous head.

Denizens of the Gaping Maw. As primordial hunters of the Abyss, the verakia tend to be more of a force of nature than an aimed intelligence. When Demogorgon took their layer over for his own, he saw no reason to alert them to this change or attempt to change their position within the power structure of the layer.

Desire for Destruction. Most obyrith have a purpose or need to push forward. The verakia are simply a pure destructive force. Those creatures who go mad looking at them tend to be inspired by this raw fury, becoming destructive forces onto themselves.



VERAKIA

Gargantuan fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 205 (10d20 + 100)

Speed 50 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	27 (+8)	6 (-2)	14 (+2)	17 (+3)

Damage Resistances cold, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons.

Damage Immunities fire

Condition Immunities poison

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal

Challenge 14 (11,500 XP)

Alien Mind. The verakia has a bizarre mind, allowing it to resist enchantments and illusions with ease. The uzollru has advantage on saving throws against being charmed, and spells or effects from the illusion school.

Force of Nature. Because the verakia causes such an aura of raw primordial energies around it, all forms of nature tend to avoid being caught in its wake. The verakia is unaffected by difficult terrain due to any plant growth (including magical growth).

Form of Madness. Creatures who can see the verakia and start their turn within 30 feet of it must succeed on a DC 18 Wisdom saving throw or become maddened by a bloodthirsty rage, gaining a long term madness effect (see chapter 8 of the *Dungeon Master's Guide*). Regardless if it succeeds or fails, a creature does not need to roll this saving throw again for 24 hours.

Trample. If the verakia moves at least 20 feet, it can use an action to move through other creature's spaces. Creatures affected by this trait must succeed on a DC 18 Dexterity saving throw or be knocked prone and suffer 46 (3d10 + 30) bludgeoning damage.

ACTIONS

Multiattack. The verakia makes one bite attack, one tail slam, and two claw attacks.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 23 (3d8 + 10) piercing damage.

Tail Slam. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 23 (3d8 + 10) bludgeoning damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 13 (1d6 + 10) slashing damage.

Unholy Breath (Recharge 5-6). The verakia unleashes a 60-foot cone of hellfire. Creatures within this area must make a DC 18 Dexterity saving throw, taking 33 (6d10) fire damage plus 33 (6d10) necrotic damage on a failure or half as much on a success.

APPENDIX I:

VILLAINS & LAIRS

ASHAPHIX, GENERAL OF THE 3RD COHORT OF AVERNUS

The never-ending Blood War has given many aspiring devils the opportunity to elevate themselves through fame and glory on the battlefield, Ashaphix is one such devil. Massive even for a pit fiend and adorned in the skulls of enemy generals and captains, Ashaphix makes for a truly imposing devil.

COUNSELOR & WAR CAPTAIN

Duke Ashaphix is one of Zariel's generals, and at times a more trusted advisor than Duke Bel due to his direct nature. Ashaphix can be found on the front lines of the Blood War, leading the 3rd Cohort of Avernus in battle. Ashaphix has never ordered a full retreat, not because of hubris, but because he has never lost a battle.

AMBITION PERSONIFIED

Ashaphix, like all devils, seeks power; the ultimate expression of his power is rulership of the layer of Avernus. Intelligent and wise, Ashaphix bides his time waiting for the proper moment to dispose of Zariel and Bel, seeking to remove all opposition in one fell swoop. For years, Ashaphix has made alliances with yugoloths and hags, waiting for the proper time to unleash his plan and take control of Avernus.



ASHAPHIX

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 375 (27d10 + 189)

Speed 30 ft., fly 60 ft

STR	DEX	CON	INT	WIS	CHA
26 (+8)	18 (+4)	24 (+7)	23 (+6)	18 (+4)	24 (+7)

Saving Throws Dex +11, Con +13, Wis +10

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 14

Language Infernal, telepathy 120 ft.

Challenge 24 (62,000 XP)

Fear Aura. Any creature hostile to Ashaphix that starts its turn within 20 feet of him must make a DC 21 Wisdom saving throw, unless Ashaphix is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to Ashaphix's Fear Aura for the next 24 hours.

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

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

Magic Weapons. Ashaphix's weapon attacks are magical.

Innate Spellcasting. Ashaphix's spellcasting ability is Charisma (spell save is DC 21, +13 to hit with spell attacks). Ashaphix can innately cast the following spells, requiring no material components:

At will: *detect magic, fireball*

3/day each: *dimension door, hold monster, wall of fire*

1/day: *disintegrate*

ACTIONS

Multiattack. Ashaphix makes four attacks: one with his bite, one with his claw, one with his vorpal greataxe, and one with his tail.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 22 (4d6 + 8) piercing damage. The target must succeed on a DC 21 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 21 (6d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage.

Vorpal Greataxe. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 21 (2d12 + 8) bludgeoning damage plus 21 (6d6) fire damage. When Ashaphix rolls a 20 on the attack roll, it cuts off the target's head. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, or is Gargantuan or larger. Such a creature instead takes an extra 27 (6d8) slashing damage from the attack.

Tail. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) bludgeoning damage.

LEGENDARY ACTIONS

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

Vorpal Greataxe. Ashaphix makes a vorpal greataxe attack.

Order Advance. Ashaphix targets up to 3 allies he can see within 60 feet of him. If the target can see and hear Ashaphix, the target can use its reaction to move up to its speed without provoking opportunity attacks.

Form Ranks (Costs 3 Actions). Ashaphix targets up to 2 friendly creatures within 30 feet of him. If the target can see and hear Ashaphix, the target and all other allied creatures (other than Ashaphix) have advantage on attack rolls until the end of their next turn if they are within 5 feet of the target.

LASHPERA, THE OPAL GODDESS

A fiendish woman, dressed in gothic armor strides forward, a wicked smile on her beautiful, but alien, face. Her skin is pale, and she sports small red horns, a lashing spined tail, and red, bat-like wings extending from her back. She carries a sword of demonic design in her right hand, and a green glowing opal is embedded in her left palm. Her red eyes shine with predatory intelligence and cunning; she is unsettling to look upon.

SEEKER OF POWER

Lashpera is a unique demon, verging on nascent demon lord status. Once a human, she sought power and, using an opal stone artifact, underwent a transformation, becoming a powerful calcified creature. She developed a cult and called herself the Opal Goddess. Slain by adventurers, her soul was confined to the Abyss, whereupon Fraz'Urb'luu saw her potential and moulded her into a servant of his designs. She escaped back to the Material Plane and recaptured much of her lost power. She now seeks freedom from her master and to build a power base of her own. Her story is covered in more detail in the adventure [Temple of the Opal Goddess](#).

CULT BUILDER

With her restoration, her goals have shifted to amassing power and security on the Material Plane. Her ability to disguise herself, charm, and mislead others, and her considerable knowledge and intellect have allowed her to create a more sophisticated cult amongst the human nobility—starting in Baldur's Gate. Her preference is to be a power from the shadows, using servants and unwitting pawns to accomplish her goals.

Lashpera commands a cult known as The Veil, based out of a festhall and pleasure den called The Dark Delight, which she runs as an exclusive club, cultivating wealthy and powerful individuals as targets, connections, resources, or potential servants. A handful of powerful retainers serve her, carrying out her whims.

The servants include:

Malice and Spite. Henchmen, thugs, and enforcement

Cassius Vellander. A bard, charmer, and information gatherer

Xia Amberwell. An assassin, spy, and torturer

ABIDING ENMITY

If forced into direct combat, she uses her spells to escape, fearing a lucky strike or spell could banish her back to the Abyss. If she is forced to flee under threat she will harbor a deep grudge against her assailants and plot to have her revenge when the time is right.

LAIR: THE DARK DELIGHT

The Dark Delight is an entertainment establishment in the Lower Docks area on the waterfront, surrounded by warehouses, salvage yards, and light industrial maritime businesses (shipyards, sailmakers, smithies etc.). The building itself appears to be nothing more than a shabby two-story warehouse with no external windows.

Within lies a complex dedicated to providing entertainment for the right clientele, and provides private rooms for parties, games, or as neutral ground for clandestine meetings. It is a hotspot for information gathering and criminal activity.

Secretly, it is the lair of Lashpera the Opal Goddess, a disguised nascent demon lord, and the base of the Veil, her criminal organization specializing in illusion and subterfuge. The Veil deals in artifacts, information and, on occasion, the darker trade of mortal souls.

It is worth noting that Lashpera has the ability to cast *mirage arcane*, and thus the Dark Delight can actually appear as she pleases, changing themes, color, and even making it seem as though doors are walls. The below descriptions are the true look of the Dark Delight, assuming Lashpera has not used the spell.

THE FIRST LEVEL

1) Street Entrance. A carved wooden door, its vaguely demonic design worn and chipped in places provides entry to the Dark Delight. Two lanterns light the portal at night, casting dancing shadows across the doors.

2) Foyer. A dim foyer acts as a transition space between the various areas of the establishment. A well-worn red carpet covers the floor, and a dozen bronze antique frames line the wall, displaying paintings of raucous and carousing



LASHPERA, THE OPAL GODDESS

Medium fiend (demon), neutral evil

Armor Class 20 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	18 (+4)	14 (+2)	20 (+5)

Saving Throws Con +8, Wis +6, Cha +9

Skills Arcana +8, Deception +9, History +8, Insight +6, Perception +6, Persuasion +9,

Damage Immunities poison

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities petrified, poisoned

Senses Truesight 60 ft., passive Perception 16

Languages Abyssal, Common, Infernal, Orc, Telepathy 120 ft.

Challenge 10 (5,900 XP)

Abyssal Blade. Lashpera can conjure a fiendish sword to her grasp as a bonus action. The weapon counts as magical, and deals 2d8 slashing damage and an additional 2d6 necrotic damage on a successful attack. If the blade is ever broken or leaves Lashpera's grasp it disappears.

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

Nondetection Aura. Lashpera is under a constant nondetection effect per the spell. She does not detect as a fiend to any abilities that detect fiends.

Teleport. Lashpera can magically teleport, along with any equipment she is wearing or carrying, up to 120 feet to an unoccupied space she can see.

Innate Spellcasting. Lashpera's spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Lashpera can innately cast the following spells, requiring no material components:

At will: *disguise self, friends, mage hand, minor illusion*

3/day each: *charm person, invisibility, phantasmal force, scrying*

2/day each: *major image, plane shift (self only)*

1/day: *mirage arcane*

ACTIONS

Multiattack. Lashpera makes three attacks in any combination.

Abyssal Blade. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 12 (2d8 + 3) slashing damage plus 7 (2d6) necrotic damage.

Radiant Beam. Ranged Spell Attack: +9 to hit, range 60/180 ft., one target. **Hit:** 18 (3d8 + 5) radiant damage.

partygoers. Wooden doors, carved with similar demonic motifs as the street entrance, lead off in all directions, while a wooden stairway leads up to a balustraded balcony above.

A hulking androgynous bouncer, bedecked in black leather and a black-hooded mask lurks in the shadows, a knife and club clearly visible on their belt (either Malice or Spite, depending on who drew door duty). Questions or queries are met with stony silence, while directions to people or places are silently conveyed by pointing.

The doors to the taproom (Area 3), gambling den (Area 6) and the Feshall (Area 7) are unlocked and free to access. The door to the basement is locked (AC 15, Damage Threshold 3, HP 18, DC 18 Dexterity check using thieves' tools to open, DC 18 Strength check to burst), and only Lashpera and Cassius carry keys.

3) Taproom. This large taproom is a generally cheery and lively place, with minstrels playing and drinks flowing. The walls, fittings and furniture are all worn wood, chipped and dented with hard use. The bar is tended by young and attractive servers of all races, who weave through the crowd flirting outrageously with anyone who seems receptive and ensure cups stay full. Public doors lead to outside and to the feshall, while the servers can access the storeroom (Area 5) and a secured alley (Area 4).

4) Side Alley. Beside the establishment is an alley secured by locked wrought iron gates (AC 19, Damage Threshold 4, HP 20, DC 20 Dexterity check using thieves' tools to open, DC 20 Strength check to burst), The alley tends to accumulate refuse and serves as a very discreet meeting point for clandestine activity. Secretly, the trash houses a small colony of **cranium rats** that have come to a mutually beneficial arrangement with Lashpera, spying on behalf of her in exchange for 'delicacies' such as fiend and angel flesh gleaned from the battlefields of Avernus (see area 18 and the Plots section).

5) Storeroom. This area is filled with barrels, casks and crates, supplies to the various bars throughout the establishment. The two outer doors are locked (AC 15, Damage Threshold 3, HP 18, DC 15 Dexterity check using thieves' tools to open, DC 18 Strength check to burst), but most of the employees on the lower floor have keys. The primary items stored here are various forms of

ale, however a range of wines and spirits are also present. The room has three interesting features:

Firstly, there is a fine looking keg labelled "Calishite Brandy," which is actually a **mimic**. The creature has been enticed here as a guard over the stores with regular food, and has been instructed not to attack the staff (which it can recognize) or anyone with them. Anyone entering without a staff member is fair game. The mimic, dubbed "Cally", has become something of a pet amongst the staff, who sneak it food from time to time.

Secondly, concealed in the base of a crystal serving decanter is a magical scrying focus placed by a local Harper wizard – Beldren the Adroit. It currently sits unused in with the rest of the serving ware (see Plots).

Thirdly, one of the barrels of ale has been poisoned by a local thieves' guild – the Sable Blades – in retaliation for the Dark Delight failing to pay its dues in their territory. Anyone drinking from the barrel takes 1d6 poison damage and gains the poisoned condition for 24 hours. A successful DC 12 Constitution saving throw halves the damage and negates the poisoned condition.

6) Gambling Hall. This area has games of chance and wagering running at all times, either run and staffed by the house (roulette, cards or odds based wagering games) or facilitated by patrons (cards, dice or snooker). The bar here carries significant coin, but is protected by an intimidating suit of animated armor, that is occasionally commanded by the bar staff to perform basic tasks to remind patrons of its existence. There is also a large gong on the rear wall that magically sounds alarms throughout the complex, bringing both Spite and Malice running and alerting Lashpera and Xia.

7) The Theater. Named the theater, this area sports a stage and a few tables, but generally commands standing room only patrons. The stage is raised 4 feet above the floor and has a set of fold-down stairs on the side closest to the bar, and a ladder leading up to a trap door in the ceiling in the far corner. The theater has constantly changing attractions, including dancers, local or travelling minstrels, theatrical oration, illusionists, or novelty acts to political or religious speeches and debates and even patron karaoke. The theater provides these acts three nights a week and the continued variation draws patrons as much as any



The Dark Delight



other service the Dark Delight provides. On off nights, when no acts are scheduled this acts as an overflow bar. Cassius wanders most of the lower areas, but is always found here on show nights.

THE SECOND LEVEL

8) The Lounge. This area, lit with a gothic candelabra, overlooks the foyer below, and enjoys wait service from the taproom, making it one of the more popular places in the establishment for those that want to see and be seen. The other of the two hulking, black leather-clad bouncers lurks here and makes patrols of the upper floor (this is considered the better of the two assignments between them).

9) Private Rooms: Large. These four rooms are able to be hired (from the gambling hall bar) for private functions or meetings. Each is lit by lanterns, and decorated in fiendish themes, with tapestries, paintings, and exquisitely detailed carved art hung on the walls. The largest contain trunks of assorted items, including serving ware and scribing tools.

Each room can be accessed by a very well-concealed secret door (DC 20 Intelligence (Investigation) to discover). Sounds from each carry into the secret hall, allowing listeners to record what is said. If these doors are discovered, Lashpera herself speaks to the aggrieved parties, seeking to turn it to her advantage. If her agents have learned anything incriminating, she may resort to blackmail, but just as often tries to develop a mutually beneficial relationship. If discovered listening in on a meeting of two less-than-amicable parties, she implies that one party knew about and paid for the spying service, and then seeks to gain from the inevitable fallout.

10) Ablutions. There are four washrooms in the Dark Delight, as well as two cloak rooms, to ensure the comfort of all patrons.

11) Private Rooms: Intimate. There are three smaller private rooms that may be hired for personal meetings (also through the bar in the gambling hall). These have comfortable chairs, decanters of various liquors, scribe's tools, and shuttered lanterns to facilitate any client needs. All are infernally decorated, but these are more subtly themed toward places of influence and power – such as devilish courts.

While no secret halls lead onto these rooms, there is a crawlspace in the ceiling above them where stealthy listeners are able to record details. Xia is also able to enter each room through cunningly concealed removable panels in the ceiling to “silence” any occupants, if Lashpera deems it necessary.

12) Performer Dressing Room. This room is set aside for the staff and theater performers, and is opulently appointed with beautiful art and decoration and ample lamp lighting. There are three vanities and a washstand, along with numerous chests and containers for any personal belongings of the entertainers. Lashpera lavishes praise and coin on entertainers, particularly those who are popular.

13) The Wardrobe. The wardrobe contains thousands of articles of clothing hung against the walls and packed in so tightly it is hard to navigate. The outfits are of all types, ranging from full theatrical costumes to staff uniforms. All garments are laundered and maintained, and anyone using anything from this wardrobe to enhance an act or disguise themselves gains advantage on any applicable rolls.

The secret door is both well made and concealed behind the clothing, making it extremely difficult to find (DC 22 Intelligence (Investigation) to discover).

14) Lashpera's Receiving Room. This room is gaudy in its opulence. A crystal chandelier casts light in scintillating colors across the chamber. Fine art in gold-gilded frames line the walls, all displaying rulers passing judgement on their inferiors. Two deep-red velvet chairs face each other over a silver table set with liquor. Exotic plants and flowers rest in a planter in the far corner, filling the room with an intoxicating scent. The door to Lashpera's personal quarters is locked, (AC 16, Damage Threshold 3, HP 25, DC 20 Dexterity check using thieves' tools to open, DC 20 Strength check to burst), and only she has a key.

Lashpera holds meetings with significant individuals in this room, which is carefully crafted to display a certain unsubtle image of flagrant wealth and power. The alcohol is the finest money can buy, and the plants are actually specimens from the Garden of Delight in Dis, the Second Layer of Hell, that inhibit the judgement of anyone who inhales their spores (Lashpera is immune to their effects). Anyone in the room must make a DC 15 Constitution saving throw or make Wisdom ability checks at disadvantage while in the room. If a subject is potentially dangerous, Lashpera conducts the meeting using a major image of herself in the room while she spies

on the location through a peephole from her personal quarters (Area 15).

15) Lashpera's Personal Quarters. Lashpera's personal quarters are well appointed, and the furnishings are high quality, but do not reflect the over-the-top opulence of her receiving room. In contrast to the image presented without, Lashpera desires comfort without empty ostentation. The vanity, chest, and wardrobe are all made of polished wood, but lack ornamentation. The bed is plush and draped with silk and warm hides, but is plainly constructed. The bath is deep but of plain porcelain. Lashpera's outfits vary from utilitarian to ostentatious and formal, and are worth a total of 1,000 gp if stolen and sold. There is a range of jewelry worth 4,000 gp and a small coffer of coins (100 pp, 543 gp, 135 sp, and 56 cp) in her chest.

The secret door is not as well concealed from this side (DC 16 Intelligence (Investigation) to discover).

16) Stage Props Storage. This room holds the various props for the stage that can't be kept in the theater. They include stands and stools, musical instruments, various flat, wooden scenery 'cutouts', backdrops and carpets, ropes and pulleys and more. A trap door in the floor opens to a ladder onto the stage below, and a block and tackle has been set up above it to lower heavy items. While most of the items in here are well made but low value stage props, unbeknownst to anyone a 'prop' broom in one corner is actually a broom of flying. Somehow this valuable magic item was accidentally stored with mundane items and escaped the staff's notice.

THE BASEMENT

17) Antechamber. This room is unlit unless characters bring their own light source. It has an oppressive feel to it, and gothic style bas-relief in the stonework that creates a palpable sense of descending into a fiendish underworld. The doors on the left are cast bronze and show mortal souls burning in hellfire. They are unlocked, but extremely heavy, requiring a DC 20 Strength check to open. The door to the Vault (Area 18) appears to be iron, its bas-relief showing mortals tortured in an infernal prison. The door is locked (AC 20, Damage Threshold 5, HP 30, DC 22 Dexterity check using thieves' tools to open, DC

25 Strength check to burst), and only Lashpera has the key.

The secret door (DC 15 Intelligence (Investigation) to discover) is hidden in a section of bas-relief of a mortal being eaten by a demon, and leads to a section of the sewers. It cannot be opened from the other side, and is intended to be an emergency escape route.

18) The Vault. The vault is under constant a *mirage arcane* spell (Lashpera can have up to 10 such effects at a time). This effect changes just a few minor details, hiding secrets within the treasure left out in the open.

This vault has several chests and crates within in, and a set of shelves against the far wall. The majority of the Dark Delight's funds are here in one of the chests, including 548 pp, 4,589 gp, 3,497 sp and 248 cp. The organization is vastly wealthier than this meagre sum suggests, but most of the funds are tied up in investments or plots-in-motion that have yet to pay off. There is also a range of various jewelry and other objects of value (DM's discretion as to specifics) totaling 4,000 gp. These are generally unsuitable as display objects (holy relics, overly recognizable stolen objects etc.). There are a number of magic items here, including a *heavy crossbow +1*, *greatsword +1*, a *battleaxe +1* (actually a *berserker axe*), a *circlet of blasting*, and a *stone of good luck*, as well as a case of 7 *potions* (5 are *potions of greater healing*, 2 are *potions of poison*).

There is a long, low box that contains 12 crystals cut into rough 4-inch-long cylinders. Three are blue (Avernus), 4 are red (Abyss), and 5 are clear (unattuned). These are keys that open the gates in Area 19. The 5 clear crystals are intended for the unfinished gate. The box has spaces for 20 crystals, and given the groupings it appears 5 blue and 3 red are missing (these are either in the hands of agents or have been lost).

The shelf contains a number of books and scrolls, mostly various treatises on the planes, planar creatures, and magic, though there are some histories and a few works of fiction. All of the books are worth 300 gp, including several unique tomes penned by Lashpera herself (which hold greater value as trade to Candlekeep for access to the libraries there—which is actually her intent).

If the characters can see through the *mirage arcane*, one of the books with a spine marked **A History of Cormyr, circa 1273-1356 DR** is actually the Dark Delight's ledgers, detailing significant criminal transactions with a number of prominent citizens, criminal gangs, and what appears to be several creatures from the Lower Planes. The details are left to the DM, but are highly incriminating for all involved. Of even more interest is another book labeled **A Treatise on Calishite Politics**, which is actually hollowed out and contains 7 Soul Coins (see **Baldur's Gate: Descent into Avernus**). These are the souls of 7 individuals that Lashpera is personally interested in (but again the details are left to the DM).

19) Gate Chamber. This chamber is oppressive due to the low seeming ceiling, which is 20 feet high near the entrance, 15 feet high to the north and only barely 10 feet high to the west. It is lit with torches but the light doesn't reach into the deep darkness of the pit. Three stone rings, 10 feet in diameter, sit upright in places around the chamber. Each has an inscription in Infernal on it, proclaiming its destination for those that can read it. The south gate reads "Avernus," the north reads "Abyss," and the west reads "Mechanus," though it is clear that the west gate is only partially complete, with large sections are missing from the ring, giving it a slightly jagged look. If a creature touches an attuned crystal to each complete ring (see Area 18), the portal flares to life, offering a window to its destination that stays open for 1 minute or until the crystal is touched to the ring again (or its counterpart on the other side). During that time creatures can pass freely across the connected planes.

If a creature doesn't have a crystal key, the gates can be identified (though not activated) with a DC 20 Intelligence (Arcana) check, but doing so activates the golems in the pit.

20) The Pit. The pit is under a constant *mirage arcane* spell. It appears to be bottomless, and light doesn't reach the bottom. Any objects dropped in vanish instantly.

In reality the pit is only 5 feet deep on the east side, and up to 15 feet deep to the west. Two **iron golems** lie motionless in the pit under the *mirage arcane*. They spring forth to attack any creature that

either touches on of the rings or enters from a portal that does not bear one of the crystal keys.

THE VEIL

The Veil is Lashpera's criminal organization, dedicated to her and her goals. The Veil consists of four primary members other than the Opal Goddess herself, as well as other peripheral associates.

Cassius Vellander. Cassius is a darkly handsome human man with olive skin and black hair. He wears the finest clothing tailored in the latest fashions, and has a ready smile and a friendly manner that puts patrons at ease. He speaks eloquently and lightly, seemingly incapable of offense or being offended. He acts as the Dark Delight's manager, moving through the patrons, keeping the peace with a joke and a wink.

Behind that friendly façade lies a dark mind. Cassius is ambitious, always seeking advantage and ascension. Currently he works for Lashpera, but is the least loyal of her close retainers—not that he's interested in betraying her. At least not until a better opportunity comes along. Of course, the opportunity would have to be staggeringly good, as he recognizes that Lashpera's star is on the rise, and he plans to advance in her wake.

Cassius handles the information gathered in the Dark Delight and from its agents, ensuring it is all catalogued and ordered, with appropriate connections made and context given before sharing it with Lashpera. He knows she's keeping tabs on him, which serves him just fine, for now. Cassius uses the statistics of a **bard** (VGtM pg. 211).

Xia Amberwell. Xia is a fairly average looking halfling woman of indeterminate years. The kind passersby wouldn't look at twice. Around the Dark Delight she acts as one of the many servers and hostesses.

Her true role is known only to Lashpera, Cassius, Malice, and Spite. She is a ruthless assassin and spy, and serves the Veil in that capacity. She is utterly loyal to Lashpera, who freed her from infernal servitude.

Xia uses the statistics of an **assassin** (MM pg. 343).

Malice and Spite. Malice and Spite stand out amongst the other thugs and bashers the Veil employs. Tall and powerful, these otherwise

androgynous twins wear complicated leather armor and hoods that hide all but the barest sliver of pale skin around dark, soulless eyes. They do not speak, communicating to each other through complex sign language and others via curt gestures.

Malice and Spite assume the roles of bouncers in the Dark Delight, and as muscle and enforcers for anything else the Veil needs.

Malice and Spite use the **thug** stat block (MM pg. 350) but carry clubs and daggers in the Dark Delight and the standard mace and heavy crossbow when out on a job.

ASSOCIATES

The Veil is a small organization, and at the moment contracts out a lot of its menial tasks. The Veil employs a half a dozen special "servers" who are subtle and intelligent, acting as information gatherers, specializing in overhearing conversations and reporting the content to Cassius.

When the occasion warrants it, there are a half dozen local toughs that Cassius uses to back up Malice and Spite when conducting blackmail, standovers, and the occasional lesson to rival organizations.

The Dark Delight employs two dozen servers of various sorts—bar and tavern servers, games hosts and the like. All are smart, motivated, and understand Cassius rewards good customer service and gives bonuses for any interesting gossip overheard in the establishment. Most of the staff assume a low level of basic corrupt activity as would be appropriate for such a business, but have no notion of the true extent of the organization.

PLOTS & HOOKS

There are any number of plots and plans being hatched in and around the Dark Delight, but the following are some of the more interesting and consequential

The Planar Portals. Lashpera created the gates to serve her interests.

- The gate to the Abyss is less of a desire and more of a necessity. She created it as a means of escape if she is banished back to the Abyss (which happens if she is slain on any other plane). She is deathly afraid of falling back under the sway of her former master, the demon lord

Fraz'Urr'Blu, and has arranged for Xia to open the portal and seek her in the Abyss if she ever goes missing for more than a few days.

- The portal to Avernus is her first planar foray for wealth and power. Avernus is in turmoil at the moment, and she is determined to get her stake of the opportunities. She is hiring adventurers to go forth and retrieve certain soul coins and items of note that can be bartered to the right beings for the right price.
- The portal to Mechanus is something of a mystery to her. She is driven to connect to the plane of Ultimate Law, but she doesn't know why. She secretly hopes to find something on that plane that will sever her ties to the chaotic Abyss and be free of the shadow of her former master forever. As soon as the portal is complete, she will begin funding expeditions into Mechanus.

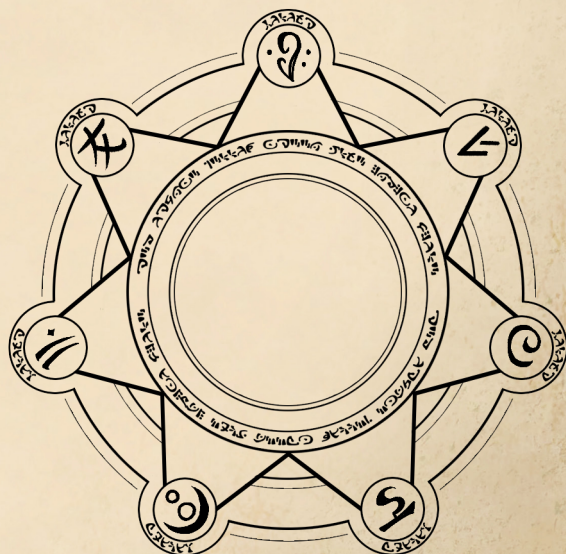
The Crystal Decanter. The Harpers have begun to notice the new criminal activity in the area, and have begun investigating. After the loss of their first agent, who ran afoul of the golems in Area 19, they are taking a more conservative approach. Beldren the Adroit, a local wizard of some skill, has crafted a crystal decanter to act as a focus for a scrying spell, and seeks to learn more about the Dark Delight before sending in any more agents. Unfortunately the decanter is in storage and his scrying has amounted to nothing. He now seeks adventurers willing to enter the place and locate the decanter before it is discovered for what it is.

The Sable Blades. Despite their fine-sounding name, the Sable Blades are a loose association of local thieves that are also aware of some of the Veil's activities and are looking to send a message by poisoning their customers. Most think this will be an overt lesson that cows the new outfit, and return the neighborhood to the status quo. The mastermind is an older thief, Valen Elden, who is secretly a member of the Zhentarim, and knows their plan will likely provoke a swift and lethal response from the Veil, and that the Sable Blades' days are numbered. He hopes by provoking the Veil so that the Zhentarim can gauge their true strength. A bloodbath is about to occur in the district.

The Odd Dancer. Currently the Dark Delight are sponsoring a troupe of dancers, exotic in both

origin and style. Among them is a dancer that has begun to act oddly, noted by his compatriots and discussed within earshot of Cassius, who plans to investigate this suspected infiltration. It is an infiltration, but not what he suspects. A rogue doppelganger replaced one of the troupe and is hiding out from its former tribe. It has knowledge of their plans to replace a major merchant in the city. Unfortunately for it, the tribe has tracked it here and is infiltrating the establishment's patrons. Once they sight their traitorous member, the doppelgangers plan to attack, uncaring of any incidental casualties they may cause.

The Fortune Cursed Noble. A young nobleman by the name of Antivar Ravenguard has begun to frequent the Dark Delight in the company of his thrill-seeking friends. Nephew of the Grand Duke Ulder Ravenguard (one of the four Rulers of Baldur's Gate), the young man was recently, and humiliatingly, rescued from an ill-fated exploration in the Wood of Sharp Teeth (a tale covered in [Temple of the Opal Goddess](#)). Unbeknownst to him, his former paramour is none other than Lashpera herself, who will be less than pleased to discover him here. Fearing a plot or discovery, Lashpera sends some local toughs to silence him if some heroes don't intervene. If they do, she'll resort to more drastic measures.



LYRANION: CAPTAIN OF GRAZ'ZT'S RED HOST

In any war there are heroes and champions on both sides, each trying to defeat the opposition and win glory for their side. Lyranion is one such champion, but she does not fight for any notion of glory or victory, but instead seeks to sate her bloodlust on the field of battle, killing any who cross her path.

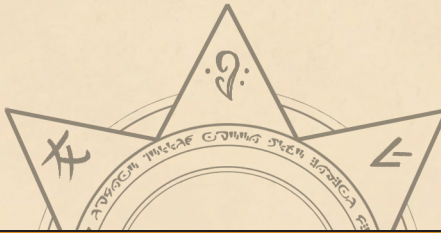
STRONG RIGHT HAND

As a captain in the army of the demon lord Graz'zt, she has become one of her lord's most celebrated military leaders. Leading the Red Host, a thousand-strong army of vrocks and hezrous, Lyranion has won too many battles to count; some infernal commanders have retreated with the mere mention of her name.

CLEVER & DEADLY

Lyranion is beautiful and uses her wit to catch opponents off guard. Lyranion prefers to enter into combat with a pair of frightful axes and her magical spear, Heart'sblood. Unlike others of her kind, Lyranion makes use of a shield in combat, emblazoned with the sigil of her lord, Graz'zt.





LYRANION

Large fiend (demon), chaotic evil

Armor Class 20 (natural armor, shield)

Hit Points 210 (20d10 + 100)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	20 (+5)	20 (+5)	18 (+4)	17 (+3)	20 (+5)

Saving Throws Str +10, Con +11, Wis +9, Cha +11

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 13

Languages Abyssal, Infernal, telepathy 120 ft.

Challenge 18 (20,000)

Indomitable (2/Day). Lyranon can reroll a failed saving throw.

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

Magic Weapons. Lyranon's weapon attacks are magical.

Reactive. Lyranon can take one reaction on every turn in a combat.

Taunt (2/Day). Lyranon can use a bonus action on her turn to target one creature within 30 feet of her. If the target can hear Lyranon, the target must succeed on a DC 21 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of Lyranon's next turn.

ACTIONS

Multiattack. Lyranon makes five attacks: three with her frightful axes, one with her spear, and one with her tail

Frightful Axe. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage. If Lyranon rolls a 20 on the attack roll or reduces a creature to 0 hit points with this damage, each creature that can see Lyranon must succeed on a DC 21 Charisma saving throw or become frightened of her. A frightened creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this fear effect for the next 24 hours.

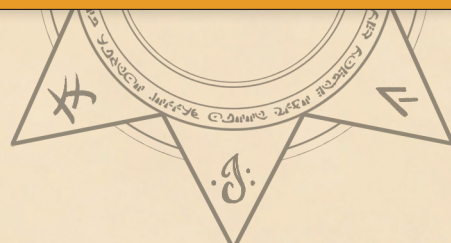
Heart'sblood (Spear). Melee or Ranged Weapon Attack: +10 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage or 15 (2d10 + 4) piercing damage. Lyranon heals for an amount equal to the damage dealt.

Tail. Melee Weapon Attack: +10 to hit, reach 10 ft., one creature. *Hit:* 15 (2d10 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 19). Until the grapple ends, the target is restrained, Lyranon can automatically hit the target with her tail, and Lyranon can't make tail attacks against other targets.

Teleport. Lyranon magically teleports, along with any equipment she is wearing or carrying, up to 120 feet to an unoccupied space she can see.

REACTIONS

Parry. Lyranon adds 5 to her AC against a melee attack that would hit her. To do so, Lyranon must see the attacker and be wielding a melee weapon.



THE HEIR OF ORCUS

The Heir of Orcus is the merciless, malevolent cambion daughter of the demon lord Orcus and an aasimar priestess of Tyr. She is the embodiment of deception and betrayal, who prefers to manipulate others to do her bidding. Her true name is said to be recorded within a prophetic tome of great power now lost deep in the Abyss.

DARK PROPHECY

The Heir's birth is the result of an ancient prophecy fulfilled by followers of Orcus. They believed an offspring of Orcus and an aasimar would bring about a vessel capable of throwing the Material Plane into eternal darkness and undeath. Upon her birth, the Heir slaughtered her mother and was later imprisoned by the legendary angel of Tyr, Ser Vindictus. During her imprisonment, Orcus tormented the Heir. Filled with rage and hatred for her father, she seeks to slay Orcus for all he has done to her.

After nearly a century, she was released from her imprisonment by an unsuspecting group of adventurers. She has been slowly gathering her strength to ascend to the status of demon lord so she can enact her vengeance on her father.

THE MURDER OF INNOCENTS

Unlike many demons, the Heir gains strength when she sees her victims tormented and suffer great lengths before they perish. Souls that suffer such evils grant her great power when she ultimately devours them.

Truly, her greatest source of power comes when she is able to deceive others into killing otherwise innocent victims.

Some scholars have recorded incidents in which the Heir shapeshifts into nobles or other well-known figures to charm adventurers into violently attacking her in public for all to see. She allows those charmed by her to bring her to the brink of death, at which point she halts them and cries out for guards or bounty hunters to bring "justice" to the would-be murders.

She devises insidious plots to help bring about her ultimate plans. Time is nothing her, and so she waits patiently, biding her in the depths of the



lair in the Abyss until she can ascend as a demon lord and claim her father's head.

TACTICS

The Heir takes great pleasure seeing her foes fight against each other. Her Obsidian Spear is laced with poison that allows her to easily charm her enemies. She *teleports* in and out of battle and uses her captivating presence to control those with the weakest will. If she is overwhelmed, she uses *plane shift* as a means of escape.



THE HEIR OF ORCUS

Medium fiend (demon), chaotic evil

Armor Class 19 (natural armor)

Hit Points 170 (20d8 + 80)

Speed 40 ft., fly 80 ft.

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

Saving Throws Dex +13, Con +10, Wis +10, Cha +11

Skills Deception +11, Intimidation +11, Persuasion +11, Perception +10, Stealth +13

Damage Resistances cold, lightning, poison, bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic

Condition Immunities frightened, charmed, poisoned, exhaustion

Senses darkvision 120 ft., truesight 120 ft., passive Perception 20

Languages Common, Abyssal, Celestial, Infernal, Telepathy 120 ft.

Challenge 18 (20,000 XP)

Captivating Presence. Any creature that starts its turn within 30 feet of the Heir must make a DC 19 Wisdom saving throw. On a failed save, the creature becomes charmed by the Heir for 1 minute or until the creature is further than 30 feet from her. If the target suffers any harm from the Heir or receives a suicidal command from the Heir, the target can repeat the saving throw, ending the effect on itself on a success. On a successful saving throw, the creature becomes immune to the Heir's Captivating Presence for 24 hours.

Innate Spellcasting. The Heir's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). The Heir of Orcus can innately cast the following spells, requiring no components:

At will: *major image*, *sending*, *suggestion*

3/day each: *dream*, *greater invisibility (self only)*, *modify memory*

2/day each: *plane shift (self only)*

1/day each: *mass suggestion*

Legendary Resistance (3/Day). If the Heir fails a saving throw, she can choose to succeed instead.

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

Magic Weapons. The Heir's weapon attacks are magical.

ACTIONS

Multiattack. The Heir makes two melee attacks or uses her Necrotic Ray twice.

Obsidian Spear. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 19 (4d6 + 5) piercing damage, or 23 (4d8 + 5) piercing damage if used with two hands to make a melee attack, plus 10 (3d6) poison damage, and the target must make a DC 19 Constitution saving throw or be poisoned for 1 minute. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Necrotic Ray. *Ranged Weapon Attack:* +13 to hit, range 120 ft., one target. *Hit:* 22 (5d8) necrotic damage.

Fiendish Charm. One humanoid the Heir can see within 30 feet of it must succeed on a DC 19 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the Heir's spoken commands. If the target suffers any harm from the Heir or another creature or receives a suicidal command from the Heir, the target can repeat the saving throw, ending the effect on itself on a success. If the target succeeds, or if the effect ends for it, the creature is immune to the Heir's Fiendish Charm for 24 hours.

Demonic Step. The Heir magically teleports, along with any equipment she is wearing and carrying, up to 120 feet to an unoccupied space she can see. Before or after teleporting, she can make an attack with her Obsidian Spear or Necrotic Ray.

LEGENDARY ACTIONS

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

Attack. The Heir of Orcus attacks with her Obsidian Spear or her Necrotic Ray.

Cast a Spell. The Heir casts a spell.

Demonic Step. The Heir uses her Demonic Step action.

Whispers of Deceit (Costs 2 Actions). Each creature within 60 feet of the Heir that is charmed by her must use its reaction to move up to half its speed toward the creature closest to it that it can see, provided it isn't already within 5 feet of that creature. It then must make one melee attack or melee spell attack against that creature if it is able to do so.

Vindictus (formerly “Ser Vindictus”) is fallen angel of Tyr in the service of Zariel. She led the Knights of Holy Judgment during a failed assault on a temple of Orcus to destroy the Heir of Orcus upon her birth. Even though the assault was a failure, Vindictus was able to imprison the Heir of Orcus within the temple using a set of magical chains. Vindictus was ultimately defeated and turned into a spawn of Kyuss until a group of adventurers recovered her body and gave it to the Mafisto Twins, two cultists of Zariel. Zariel resurrected Vindictus and gave her a legion of devils to command in the Blood War in Avernus.

LEGENDARY COMMANDER

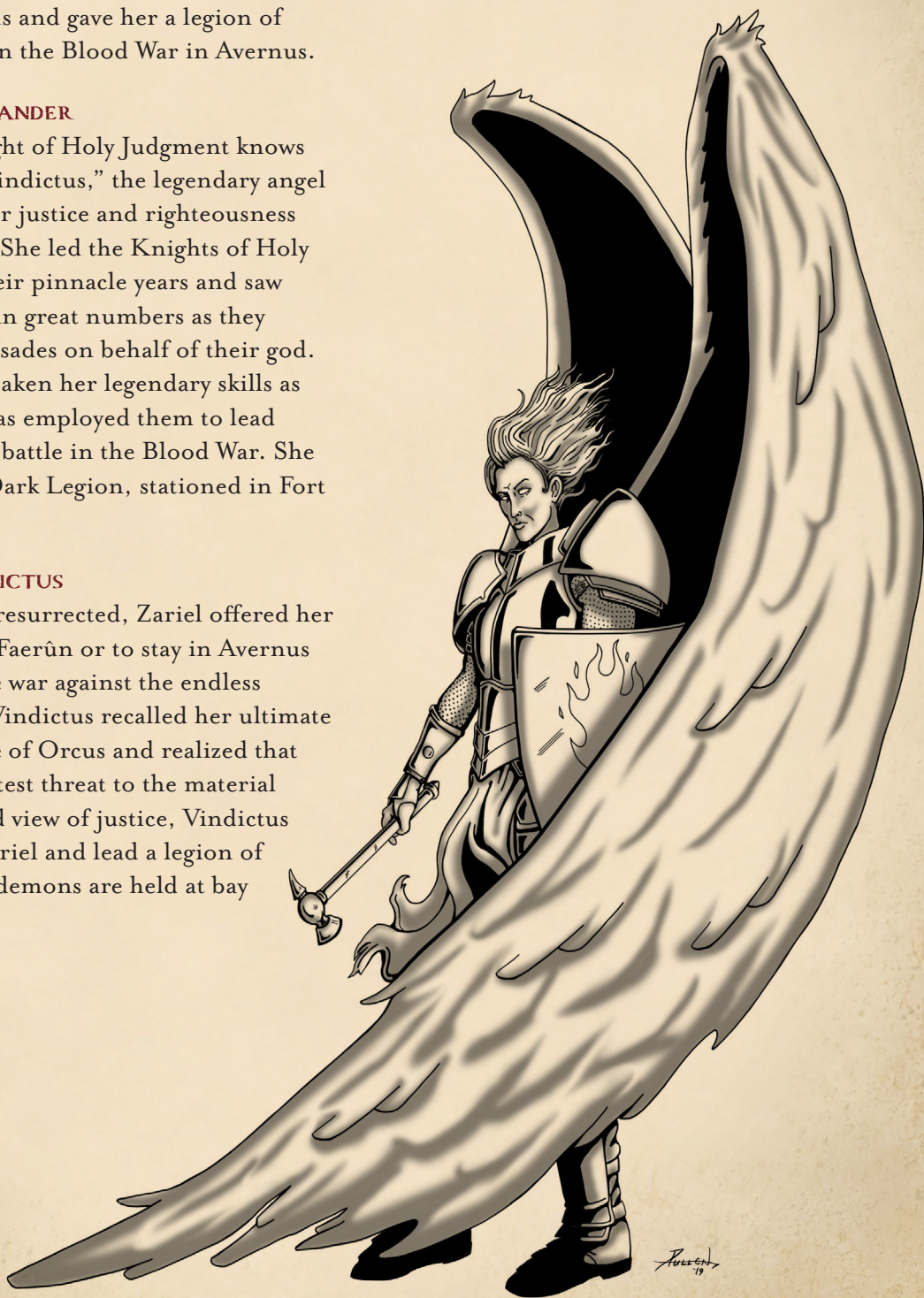
Any Paladin or Knight of Holy Judgment knows the legend of “Ser Vindictus,” the legendary angel of Tyr who fought for justice and righteousness throughout Faerûn. She led the Knights of Holy Judgment during their pinnacle years and saw their chapters grow in great numbers as they fought righteous crusades on behalf of their god. Now, Vindictus has taken her legendary skills as a commander and has employed them to lead Zariel's soldiers into battle in the Blood War. She currently leads the Dark Legion, stationed in Fort Balator in Avernus.

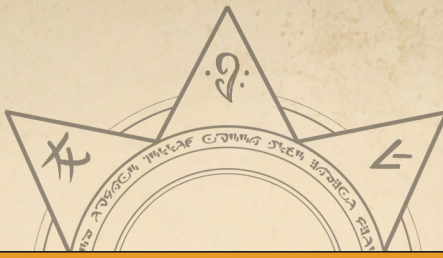
THE FALL OF VINDICTUS

After Vindictus was resurrected, Zariel offered her a choice: go back to Faerûn or to stay in Avernus and help Zariel wage war against the endless hordes of demons. Vindictus recalled her ultimate defeat in the Temple of Orcus and realized that demons are the greatest threat to the material plane. With a twisted view of justice, Vindictus chose to stay with Zariel and lead a legion of devils to ensure the demons are held at bay for eternity.

TACTICS

Vindictus always travels with the Dark Legion or a cohort of elite soldiers. She is fierce and unafraid in battle and bolsters those around her to defeat their foes. Vindictus is calm and patient, always choosing the right moment to launch an attack and able to maintain the greatest defenses against overwhelming odds.





VINDICTUS

Medium celestial, lawful evil

Armor Class 20 (plate, shield)

Hit Points 136 (16d8 + 64)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	20 (+5)

Saving Throws Str +9, Wis +10, Cha +10

Skills Athletics +9, Insight +10, Perception +10, Persuasion +10, Religion +8

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 20

Languages All, Telepathy 120 ft.

Challenge 14 (11,500 XP)

Angelic Weapons. Vindictus's weapon attacks are magical. When she hits with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).

Aura of Inspiration. Vindictus creates an aura in a 10-foot radius around her. While this aura is active, Vindictus and all creatures friendly to her in the aura have advantage on saving throws against being charmed or frightened.

Innate Spellcasting. Vindictus's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). Vindictus can innately cast the following spells, requiring no components:

At will: *detect evil and good*
1/day: *commune, raise dead*

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

Legendary Resistance (2/Day). If Vindictus fails a saving throw, she can choose to succeed instead.

Actions

Multiattack. Vindictus makes three melee attacks and uses Battlefield Leadership.

Warhammer. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 18 (4d8) radiant damage.

Shield Bash. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage plus 18 (4d8) radiant damage. If the target is a Medium or smaller creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Battlefield Leadership. Vindictus shouts military commands to one creature she can see within 30 feet of her. If the creature can hear her, it can add 1d8 to one attack roll or saving throw it makes before the start of Vindictus's next turn.

Healing Touch (3/Day). Vindictus touches another creature. The target magically regains 20 (4d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Change Shape. Vindictus magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. She reverts to her true form if she dies. Any equipment she is wearing or carrying is absorbed or borne by the new form (Vindictus's choice). In a new form, Vindictus retains her statistics and ability to speak, but her AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and she gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that she lacks.

REACTIONS

Parry. Vindictus adds 2 to her AC against one melee attack that would hit her. To do so, she must see the attacker and be wielding a melee weapon.

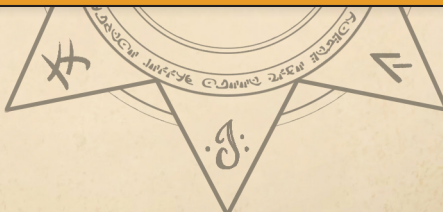
LEGENDARY ACTIONS

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

Bolster. Vindictus bolsters all friendly creatures within 30 feet of her until the end of her next turn. Bolstered creatures can't be charmed or frightened, and they gain advantage on ability checks and saving throws until the end of the Vindictus's next turn.

Hold the Line. Vindictus chooses up to three friendly willing creatures she can see within 60 feet of her and orders them to move into a defensive posture. The targets gain a +2 bonus to AC and their speed is reduced to zero until the end of Vindictus's next turn.

Command Allies (Costs 2 Actions). Vindictus chooses up to three friendly creatures she can see within 30 feet of her. If a chosen creature can see or hear Vindictus, it can immediately use its reaction to make one weapon attack, with advantage on the attack roll.



LAIR: FORT BALATOR

This lair is designed for three to seven characters levels 11 to 15.

A BRIEF HISTORY

Fort Balator is named after Balator, the legendary general and is located on the front lines of the Blood War in Avernus.

Balator was the first female pit fiend assigned as a general on the front lines of the Blood War. She valiantly led the defense against the largest demonic assault on Avernus in recorded history.

Legend attributes her defense and the actions of her elite troops, an all-female infernal force called the Fiery Legion, as the singular defense that saved Avernus from being overrun by demons. After the battle ended, Balator and the Fiery Legion were gone, never to be seen or heard from again. No one knows what happened to Balator and her forces, but it is clear that without their sacrifice and heroism, the Nine Hells might not exist today.

Today, Fort Balator serves as the headquarters of Vindictus and the Dark Legion. The Dark Legion is tasked with defending the River Styx and Avernus from demonic incursion. The Dark Legion is also responsible for field testing a new prototype weapon called *Balator's Fury*.

AREA INFORMATION

Lighting. Torches in each room are lit by a *continual flame* spell. There is bright light in each room throughout the fort.

Terrain & Dimensions. The floors and walls are made of rough dark-red stone. The ceilings are 20 feet high throughout the fort.

Magic Effects. The entire fort is protected by a forbiddance spell. The duration of the forbiddance spell is permanent and wards against magical travel throughout the entire fort.

GROUND FLOOR

L1. MAIN GATE

Four **steel devils** guard the main gate into Fort Balator. The gate is made of reinforced steel, has an AC of 19 and 100 hit points.

L2. MUSTERING HALL

The Dark Legion utilizes this hall to muster and march into battle. In case of emergencies, if the main gate is destroyed, the portcullis springs up from the floor, blocking enemies from entering. The portcullis has an AC of 19 and 50 hit points. Defenders make ranged attacks through the portcullis to thwart any enemy advances on the fort. Attached to the center column of the mustering hall is a winch that raises and lowers the portcullis.

L3. UNHOLY FOUNTAIN AND STAIRS

Soldiers in the Blood War need a place to cleanse themselves after battle. The fountain in this room is filled with a murky liquid known as unholy water. A good-aligned humanoid or celestial takes 7 (2d6) necrotic damage if they touch the unholy water. The stairs in this room lead up to area L10.

L4. DETENTION CENTER

This is a small military detention center with three cells. Each cell is made of iron bars with an AC of 19 and 50 hit points. A successful DC 15 Dexterity check using thieves' tools unlocks a cell. The warden in area L5 carries a key that unlocks these cells.

L5. WARDEN'S OFFICE

The warden of the detention center is a **pain devil** who maintains their office here. The warden keeps meticulous records of every prisoner unfortunate enough to end up in these cells.

If a character investigates the records and succeeds on a DC 16 Intelligence (Investigation) check, they discover a record of Mad Maggie, detailing their violent escape from Fort Balator.

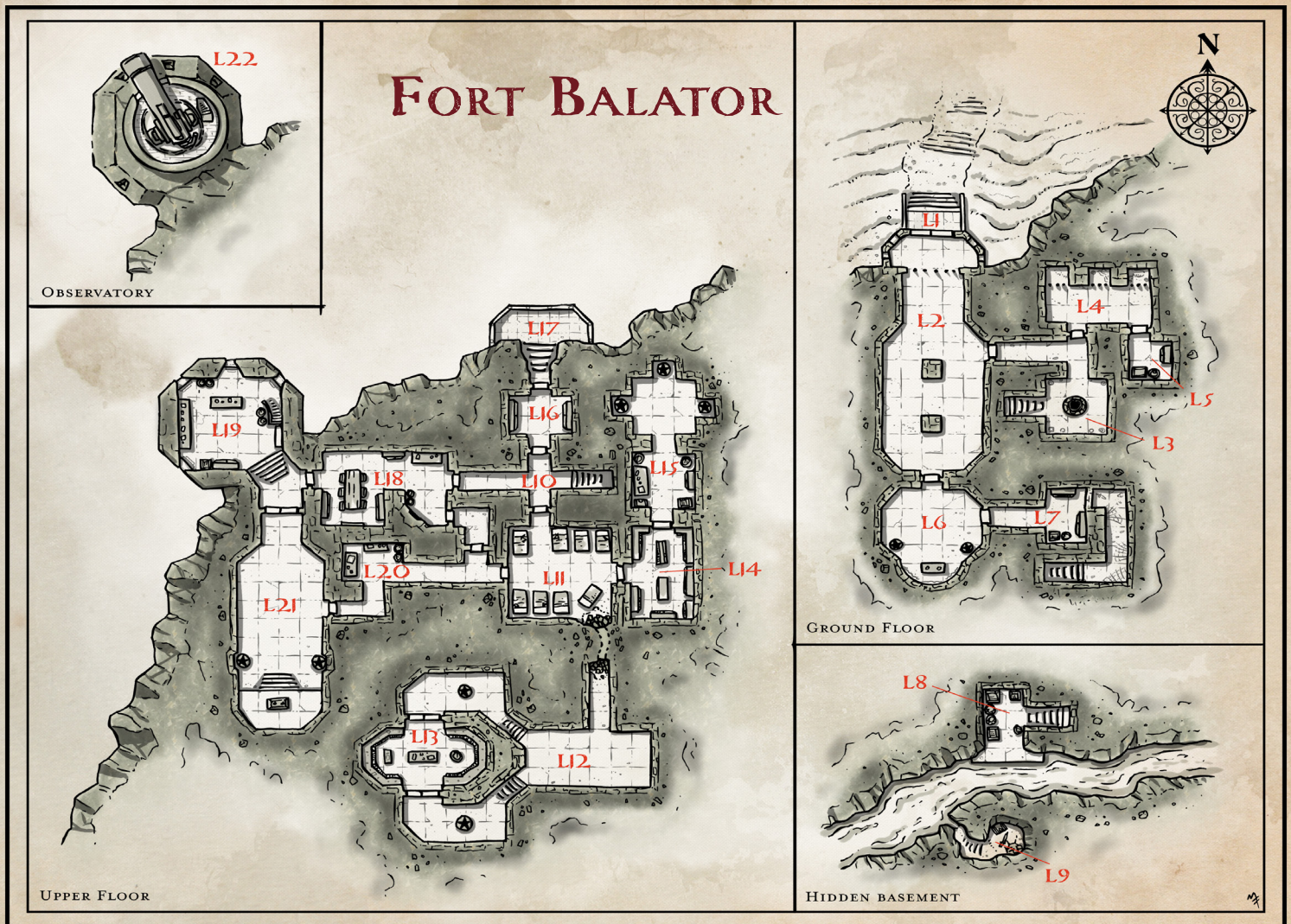
L6. BLOOD WAR MEMORIAL

Pendants, trinkets, and other memorabilia rest on a small marble table in the southern part of this room. Soldiers in the Blood War leave these tokens to remember those who fell in battle.

Two statues flank the table: one is of an erinyes eager for battle, the other of a female fallen angel gazing defiantly towards the heavens.

L7. QUARTERMASTER STOREROOM

Food, supplies, and other mundane gear fill the shelves of this room. The fort quartermaster is a stingy **forge devil** responsible for maintaining all



CARTOGRAPHY BY MISKA FREDMAN

the supplies for the Dark Legion. Characters who succeed on a DC 15 Wisdom (Perception) check notice a secret passageway. This secret passageway conceals the staircase to area L8.

HIDDEN BASEMENT

L8. LOADING DOCK

Small cargo boats deliver supplies here via the River Styx. The warden is known to bring unruly prisoners here to throw into the River Styx. A creature other than a fiend that tastes or touches the River Styx must make a DC 15 Intelligence saving throw or be affected by *feblemind*. The staircase in the loading dock leads up to area L7.

L9. GUARD POST

Four **steel devils** are always on guard duty here. They patrol and look out for enemies who might approach the fortress via the River Styx. These

guards use a small rowboat to patrol back and forth between their guard post and area L9.

UPPER FLOOR

L10. STAIRS

These stairs lead down to area L3.

L11. BARRACKS

Eight beds occupy this room, utilized by legionnaires when they are not on duty. At any given time, there are 4 **steel devils** sleeping in the barracks.

The highest-ranking legionnaire sleeps in the bed against the southeast wall. A successful DC 15 Intelligence (Investigation) check reveals the secret passage behind this bed leading to area L13.

L12. THE WAR ROOM EXTERIOR

There are two large statues atop the staircases in the north and south areas of this room. These statues depict Balator wearing heavy plate armor

and wielding an imposing red mace. There are always two erinyes guarding each entrance to area L13.

The doors to area L13 are made of adamantine, have an AC of 23 and 300 hit points. Vindictus carries a key to unlock the doors leading to area L13. Characters can pick the locks with a successful DC 20 Dexterity check using thieves' tools.

Each door is also locked by the *arcane lock* spell. Only Vindictus knows the passphrase to suppress this spell. The passphrase is: "Hell shall save us when the heavens fail to act."

L13. THE WAR ROOM INTERIOR

War plans depicting the front lines of the Blood War are sprawled upon the large table in this room. The shelves contain volumes of documents detailing the military capabilities and future war plans of the Dark Legion. If Vindictus is present at Fort Balator, she and two **erinyes** are in this room planning their next defense against an impending demonic offensive.

L14. ARMORY

This well-stocked armory contains twenty of each type of weapon listed in the Player's Handbook; each weapon is silvered. Two **forge devils** maintain the weapons in the vault.

L15. VAULT

The door to this vault is made of adamantine, has an AC of 23 and 300 hit points.

The quartermaster and Vindictus each carry a key to unlock the vault door. Characters can pick the locks with a successful DC 20 Dexterity check using thieves' tools.

The door is also locked by the *arcane lock* spell. The quartermaster and Vindictus are the only two who know the passphrase to suppress the spell. The passphrase is: "We have fallen so that Hell might rise."

Inside the vault are riches collected during the military campaigns of the legion. Three pedestals in the northern portion of the vault display the most-prized possessions of the Dark Legion. The vault contains the following:

- 2d6 gems worth 1,000 gp each
- Two pedestals, each with one item from *Magic Item Table H* in the *Dungeon Master's Guide*
- One pedestal with one item from *Magic Item Table I* in the *Dungeon Master's Guide*

L16. MILITARY LIBRARY

This small library is home to thirty tomes dedicated to the evolution of military doctrine and tactics used by devils and demons over the last millennium.

L17. BALCONY

Four erinyes are always on guard here. The balcony provides half cover against ranged attacks (+2 bonus to AC and Dexterity saving throws).

L18. MESS HALL

The legionnaires eat three meals a day in the mess hall. There is a small food preparation area in the northeast corner of the room. During meal times there are 1d4 + 2 **steel devils** dining in the mess hall.

L19. THE BASTION

This bastion is a main defensive feature of Fort Balator. Four erinyes provide overwatch against enemy attacks. Defenders utilize the arrow slits to fire upon approaching enemies. These arrow slits provide defenders with three-quarters cover (+5 bonus to AC and Dexterity saving throws).

The tables in this room have food and arrows on them to ensure the defenders do not have to leave their post. The stairwell in this room leads up to area L22.

L20. HISTORIAN'S STUDY

This room contains historical documents detailing the history of Balator and the Fiery Legion. Fort Balator's historian is Remiela (LE female **madness angel**). She is extremely knowledgeable about the Blood War and believes Balator and her legion still exist, trapped in an alternate plane of existence.

L21. THE HALL OF BALATOR

Large tapestries depicting the heroic scenes of Balator leading the defense of Avernus line the walls of this grand hall. In the south end of the room are two 15-foot tall statues of Balator, clad in armor ready for battle.

The altar in the south is maintained by a **madness angel**, the Dark Legion chaplain. The chaplain uses the altar to conduct rituals and bestow unholy blessings on legionnaires heading into battle.

OBSERVATORY

L22. BALATOR'S FURY

A massive prototype weapon dubbed *Balator's Fury* dominates the top of the observatory. This weapon is crewed and operated by three **forge devil** legionnaires. One legionnaire serves as the observer, while one charges the weapon with pure magical energy, and one serves as the fire control officer. *Balator's Fury* has AC 19 and 200 hit points. It is immune to poison and psychic damage. In combat, *Balator's Fury* and the crew share the same initiative. As an action, the fire control officer fires four energy charges from *Balator's Fury*.

Energy Charges. Ranged Weapon Attack: +10 to hit, range 600/2,400 ft., one target. Hit: 78 (12d12) force damage.



APPENDIX 2: NPCs



whom it would not be accurate to describe as evil, but who still utilize unconventional powers. These may be adherents of a neutral-aligned god, or they may be apostates from a good-aligned church.

In any case, these heterodox clerics often find themselves embroiled in the tumult of the Blood War.



DARK PRIEST

Abyssal cult leaders, clerics of cruel gods, and those who wield darker powers have a sinister reputation. However, there are those who walk a cosmological grey area, to

DARK PRIEST

Medium humanoid, any non-good alignment

Armor Class 15 (breastplate)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	13 (+1)	16 (+3)	14 (+2)

Saving Throws Wis +6

Skills Religion +4

Senses passive Perception 13

Languages Any three languages

Challenge 6 (2300 XP)

Spellcasting. The priest is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrip (at will): *guidance, thaumaturgy, toll the dead*

1st level (4 slots): *command, cure wounds, inflict wounds*

2nd level (3 slots): *augury, silence, spiritual weapon*

3rd level (3 slots): *bestow curse, speak with dead, spirit guardians*

4th level (3 slots): *divination, guardian of faith, locate creature*

5th level (2 slots): *flame strike, raise dead*

ACTIONS

Multiattack. The priest makes two melee attacks.

Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage..

HORIZON WALKER

Horizon walkers are special types of rangers who act as interplanar guardians and warriors. Usually, they seek to neutralize otherworldly threats like demons and devils. Sometimes, however, they take on other roles, such as interplanar bounty hunter.

Because horizon walkers often move between the planes, they tend to make friends and enemies across all corners of the multiverse. In battle, horizon walkers use magic and teleportation to augment their attacks and mobility.

HORIZON WALKER

Medium humanoid, any alignment

Armor Class 16 (studded leather)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	14 (+2)	16 (+3)	10 (+0)

Saving Throws Dex +7, Wis +6
Skills Acrobatics +7, Arcana +5, Perception +6, Stealth +7
Senses passive Perception 16
Languages Any two languages
Challenge 7 (2,900 XP)

Distant Strike (1/Turn). When the horizon walker takes the Attack action, it can teleport up to 15 before an attack to an unoccupied space it can see within 5 feet of the creature it attacks.

Evasion. If the horizon walker is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the walker instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Supernatural Attacks. The horizon walker's attacks are magical and deal additional force damage (included in the attack).

Innate Spellcasting. The horizon walker's innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day: *detect magic*, *misty step*

2/day: *haste*

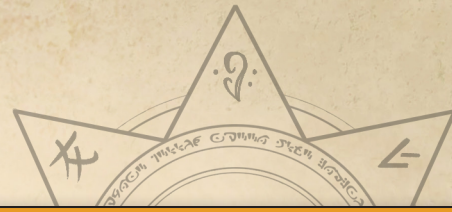
1/day: *etherealness*

ACTIONS

Multiattack. The walker makes two melee or two ranged attacks.

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

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 15 (2d10 + 4) force damage.



THRALL

Medium humanoid, any alignment

Armor Class 11 (leather)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

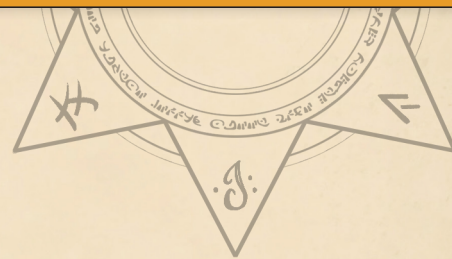
STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	6 (-2)	8 (-1)	4 (-3)

Condition Immunities charmed, frightened
Senses passive Perception 9
Languages Any one language (usually Common)
Challenge 1/4 (50 XP)

Compelled Fortitude (1/Turn). If damage reduces the thrall to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is from a critical hit. On a success, the thrall drops to 1 hit point instead.

ACTIONS

Greatclub. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage.



THRALL

Thralls are individuals who have had their minds broken by the will of another. This is usually accomplished through magical means, but there are some who are broken by torture and trauma. Their masters are mages, fiends, evil fey, or cruel tyrants. The mental damage they have endured makes it difficult for them to remember who they once were, and their sense of self is eroded.



MONSTER SLAYER

Monster slayers are a type of ranger who dedicate themselves to hunting down and killing malicious creatures like dragons, fiends, undead, and evil fey.

They tailor their spellcasting to counter the supernatural abilities of monsters and track them down should they attempt to flee.

MONSTER SLAYER

Medium humanoid, any alignment

Armor Class 16 (studded leather)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	15 (+2)	12 (+1)

Saving Throws Dex +7, Wis +5, Cha +4

Skills Arcana +5, Investigation +5, Perception +5, Religion +5, Stealth +7

Senses passive Perception 15

Languages Any two languages

Challenge 5 (1,800 XP)

Crossbow Expert. The monster slayer ignores the reload property of crossbows. Also, hostile creatures within 5 feet do not impose disadvantage on ranged attacks.

Slayer's Mark (3/Day). The monster slayer can use a bonus action to mark a creature for up to 1 hour. The monster slayer

deals two additional damage die with weapon attacks against a marked creature. Only one creature can be marked at a time. Additionally, the monster slayer has advantage on saving throws against a marked creature.

Marked For Death. Weapon attacks from the monster slayer against creatures marked by Slayer's Mark count as magical for the purposes of overcoming damage resistance.

Spellcasting. The monster slayer is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The monster slayer has the following ranger spells prepared:

1st level (4 slots): *detect magic, protection from evil and good*

2nd level (3 slots): *lesser restoration, silence, zone of truth*

3rd level (2 slots): *counterspell, daylight*

ACTIONS

Multiattack. The slayer makes two melee or two ranged attacks.

Silvered Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Hand Crossbow (Silvered Bolts). *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

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ELVEN TOWER CARTOGRAPHY

Elven Tower is a powerhouse of map creation and writing. [The homonymous website](#) features hundreds of maps anyone can reference and find quick adventures and immersive locations. Elven Tower earned a silver ENnie two years in a row.