

Name:	Amnizu						
Class & Lvl	Medium Fiend 4					Init	+1
Race	Devil (amnizu)					Alignment	LE
AC	20 (Natural armor)						
	Stat	Mod	Save		Stat	Mod	Save
STR	11	+0	+0	INT	20	+5	+5
DEX	13	+1	+3	WIS	12	+1	+3
CON	16	+3	+5	CHA	18	+4	+6
SPEED	30ft, Fly 40ft						
Skills							
Perception	+3						
Stealth	+1						
PROF	+2						
	Attack		Reach/Range	Bonus	Type		Damage
	Disruptive Touch		5ft	+7	Necrotic		3d10
	Taskmaster's Cane		5ft	+2	Blunt + Force		1d4+2d10
	Fire Bolt		120ft	+7	Fire		1d10
HP	32						
Special/Notes							
Darkvision & Devil's Sight: 120ft							
Fiendish Resilience: You have advantage on saving throws versus the charmed and poisoned conditions.							
Magic Resistance: You have advantage on saving throws versus spells and other magical effects.							
Innate Spellcasting: Intelligence based; Spell Save DC15, Spell Attack bonus +7.							
3/Rest each: Charm Person, Command.							
1/Rest each: Dominate Monster, Feeblemind							
Multiattack: As a single Attack action , you may make one melee attack and use Poison Mind .							
Poison Mind: You may target up to 2 creatures that you can see within 60ft. Each target must make a DC15 Wis saving throw or be blinded until the start of your next turn.							
Forgetfulness (Recharge 6): As an action , you may target a creature that you can see within 60ft. That target must make a DC15 Int saving throw or be stunned for 10 rounds. The target may repeat this save at the end of each of its turn, ending the effect and becoming immune to future uses from you.							
Instinctive Charm: As a reaction when you are the target of another creature's attack roll and that attacker is within 60ft and can be seen by you, you can force the attacker to make a DC15 Wis saving throw. If the attacker fails, it must target the closest creature to it, besides you, as the target of its attack. If the attacker successfully saves, it is immune to this effect from you.							

Name:	Armanite						
Class & Lvl	Large Fiend 3					Init	+4
Race	Demon (armanite)					Alignment	CE
AC	16 (Natural armor)						
	Stat	Mod	Save		Stat	Mod	Save
STR	18	+4	+4	INT	8	-1	-1
DEX	18	+4	+4	WIS	12	+1	+1
CON	18	+4	+4	CHA	13	+1	+1
SPEED	60ft						
Skills							
Perception	+1						
Stealth	+4						
PROF	+2						
	Attack		Reach/Range	Bonus	Type	Damage	
Hooves			5ft	+6	Blunt	2d6+4	
Claws			5ft	+6	Slashing	2d4+4	
Serrated Tail			10ft	+6	Slashing	2d10+4	
HP	30						
Special/Notes							
Darkvision: 120ft							
Demonic Resilience: You have advantage on saving throws versus the poisoned condition.							
Follow Through: If you successfully hit a target with your Hooves , you may immediately use a Bonus action to make an attack against the same target with your Claws .							
Lightning Lance (Recharge 5-6): As an action , you can hurl a bolt of lightning in a 60ft straight line 10ft wide. Each target in that path must make a DC14 Dex saving throw or take 3d8 lightning damage on a failed save, or half that on a successful one.							

Name:	Babau Type I						
Class & Lvl	Medium Fiend 2					Init	+2
Race	Fiend (Demon)					Alignment	CE
AC	15 (natural armor)						
	Stat	Mod	Save		Stat	Mod	Save
STR	15	+2	+2	INT	11	+0	+0
DEX	14	+2	+2	WIS	12	+1	+1
CON	14	+2	+2	CHA	13	+1	+1
SPEED	40ft						
Skills							
Perception	+5						
Stealth	+4						
PROF	+2						
	Attack		Reach/Range	Bonus	Type	Damage	
Claws			5ft	+4	Slashing	1d8+2	
Dagger			5ft(20ft/60ft)	+4	Piercing	1d4+2	
HP	14						
Special/Notes							
Darkvision: 120ft							
Multiattack: As a single Attack action , you may make a single claw attack and use your Weakening Gaze ability.							
Weakening Gaze: Choose one target that you can see within 20ft. That target must make a DC12 Con saving throw. On a failure the target deals only half damage its attacks that use Str for 10rds. The target may repeat this save at the end of each of its turns to remove this effect.							

Name:	Babau Type II						
Class & Lvl	Medium Fiend 3					Init	+3
Race	Fiend (Demon)					Alignment	CE
AC	16 (natural armor)						
	Stat	Mod	Save		Stat	Mod	Save
STR	19	+4	+4	INT	11	+0	+0
DEX	16	+3	+3	WIS	12	+1	+1
CON	16	+3	+3	CHA	13	+1	+1
SPEED	40ft						
Skills							
Perception	+5						
Stealth	+5						
PROF	+2						
	Attack		Reach/Range	Bonus	Type	Damage	
Claws			5ft	+6	Slashing	1d8+4	
Dagger			5ft (20ft/60ft)	+6	Piercing	1d4+4	
Spear			5ft (20ft/60ft)	+6	Piercing	1d6+4, Versatile (d8)	
HP	24						
Special/Notes							
Darkvision: 120ft							
Multiattack: As a single Attack action , you may make two (attacks), one with your claws and one with your spear . In addition you may use your Weakening Gaze ability before or after these attacks.							
Weakening Gaze: Choose one target that you can see within 20ft. That target must make a DC12 Con saving throw. On a failure the target deals only half damage its attacks that use Str for 10rds. The target may repeat this save at the end of each of its turns to remove this effect.							
Innate Spellcasting: Wisdom based. Spell Save DC11.							
1/day each: Darkness, Fear, Heat Metal, Levitate							

Name:	Legion Barbed Devil Type II						
Class & Lvl	Medium Fiend 3					Init	+3
Race	Devil (barbed devil)					Alignment	LE
AC	15 (natural armor)						
	Stat	Mod	Save		Stat	Mod	Save
STR	16	+3	+3	INT	12	+1	+1
DEX	17	+3	+3	WIS	14	+2	+2
CON	18	+4	+4	CHA	14	+2	+2
SPEED	30ft						
Skills							
Perception	+6						
Stealth	+3						
Deception	+4						
Insight	+4						
PROF	+2						
	Attack		Reach/Range	Bonus	Type		Damage
	Cleaver		5ft(20ft/60ft)	+5	Slashing		1d6+3
	Claws		5ft	+5	Piercing		1d6+2
	Tail		5ft	+5	Piercing		2d6+2
	Hurl Flame		150ft	+5	Flame		3d6
HP	27						
Special/Notes							
Darkvision & Devil's Sight: 120ft and this vision is not impeded by magical darkness							
Barbed Hide: At the start of your turn, you deal 1d10 piercing damage to anyone grappling you.							
Demonic Resistances: You take half damage from cold , fire and poison . In addition, you have advantage on saving throws versus the poisoned condition.							
Multiattack: As a single Attack action , you may make two attacks, one with your cleaver and one with either your Claw , Tail , or Hurl Flame .							
Improved Hurl Flame: Using this ability while within 5ft of a hostile target no longer provokes an opportunity attack.							

Name:	Barnabus the Flameskull						
Class & Lvl	Small Undead 2					Init	+2
Race	Flameskull					Alignment	NE
AC	12						
	Stat	Mod	Save		Stat	Mod	Save
STR	1	-5	-5	INT	14	+2	+2
DEX	15	+2	+2	WIS	10	+0	+0
CON	14	+2	+2	CHA	11	+0	+0
SPEED	0ft, Fly 40ft						
Skills							
Perception	+2						
Stealth	+2						
Arcana	+4						
PROF	+2						
	Attack	Reach/Range	Bonus	Type	Damage		
	Fire Ray	30ft	+4	Fire	3d6		
HP	10						
Special/Notes							
Darkvision: 60ft							
Resistances: You take half damage from fire . In addition, you have advantage on saving throws against the charmed, frightened, paralyzed, and poisoned conditions.							
Illumination: You can emit bright light in a 15ft radius, and dim light for another 15ft.							
Spellcasting: Intelligence based, Spell Save DC12, Spell Attack +4.							
Cantrips (at will): Mage Hand							
1st Lvl (3 Slots): Magic Missile, Shield							

Name:	Bulezau						
Class & Lvl	Medium Fiend 3					Init	+2
Race	Demon (bulezau)					Alignment	CE
AC	14 (Natural armor)						
	Stat	Mod	Save		Stat	Mod	Save
STR	15	+2	+2	INT	8	-1	-1
DEX	14	+2	+2	WIS	9	-1	-1
CON	17	+3	+3	CHA	6	-2	-2
SPEED	40ft						
Skills							
Perception	-1						
Stealth	+2						
PROF	+2						
	Attack		Reach/Range	Bonus	Type	Damage	
Barbed Tail			5ft	+4	Piercing	1d12+2+disease	
Dart			20ft/60ft	+4	Piercing	1d4+2	
HP	24						
Special/Notes							
Darkvision: 120ft							
Demonic Resistances: You take half damage from cold, fire, lightning, and poison . In addition, you have advantage on saving throws versus the charmed, frightened, and poisoned conditions.							
Rotting Presence: When any creature starts its turn within 30ft of you, it must succeed on a DC13 Con saving throw or take 1d6 necrotic damage.							
Standing Leap: You may long jump upto 20ft and your high jump is 10ft, with or without a running start.							
Sure-Footed: You have advantage on Str and Dex saving throws agianst being knocked prone .							
Barbed Tail: When you hit a target with your Barbed Tail , it must make a DC13 Con saving throw agianst disease or become poisoned until the disease ends. While poisoned in this way, the target must repeat the save at the start of each of its turns, taking 1d8 disease damage on a failure or removing the effect on a success.							

Name:	Firbolg Druid						
Class & Lvl	Medium Humanoid 4					Init	+1
Race	Firbolg					Alignment	NG
AC	13 (leather armo)						
	Stat	Mod	Save		Stat	Mod	Save
STR	14	+2	+2	INT	10	+0	+2
DEX	12	+1	+1	WIS	18	+4	+6
CON	14	+2	+2	CHA	10	+0	+0
SPEED	30ft						
Skills							
Perception	+6	Perception	+6				
Stealth	+1	Survival	+6				
Athletics	+4						
Nature	+2						
PROF	+2						
	Attack	Reach/Range	Bonus	Type	Damage		
	Quarterstaff	5ft	+4	Blunt	1d6+2 (Versatile d8)		
	Dagger	5ft (20ft/60ft)	+4	Piercing	1d4+2		
HP	28						
Special/Notes							
Firbolg Magic: You may cast Detect Magic at will.							
Hidden Step: As a bonus action you may turn invisible until the start of your next turn or do something to break the invisibility as per the spell.							
Unicorn Spirit Totem (1/Rest): As a Bonus action on your turn, you may summon the Spirit of the Unicorn in a point that you can see within 60ft. The Unicorn Spirit creates a 30ft aura around it and you may use your Bonus action to move the Unicorn another 60ft to a point you can see. The Spirit remains for 10 rounds or until you are incapacitated. While it exists, you and all of your allies have advantage on all ability checks to detect creatures inside of its aura. Also, should you cast a spell to heal a creature, each creature in the aura of your choice is also healed 4 hit points.							
Spellcaster: Wisdom based; Spell Save DC14, Spell Attack Bonus +6.							
Cantrips (at will): Frostbite, Produce Flame, Shillelah, Thorn Whip							
1st Lvl (4 Slots): Entangle, Faerie Fire, Healing Word, Thunderwave							
2nd Lvl (3 Slots): Barkskin, Heat Metal, Lesser Restoration, Spike Growth							

Name:	Glabrezu						
Class & Lvl	Large Fiend 3					Init	+1
Race	Demon (glabrezu)					Alignment	CE
AC	16 (Natural armor)						
	Stat	Mod	Save		Stat	Mod	Save
STR	18	+4	+4	INT	17	+3	+3
DEX	13	+1	+1	WIS	15	+2	+2
CON	19	+4	+4	CHA	14	+2	+2
SPEED	40ft						
Skills							
Perception	+2						
Stealth	+1						
PROF	+2						
	Attack		Reach/Range	Bonus	Type	Damage	
Pincers			10ft	+6	Blunt	2d10+4+grapple	
Fist			5ft	+6	Blunt	2d4+2	
HP	30						
Special/Notes							
Darkvision: 120ft							
Demonic Resistance: You have advantage on saving throws versus the poisoned condition.							
Innate Spellcasting: Intelligence Based; Spell Save DC13, Spell Attack Bonus +5							
At Will each: Fire Bolt							
1/Day each: Darkness, Confusion							
Pincer Grapple: When you successfully hit a target with your Pincers , that target is automatically grappled (Escape DC14) . While you have a target grappled in this way, you may use a Bonus action to attack the target with your Fists . You may have no more than 2 targets grappled in this manner at a time.							

Name:	Haruman						
Class & Lvl	Medium Fiend 4					Init	+0
Race	Devil (narzugon)					Alignment	LE
AC	18 (Plate armor)						
	Stat	Mod	Save		Stat	Mod	Save
STR	20	+5	+5	INT	16	+3	+3
DEX	10	+0	+2	WIS	14	+2	+2
CON	17	+3	+5	CHA	19	+4	+6
SPEED	30ft						
Skills							
Perception	+4						
Stealth	+0						
PROF	+2						
	Attack	Reach/Range	Bonus	Type	Damage		
	Hellfire Blade	5ft	+7	Slashing + Fire	2d6+5+1d10		
	Dagger	5ft (20ft/60ft)	+7	Piercing	1d4+5		
HP	32						
Special/Notes							
Darkvision: 120ft							
Fiendish Resilience: You have advantage on saving throws versus the charmed , frightened , and poisoned conditions.							
Diabolical Sense: You have advantage on Perception checks to percieve good-aligned creatures.							
Infernal Command: You may issue a command to your allies within 60ft of you that grants them and yourself immunity to the charmed and frightened conditions until the end of your next turn.							
Terrifying Command: You may issue a command to each target that can hear you within 60ft, forcing them to make a DC14 Cha saving throw or become frightened for 10 rounds. The targets affected may repeat this saving throw at the end of each of their turns, ending the effect and granting them immunity to it until you take a Rest.							
Multiattack: As a single attack action, you may issue either an Infernal Command or a Terrifying Command . You may also make two (2) attacks with your Hellfire Blade .							

Name:	Legion Bone Devil						
Class & Lvl	Large Fiend 4					Init	+3
Race	Devil (bone devil)					Alignment	LE
AC	19 (Natural armor)						
	Stat	Mod	Save		Stat	Mod	Save
STR	18	+4	+4	INT	13	+1	+3
DEX	16	+3	+3	WIS	14	+2	+4
CON	18	+4	+4	CHA	16	+3	+5
SPEED	40ft, Fly 40ft						
Skills							
Perception	+2						
Stealth	+3						
Deception	+5						
Insight	+4						
PROF	+2						
	Attack		Reach/Range	Bonus	Type		Damage
Glaive			10ft	+6	Slashing		2d10+4
Claw			10ft	+6	Slashing		1d8+4
Sting			10ft	+6	Piercing+Poison		2d8+4+1d8+poisoned
Bone Dart			20ft/60ft	+5	Piercing		1d6+3
HP	40						
Special/Notes							
Darkvision & Devil's Sight: 120ft; this vision is not impeded by magical darkness.							
Fiendish Resilience: You have advantage on saving throws versus the poisoned condition.							
Poisonous Sting: When you successfully deal damage with your Sting , that target must make a DC14							
Con saving throw or become poisoned for 10rds. The target may repeat this save at the end of each of its turns to remove this effect.							
Multiattack: As a single Attack action , you may make three (3) attacks, one with your Glaive , one with your Claw , and one with your Sting . Alternatively, you may make three ranged attacks with your Bone Dart .							

Name:	Legion Bearded Devil (with Glaive or Pike)						
Class & Lvl	Medium Fiend 3					Init	+2
Race	Devil (bearded devil)					Alignment	LE
AC	13 (Natural armor)						
	Stat	Mod	Save		Stat	Mod	Save
STR	16	+3	+3	INT	9	-1	-1
DEX	15	+2	+2	WIS	11	+0	+0
CON	15	+2	+2	CHA	11	+0	+0
SPEED	30ft						
Skills							
Perception	+0						
Stealth	+2						
PROF	+2						
	Attack		Reach/Range	Bonus	Type	Damage	
Glaive			10ft	+5	Slashing	1d10+3+Hellish Wound	
	or						
Pike			10ft	+5	Piercing	1d10+3+Hellish Wound	
Beard			5ft	+5	Piercing	1d8+2+Hellish Infection	
Dart			20ft/60ft	+4	Piercing	1d4+2	
HP	21						
Special/Notes							
Darkvision & Devil's Sight: 120ft and this sight is not impeded by magical darkness.							
Fiendish Resistances: You take half damage from cold , fire and poison . In addition, you have advantage on saving throws versus the poisoned condition.							
Hellish Wound: When you wound a target with your Glaive or Pike , that target must make a DC12 Con saving throw or take 1d10 damage at the start of each of its turns. Any creature can take an Action to stanch the wound and stop this effect and magical healing will end the effect as well.							
Hellish Infection: When you wound a target with your Beard , that target must make a DC12 Con saving throw or become poisoned . While poisoned in this way, the target cannot regain hit points in any way. The target may repeat this save at the end of each of its turns to end this effect.							

Name:	Legion Chain Devil						
Class & Lvl	Medium Fiend 4					Init	+2
Race	Devil (chain devil)					Alignment	LE
AC	18 (Natural armor)						
	Stat	Mod	Save		Stat	Mod	Save
STR	18	+4	+4	INT	11	+0	+0
DEX	15	+2	+2	WIS	12	+1	+3
CON	18	+4	+6	CHA	14	+2	+4
SPEED	30ft						
Skills							
Perception	+1						
Stealth	+2						
PROF	+2						
	Attack	Reach/Range	Bonus	Type	Damage		
Chains		10ft	+6	Slashing	2d6+4+grappled		
Dagger		5ft (20ft/60ft)	+6	Piercing	1d4+4		
HP	36						
Special/Notes							
Darkvision & Devil's Sight: 120ft, this vision is not impeded by magical darkness.							
Fiendish Resilience: You have advantage on saving throws versus the poisoned condition.							
Magical Resistance: You have advantage on saving throws versus spells and other magical effects.							
Animated Chains: Whenever you strike a target with your Chains , that target is automatically grappled (Escape DC14). While a target is grappled in this way, that target is also restrained and takes 1d6 points of piercing damage at the start of each of its turns.							
Multiattack: As a single Attack action , you may make four (4) attacks with your Chains .							
Unnerving Mask: As a reaction , when a target you can see starts its turn within 30ft of you, you can create an illusion of the face of one of the targets departed loved ones or hated enemies. The target must make a DC12 Wis saving throw or be frightened until the end of its turn.							

Name:	Legion Imp						
Class & Lvl	Small Fiend 2					Init	+2
Race	Devil (imp)					Alignment	LE
AC	12						
	Stat	Mod	Save		Stat	Mod	Save
STR	6	-2	-2	INT	11	+0	+0
DEX	15	+2	+2	WIS	12	+1	+1
CON	13	+1	+1	CHA	14	+2	+2
SPEED	20ft, Fly 40ft						
Skills							
Perception	+1	Persuasion	+4				
Stealth	+4						
Deception	+4						
Insight	+3						
PROF	+2						
	Attack	Reach/Range	Bonus	Type	Damage		
	Sting	5ft	+4	Piercing	1d4+2+poison		
	Fire Bombs	20ft/60ft	+4	Fire	1d4+burning		
HP	8						
Special/Notes							
Darkvision & Devil's Sight: 120ft and vision is not impeded by magical darkness.							
Fiendish Resistances: You have advantage on saving throws versus the poisoned condition							
Poison Stinger: When you hit a target with your Sting , that target must succeed on a DC11 Con saving throw or take 2d6 poison damage, or half that on a successful save.							
Fire Bombs: When you hit a target with your Fire Bombs , that target must make a DC11 Dex saving throw or take another 1d4 fire damage at the start of the target's next turn.							

Name:	Legion Pit Fiend							
Class & Lvl	Large Fiend 4						Init	+2
Race	Devil (pit fiend)						Alignment	LE
AC	19 (Natural armor)							
	Stat	Mod	Save		Stat	Mod	Save	
STR	23	+6	+6	INT	18	+4	+4	
DEX	14	+2	+4	WIS	16	+3	+5	
CON	21	+5	+7	CHA	20	+5	+5	
SPEED	30ft, Fly 60ft							
Skills								
Perception	+3							
Stealth	+2							
PROF	+2							
	Attack		Reach/Range	Bonus	Type		Damage	
	Infernal Battle Standard		10ft	+7	Blunt+Fire		3d6+5+1d6	
	Bite		5ft	+7	Piercing		2d6+5+poison	
	Claw		10ft	+7	Slashing		2d8+5	
	Tail		10ft	+7	Blunt		2d10+5	
HP	44							
Special/Notes								
Truesight: 120ft								
Fiendish Resilience: You have advantage on saving throws versus the poisoned condition.								
Fear Aura: Any target hostile to you that starts its turn within 20ft of you must make a DC15 Wis								
saving throw or become frightened until the start of its next turn. If a target succeeds on this								
save, they are immune to your power until you take a Rest.								
Poisonous Bite: When you successfully deal damage with your Bite attack, that target must make a								
DC15 Con saving throw or become poisoned . While poisoned in this way, the target cannot regain								
hit points and takes 1d10 points of poison damage at the start of each of its turns. The target may								
repeat this save at the end of each of its turns to end this effect.								
Multiattack: As a single Attack action, you may make three (3) attacks, one with your Battle Standard ,								
one with your Bite , and one with either your Claw or your Tail .								
Innate Spellcasting: Charisma based; Spell Save DC15, Spell Attack +7.								
At Will: Detect Magic, Burning Hands								
3/Day Each: Hold Monster, Scorching Ray								

Name:	Mad Maggie						
Class & Lvl	Medium Fiend 4					Init	+2
Race	Night Hag					Alignment	NE
AC	17 (Natural armor)						
	Stat	Mod	Save		Stat	Mod	Save
STR	18	+4	+4	INT	16	+3	+3
DEX	15	+2	+2	WIS	14	+2	+2
CON	16	+3	+3	CHA	16	+3	+3
SPEED							
Skills							
Perception	+4						
Stealth	+4						
Deception	+5						
Insight	+4						
PROF	+2						
	Attack	Reach/Range	Bonus	Type	Damage		
Claws		5ft	+6	Slashing	2d8+4		
HP	32						
Special/Notes							
Darkvision: 120ft							
Hag's Fortitude: You take half damage from cold and fire . In addition, you are immune to the charmed condition.							
Magic Resistance: You have advantage on saving throws versus spells and other magical effects.							
Innate Spellcasting: Charisma based; Spell Save DC13, Spell Attack Bonus +5							
At Will: Detect Magic, Magic Missile							
2/Rest each: Ray of Enfeeblement, Sleep							

Name:	Merrenoloth						
Class & Lvl	Medium Fiend 2					Init	+2
Race	Daemon (merrenoloth)					Alignment	NE
AC	12						
	Stat	Mod	Save		Stat	Mod	Save
STR	8	-1	-1	INT	15	+2	+2
DEX	15	+2	+2	WIS	13	+1	+1
CON	10	+0	+0	CHA	11	+0	+0
SPEED	30ft, Swim 40ft						
Skills							
Perception	+3	Survival	+3				
Stealth	+2						
History	+4						
Nature	+4						
PROF	+2						
	Attack	Reach/Range	Bonus	Type	Damage		
Oar		5ft	+4	Slashing	2d4+2		
Dagger		5ft (20ft/60ft)	+4	Piercing	1d4+2		
HP	10						
Special/Notes							
Blindsight: 60ft; Darkvision: 60ft							
Daemonic Resistances: You have advantage on saving throws versus the poisoned condition.							
Innate Spellcasting: Intelligence based. Spell Save DC12.							
1/day each: Charm Person, Darkness, Detect Magic, Gust of Wind							
3/day: Control Water							
Multiattack: As a single Attack Action , you may make one (1) attack with your oar and use your Fear Gaze ability.							
Fear Gaze: You can target a creature that you can see within 60ft. That target must make a DC12 Wis saving throw or become frightened for 10 rounds. The target may repeat the save at the end of each of its turns to remove the effect.							

Name:	Mickey the Flesh Golem							
Class & Lvl	Large Construct 3						Init	-1
Race	Fiendish Flesh Golem						Alignment	None
AC	12 (Natural armor)							
	Stat	Mod	Save		Stat	Mod	Save	
STR	19	+4	+4	INT	7	-2	-2	
DEX	9	-1	-1	WIS	10	+0	+0	
CON	19	+4	+4	CHA	5	-3	-3	
SPEED	30ft, Fly 30ft (hover)							
Skills								
Perception	+0							
Stealth	-1							
PROF	+2							
	Attack		Reach/Range	Bonus	Type		Damage	
Slam			5ft	+6	Blunt		2d10+4	
Bone Spur			20ft/60ft	+6	Piercing		1d6+4	
HP	30							
Special/Notes								
Darkvision: 60ft								
Construct Body: You have advantage on saving throws versus the charmed, exhaustion, frightened, paralyzed, petrified, and poisoned conditions. In addition, you do not need to breathe, eat or sleep.								
Immutable Form: You are immune to any effect that would alter your shape.								
Lightning Absorption: If you are struck by an effect or an attack that would cause lightning damage, you instead take no damage, and are healed a number of hit points equal to the damage you would have taken.								
Magic Resistance: You have advantage against spells and other magical effects.								

Name:	Narzugon						
Class & Lvl	Medium Fiend 4					Init	+0
Race	Devil (narzugon)					Alignment	LE
AC	18 (Plate armor)						
	Stat	Mod	Save		Stat	Mod	Save
STR	20	+5	+5	INT	16	+3	+3
DEX	10	+0	+2	WIS	14	+2	+2
CON	17	+3	+5	CHA	19	+4	+6
SPEED	30ft						
Skills							
Perception	+4						
Stealth	+0						
PROF	+2						
	Attack		Reach/Range	Bonus	Type	Damage	
	Hellfire Lance		10ft	+7	Piercing + Fire	1d12+5+1d10	
	Dagger		5ft (20ft/60ft)	+7	Piercing	1d4+5	
HP	32						
Special/Notes							
Darkvision: 120ft							
Fiendish Resilience: You have advantage on saving throws versus the charmed , frightened , and poisoned conditions.							
Diabolical Sense: You have advantage on Perception checks to percieve good-aligned creatures.							
Infernal Command: You may issue a command to your allies within 60ft of you that grants them and yourself immunity to the charmed and frightened conditions until the end of your next turn.							
Terrifying Command: You may issue a command to each target that can hear you within 60ft, forcing them to make a DC14 Cha saving throw or become frightened for 10 rounds. The targets affected may repeat this saving throw at the end of each of their turns, ending the effect and granting them immunity to it until you take a Rest.							
Multiattack: As a single attack action, you may issue either an Infernal Command or a Terrifying Command . You may also make two (2) attacks with your Hellfire Lance .							

Name:	Narzugon on Nightmare						
Class & Lvl	Large Fiend 4					Init	+2
Race	Devil (narzugon) and Nightmare					Alignment	LE
AC	18 (Plate armor)						
	Stat	Mod	Save		Stat	Mod	Save
STR	20	+5	+5	INT	16	+3	+3
DEX	15	+2	+4	WIS	14	+2	+2
CON	17	+3	+5	CHA	19	+4	+6
SPEED	60ft, Fly 90ft						
Skills							
Perception	+4						
Stealth	+0						
PROF	+2						
	Attack	Reach/Range	Bonus	Type	Damage		
	Hellfire Lance	10ft	+7	Piercing + Fire	1d12+5+1d10		
	Dagger	5ft (20ft/60ft)	+7	Piercing	1d4+5		
	Hooves	5ft	+7	Blunt + Fire	2d8+5+2d6		
HP	36						
Special/Notes							
Darkvision: 120ft							
Fiendish Resilience: You take half damage from fire . You have advantage on saving throws versus the charmed , frightened , and poisoned conditions.							
Diabolical Sense: You have advantage on Perception checks to perceive good-aligned creatures.							
Infernal Command: You may issue a command to your allies within 60ft of you that grants them and yourself immunity to the charmed and frightened conditions until the end of your next turn.							
Terrifying Command: You may issue a command to each target that can hear you within 60ft, forcing them to make a DC14 Cha saving throw or become frightened for 10 rounds. The targets affected may repeat this saving throw at the end of each of their turns, ending the effect and granting them immunity to it until you take a Rest.							
Multiattack: As a single attack action, you may issue either an Infernal Command or a Terrifying Command . You may also make two (2) attacks with your Hellfire Blade . You may substitute one of these attacks with your Hooves .							
Infernal Charge: If you move at least 30ft in a straight line and successfully hit a target with your Hellfire Lance , the target must make a DC15 Str saving throw or be knocked prone . If knocked prone , you may use a Bonus action to make an attack with your Hooves .							

Name:	Nightmare						
Class & Lvl	Large Fiend 4					Init	+2
Race	Nightmare					Alignment	NE
AC	13 (Natural armor)						
	Stat	Mod	Save		Stat	Mod	Save
STR	18	+4	+4	INT	10	+0	+0
DEX	15	+2	+2	WIS	13	+1	+1
CON	16	+3	+3	CHA	15	+2	+2
SPEED	60ft, Fly 90ft						
Skills							
Perception	+1						
Stealth	+2						
PROF	+2						
	Attack	Reach/Range	Bonus	Type	Damage		
Hooves		5ft	+6	Blunt + Fire	2d8+4+2d6		
HP	36						
Special/Notes							
Damage Immunity: You take no damage from fire .							
Confer Fire Resistance: Anyone riding you that choose takes only half damage from fire .							
Illumination: You shed bright light in a 10ft radius, and dim light for another 10ft. This light cancels magical darkness until you leave its radius.							
Overrun: If you move at least 10ft in a straight line towards a target and then hit it with your Hooves , the target must make a DC14 Str saving throw or be knocked prone . Whether the target makes the saving throw or not, you may use a Bonus action to make a second Hooves attack. Whether any of these attacks hits or not, you may continue moving to the limits of your speed without provoking an opportunity attack from your target.							

Name:	Nupperibo						
Class & Lvl	Medium Fiend 3					Init	+0
Race	Devil (nupperibo)					Alignment	LE
AC	13 (Natural armor)						
	Stat	Mod	Save		Stat	Mod	Save
STR	16	+3	+3	INT	3	-4	-4
DEX	11	+0	+0	WIS	8	-1	-1
CON	13	+1	+1	CHA	1	-5	-5
SPEED	20ft						
Skills							
Perception	+1						
Stealth	+0						
PROF	+2						
	Attack		Reach/Range	Bonus	Type		Damage
	Bite		5ft	+5	Piercing		1d6+3
	Dagger		5ft(20ft/60ft)	+5	Piercing		1d4+3
HP	18						
Special/Notes							
Blindsight: 10ft; you are blind beyond this radius.							
Fiendish Resistances: You take half damage from acid, cold, fire and poison . In addition, you have advantage on saving throws versus the charmed, frightened and poisoned conditions and cannot be blinded .							
Cloud of Vermin: Any creature that starts its turn within 20ft of you must make a DC11 Con saving throw. On a failure the creature takes 1d4 piercing damage.							
Hunger-Driven: You can flawlessly track any creature that has taken damage from your, or another's, Cloud of Vermin .							

Name:	Olanthus						
Class & Lvl	Medium Undead 4					Init	+0
Race	Death Knight					Alignment	CE
AC	18 (Plate armor)						
	Stat	Mod	Save		Stat	Mod	Save
STR	20	+5	+5	INT	12	+1	+1
DEX	11	+0	+2	WIS	16	+3	+5
CON	20	+5	+5	CHA	18	+4	+6
SPEED	30ft						
Skills							
Perception	+3						
Stealth	+0						
PROF	+2						
	Attack		Reach/Range	Bonus	Type		Damage
	Longsword		5ft	+7	Slashing+Necrotic		1d8+5+2d8 (Versatile d10)
	Dagger		5ft (20ft/60ft)	+7	Piercing		1d4+5
HP	45						
Special/Notes							
Darkvision: 120ft							
Undead Stamina: You have advantage on saving throws versus the exhaustion, frightened, and poisoned conditions.							
Spellcasting: Charisma based; Spell Save DC14, Spell Attack Bonus +7.							
1st lvl (3 Slots): Command, Compelled Duel, Searing Smite							
Hellfire Orb (1/Rest): As an action, you may hurl a ball of fire at a point that you can see up to 120ft away. Each target in a 20ft radius around that point must make a DC14 Dex saving throw. The sphere spreads around corners. Each target that fails the save takes 6d6 fire damage, and half that on a successful save.							
Multiattack: As a single Attack action you may make two (2) attacks with your longsword .							
Parry: As a reaction when a melee attack would hit you, you may add +2 to your AC.							

Name:	Red Abishai						
Class & Lvl	Medium Fiend 4					Init	+3
Race	Devil (abishai)					Alignment	LE
AC	20 (natural armor)						
	Stat	Mod	Save		Stat	Mod	Save
STR	20	+5	+7	INT	14	+2	+2
DEX	16	+3	+3	WIS	15	+2	+4
CON	19	+4	+6	CHA	19	+4	+4
SPEED	30ft, Fly 50ft						
Skills							
Perception	+4						
Stealth	+2						
Intimidation	+6						
PROF	+2						
	Attack	Reach/Range	Bonus	Type	Damage		
	Morningstar	5ft	+7	Piercing	1d8+5		
	Claw	5ft	+7	Slashing	2d10+5		
	Bite	5ft	+7	Piercing+Fire	1d10+5+2d10		
	Dart	20ft/60ft	+4	Piercing	1d4+2		
HP	40						
Special/Notes							
Darkvision & Devil's Sight: 120ft; this vision is not impeded by magical darkness.							
Fiendish Resilience: You have advantage on saving throws versus poison.							
Frightful Presence: Each target of your choice that is aware of you and is within 120ft radius must make a DC14 Wis saving throw or become frightened of you for 10 rounds. The target may repeat this save at the end of each of its turns. Ending the effect, or successfully making the save, gives that target immunity to your power until you take a Rest.							
Multiattack: You may use your Frightful Presence . In addition, as a single Attack action you may make three (3) attacks, one with your Morningstar , one with your Claw , and one with your Bite .							
Insight Fanaticism: As an action , you may choose upto 4 of your allies that are within 60ft and can either see or hear you. Those allies have advantage on all of their attack rolls until the start of your next turn.							

Name:	Scarla Truestrike						
Class & Lvl	Small Humanoid 3					Init	+3
Race	Humanoid (halfling)					Alignment	LN
AC							
	Stat	Mod	Save		Stat	Mod	Save
STR	9	-1	-1	INT	10	+0	+0
DEX	17	+3	+3	WIS	15	+2	+2
CON	13	+1	+1	CHA	10	+0	+0
SPEED	35ft						
Skills							
Perception	+2	Sleight of Hand	+5				
Stealth	+5	Stealth	+5				
Acrobatics	+5						
Athletics	+1						
PROF	+2						
	Attack	Reach/Range	Bonus	Type	Damage		
	Iron Hand	5ft	+5	Blunt	1d6+3		
	Dagger	5ft (20ft/60ft)	+5	Piercing	1d4+3		
	Unarmed Strike	5ft	+5	Blunt	1d4+3		
HP	21						
Special/Notes							
Halfling's Luck: Whenever you roll a 1 on a d20, you may choose to reroll and take the second result.							
Bave: You have advantage on saving throws versus the frightened condition.							
Halfling Nimbleness: You may move through the space of any creature one size or greater larger than you.							
Naturally Stealthy: You may use a creature at least one size larger than you as cover for Hide checks.							
Martial Training: You may make an Unarmed Strike attack as a Bonus action when you take the Attack action .							
Flurry of Blows (3/Rest): When you use your Martial Training , you may instead choose to make 2 Unarmed Strikes as a Bonus action . In addition, any target that you successfully hit with these attacks the target must succeed at a DC12 Dex saving throw or be knocked prone . Alternately, you may instead force the target to lose all reactions until the end of your next turn.							
Iron Fist: Your left hand is made out of iron. You may make attacks with it as though it were an Unarmed Strike . However, this hand is incapable of holding items.							

Name:	Sylvira Savikas						
Class & Lvl	Medium Humanoid 4					Init	+2
Race	Tiefling					Alignment	LN
AC	15 (Mage Armor)						
	Stat	Mod	Save		Stat	Mod	Save
STR	10	+0	+0	INT	20	+5	+7
DEX	14	+2	+2	WIS	15	+2	+4
CON	12	+1	+1	CHA	16	+3	+3
SPEED	30ft						
Skills							
Perception	+2						
Stealth	+2						
Arcana	+7						
History	+7						
PROF	+2						
	Attack		Reach/Range	Bonus	Type	Damage	
	Dagger		5ft (20ft/60ft)	+4	Piercing	1d4+2	
HP	24						
Special/Notes							
Darkvision: 60ft							
Hellish Resistance: You take half damage from fire .							
Infernal Legacy: Once per Rest , you may cast the Hellish Rebuke spell as a 2nd level spell.							
Magic Resistance: You have advantage on saving throws versus spells and other magical effects.							
Cantrip Mastery: You may add your Int modifier to any damage caused by your Cantrips .							
Spellcasting: Intelligence based; Spell Save DC15, Spell Attack Bonus +7.							
Cantrips (at will): Fire Bolt, Frostbite, Mage Hand, Shocking Grasp							
1st Lvl (4 slots): Burning Hands, Charm Person, Grease, Ice Knife, Magic Missile, Shield							
2nd Lvl (3 Slots): Flaming Sphere, Mirror Image, Misty Step, Ray of Enfeeblement							

Name:	Yagnoloth						
Class & Lvl	Large Fiend 3					Init	
Race	Yugoloth (yagnoloth)					Alignment	
AC							
	Stat	Mod	Save		Stat	Mod	Save
STR	19	+4	+4	INT	15	+2	+2
DEX	14	+2	+2	WIS	13	+1	+1
CON	19	+4	+4	CHA	16	+3	+3
SPEED	40ft						
Skills							
Perception	+3		Persuasion	+5			
Stealth	+2						
Deception	+5						
Insight	+3						
PROF	+2						
	Attack		Reach/Range	Bonus	Type	Damage	
	Electrified Touch		5ft	+5	Lightning	1d8+loss of reactions	
	Massive Arm		15ft	+6	Blunt	2d12+4+stunned	
	Dagger		5ft (20ft/60ft)	+6	Piercing	1d4+4	
HP	30						
Special/Notes							
Blindsight: 60ft Darkvision: 60ft							
Daemonic Resilience: You have advantage on saving throws versus the poisoned condition.							
Innate Spellcasting: Charisma based; Spell Save DC13							
1/Rest each: Darkness, Invisibility (self only), Suggestion							
Massive Arm: When you hit a target with your Massive Arm , it must make a DC14 Con saving throw or become stunned until the end of your next turn.							
Battlefield Cunning (Recharge 4-6): As an action you can allow up to two of your allies within 60ft that can hear you to use their reactions to make one melee attack each.							

Name:	Yeenoghu's Barlgura							
Class & Lvl	Large Fiend 3						Init	
Race	Demon (barlgura)						Alignment	CE
AC								
	Stat	Mod	Save		Stat	Mod	Save	
STR	18	+4	+4	INT	7	-2	-2	
DEX	15	+2	+2	WIS	14	+2	+2	
CON	16	+3	+3	CHA	9	-1	-1	
SPEED	30ft, Climb 30ft							
Skills								
Perception	+4							
Stealth	+4							
PROF	+2							
	Attack		Reach/Range	Bonus	Type		Damage	
Bite			5ft	+6	Piercing		2d6+4	
Fist			5ft	+6	Blunt		1d10+4	
Dagger			5ft	+6	Piercing		1d4+4	
HP	27							
Special/Notes								
Blindsight: 30ft Darkvision: 120ft								
Demonic Resilience: You have advantage on saving throws versus the poisoned condition.								
Innate Spellcasting: Wisdom based; Spell Save DC12.								
1/Rest each: Entangle, Phantasmal Force								
2/Rest each: Invisibility (self only)								
Reckless: At the start of your turn, you may choose to make your melee attacks during that turn with advantage . However, until the start of your next turn, all attacks targeting you also have advantage .								
Running Leap: When you have a running start, your long jump becomes 40ft and your high jump becomes 20ft.								
Rampage: When you drop a target to 0hp on your turn, you may use a bonus action to immediately move haf your speed and make a single Bite attack agianst a second target.								
Multiattack: As a single Attack action , you may make two (2) attacks with your Fist , however, the second attack, if it hits, does only 1d10 without your str modifier.								

Name:	Yeenoghu's Dretch							
Class & Lvl	Small Fiend 2						Init	+0
Race	Demon (dretch)						Alignment	CE
AC	11 (Natural Armor)							
	Stat	Mod	Save		Stat	Mod	Save	
STR	11	+0	+0	INT	5	-3	-3	
DEX	11	+0	+0	WIS	8	-1	-1	
CON	12	+1	+1	CHA	3	-4	-4	
SPEED	20ft							
Skills								
Perception	-1							
Stealth	+0							
PROF	+2							
	Attack		Reach/Range	Bonus	Type		Damage	
Bite			5ft	+2	Piercing		1d6	
Claws			5ft	+2	Slashing		2d4	
Dart			20ft/60ft	+2	Piercing		1d4	
HP	10							
Special/Notes								
Darkvision: 60ft								
Demonic Resistances: You take half damage from poison and in addition, you have advantage on saving throws versus the poisoned condition.								
Multiattack: As a single Attack action you may make two attacks, one with your bite and one with your claws .								
Fetid Cloud (1/Rest): As an action, you can fill a 10ft radius around you with a disgusting green gas. This gas extends around corners and is lightly obscuring . For the next 10 rounds any creature besides you that starts its turn in this cloud must make a DC11 Con saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions .								
Rampage: When you drop a target to 0hp on your turn, you may use a bonus action to immediately move haf your speed and make a single Bite attack agianst a second target.								

Name:	Yeenoghu's Hezrou							
Class & Lvl	Large Fiend 3						Init	+2
Race	Demon (hezrou)						Alignment	CE
AC	15 (Natural armor)							
	Stat	Mod	Save		Stat	Mod	Save	
STR	18	+4	+4	INT	5	-3	-3	
DEX	15	+2	+2	WIS	12	+1	+1	
CON	18	+4	+4	CHA	13	+1	+1	
SPEED	30ft							
Skills								
Perception	+1							
Stealth	+2							
PROF	+2							
	Attack		Reach/Range	Bonus	Type		Damage	
Bite			5ft	+6	Piercing		2d10+4	
Claw			5ft	+6	Slashing		2d6+4	
Dagger			5ft (20ft/60ft)	+6	Piercing		1d4+4	
HP	30							
Special/Notes								
Darkvision: 120ft								
Demonic Fortitude: You have advantage on saving throws versus the poisoned condition.								
Stench: Any target that starts its turn within 10ft of you must make a DC13 Con saving throw or become poisoned until the start of its next turn. Successfully saving prevents this and gives the target immunity to your Stench until you complete a Rest .								
Rampage: When you drop a target to 0hp on your turn, you may use a bonus action to immediately move haf your speed and make a single Bite attack agianst a second target.								

Name:	Yeenoghu's Quasit						
Class & Lvl	Small Fiend 2					Init	+2
Race	Fiend (Demon)					Alignment	CE
AC	12						
	Stat	Mod	Save		Stat	Mod	Save
STR	5	-3	-3	INT	7	-2	-2
DEX	15	+2	+2	WIS	10	+0	+0
CON	10	+0	+0	CHA	10	+0	+0
SPEED	40ft						
Skills							
Perception	+0						
Stealth	+5						
PROF	+2						
	Attack	Reach/Range	Bonus	Type	Damage		
Claws	5ft		+4	Piercing	1d4+2+poison*		
Dart	20ft/60ft		+4	Piercing	1d4+2		
Gnashing Jaws	5ft		-1	Piercing	1 pt		
HP	6						
Special/Notes							
Darkvision: 120ft							
Invisibility: As an action, you can become invisible until you make an attack, use your Scare ability, or lose your concentration (as if you would a spell).							
Poison*: When you damage a target with your claws, that target must succeed on a DC10 Con save or take 2d4 poison damage and be poisoned for 10 rounds. The target may repeat the save to end the effect at the end of each of its turns.							
Rampage: When you drop a target to 0hp on your turn, you may use a bonus action to immediately move haf your speed and make a single Gnashing Jaws attack agianst a second target.							
Scare (1/Rest): As an action, you can target a single creature that you can see within 20ft and force them to make a DC10 Wis save or become frightened for 10 rounds. The target may repeat this save at the end of each of its turns, with disadvantage if it can still see you.							

Name:	Zariel, Archduke of Avernus						
Class & Lvl	Large Fiend 4					Init	+5
Race	Devil (archduke)					Alignment	LE
AC	20 (Natural armor)						
	Stat	Mod	Save		Stat	Mod	Save
STR	23	+6	+6	INT	22	+5	+7
DEX	20	+5	+5	WIS	21	+5	+7
CON	24	+7	+7	CHA	23	+6	+8
SPEED	50ft, Fly 150ft						
Skills							
Perception	+7						
Stealth	+5						
Intimidation	+8						
PROF	+2						
	Attack		Reach/Range	Bonus	Type	Damage	
Matalotok			10ft	+8	Blunt+Fire	2d8+6+1d8 (Versatile d10)	
Flail			10ft	+8	Piercing + Fire	2d8+6+1d8	
HP	52						
Special/Notes							
Darkvision & Devil's Sight: 120ft; this vision is not impeded by magical darkness.							
Fiendish Resilience: You take half damage from cold, fire, necrotic, radiant, and poison . In addition you have advantage on saving throws versus the charmed, frightened, exhausted and poisoned conditions.							
Innate Spellcasting: Charisma based; Spell Save DC16, Spell Attack Bonus +8.							
At Will: Scorching Ray							
3/Rest each: Cloud of Daggers, Invisibility (self only)							
1/Rest: Dispel Evil and Good							
Magic Resistance: You have advantage on saving throws versus spells and other magical effects.							
Matalotok: When you strike a target with Matalotok , that target and all creatures within 10ft of it besides you, must make a DC16 Con saving throw or take 2d6 cold damage.							
Horrid Touch (Recharge 5-6): As an action , you can touch a target, forcing it to make a DC16 Con saving throw or take 4d10 necrotic damage and become poisoned for 10 rounds. While poisoned in this way, the target is also blinded and deafened . The target may repeat this save at the end of each of its turns to end this effect.							
Multiattack: As a single Attack action , you may make three (3) attacks, two with your Flail and one with Matalotok . You may substitute Horrid Touch for Matalotok .							