Name:	Abyssa	l Chicken							
Class & Lvl	Small Fi	iend 2					Init	+2	
Race	Demon	(Abyssal	Chicken)				Alignment	CE	
AC	1	13 (Natur	al armor)						
	Stat	Mod	Save		Stat	Mod	Save		
STR	6	-2	-2	INT	4	-3	-3		
DEX	14	+2	+2	WIS	9	-1	-1		
CON	13	+1	+1	CHA	5	-3	-3		
SPEED	30ft, Fly	y 30ft (Ba	d Flyer)				•		
				Skill	s			-	
Perception		-1							
Stealth		+2							
		•	•	•	•		•	•	
PROF	+2								
-	Attack	-	Reach/Range	Bonus	Т	уре		Damage	
Bite			5ft	+4	Pie	ercing		1d4+2	
Claw			5ft	+4	Sla	shing		1d6+2	
НР	8								
	•			Special/I	Notes				
Blindsight: 3	30ft (blin	d beyond	l this radius)						
Demonic Re	sistance	: You can	not be blinded	and you hav	ve advan	tage on sa	aving throw	s versus beir	 าg
poisoned	•								
Bad Flyer: Y	ou fall if	you end	your turn airbor	ne and the	only thin	g holding	you aloft is	your fly spe	ed.
Multiattack	: As a sin	gle Attac	k action you ma	ay make two	o (2) atta	icks, one v	vith your bi t	te and one v	vith
your claw	/S.								

Name:	Amnizu	J							
Class & Lvl	Mediur	n Fiend 4					Init	+1	•
Race	Devil (a	ımnizu)					Alignment	LE	
AC	- 2	20 (Natur	al 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	СНА	18	+4	+6		
SPEED	30ft, Fl	y 40ft							
				Skill	s			-	
Perception		+3							
Stealth		+1							
				•	•		•	•	
PROF	+2								
	Attack		Reach/Range	Bonus	T	ype		Damage	
Disruptive 1	ouch		5ft	+7	Ned	crotic		3d10	
Taskmaster	's Cane		5ft	+2	Blunt	+ Force		1d4+2d10	
Fire Bolt			120ft	+7	F	ire		1d10	
НР	32			-			•		
	•			Special/I	Votes				
Darkvision 8	& Devil's	Sight: 12	Oft						
Fiendish Re	silience:	You have	advantage on s	saving throv	vs versus	the char i	med and po	isoned cond	litions.
Magic Resis	tence: Y	ou have a	idvantage on sa	ving throws	versus s	pells and	other magic	cal effects.	
Innate Spell	casting:	Intelliger	ce based; Spell	Save DC15,	Spell At	tack bonu	ıs +7.		
3/Rest eac	h: Charn	n Person,	Command.						
1/Rest eac	h: Domii	nate Mon	ster, Feeblemin	d					
Multiattack	: As a sir	ngle Attac	k action , you m	ay make on	e melee	attack and	d use Poiso r	n Mind.	
Poison Mine	d: You m	ay target	up to 2 creature	es that you	can see v	within 60f	t. Each targ	et must mal	ке а
DC15 Wis	s saving	throw or	be blinded until	the start of	your ne	xt turn.			
Forgetfulne	ss (Rech	arge 6): A	s an action , you	ı may target	t a creatu	ire that yo	ou can see v	vithin 60ft.	That
			nt saving throw						
save at th	ne end o	f each of	its turn, ending	the effect a	nd becon	ning imm	une to futur	e uses from	you.
			on when you ar						-
			can be seen by						
			, it must target t						
attack. If	the atta	cker succ	essfully saves, it	t is immune	to this e	ffect from	ı you.		

Name:	Arman	ite						
Class & Lvl	Large F	iend 3					Init	+4
Race	Demon	(armani	te)				Alignment	CE
AC		16 (Natuı	ral 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							
			_	Skil	lls			
Perception		+1						
Stealth		+4						
	1		_			ı		,
PROF	+2							
	Attack		Reach/Range	Bonus	Туре			Damage
Hooves			5ft	+6		Blunt		2d6+4
Claws			5ft	+6	_	ashing		2d4+4
Serrated Ta	<u>il </u>		10ft	+6	SI	ashing		2d10+4
	,							
НР	30							
				Special/	'Notes			
Darkvision:	120ft							
Demonic Re	silience	: You hav	e advantage on	saving thro	ows vers	us the po	isoned condi	tion.
			ssfully hit a targe				y immediate	ly use a Bonus
			ngianst the same	_	_			
				-			_	straight line 10ft
			oath must make		x saving	throw or	take 3d8 ligh	tning damage
on a faile	d save, o	or half th	at on a successfu	ıl one.				

Name:	Babau	ı Туре I						
Class & Lvl	Mediu	ım Fiend	2				Init	+2
Race	Fiend	(Demon)					Alignment	CE
AC		15 (natu	ral 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							
				Ski	lls			
Perception		+5						
Stealth		+4						
					-			-
PROF	+2							
	Attack		Reach/Range	Bonus		Туре		Damage
Claws			5ft	+4	SI	lashing		1d8+2
Dagger			5ft(20ft/60ft)	+4	Piercing			1d4+2
НР	14							
пг								
				Special	/Notes			
Darkvision:	120ft							
Multiattacl	c: As a s	ingle Atta	ick action , you m	ay make a	single cl	aw attack	and use you	r Weakening
Gaze abi	lity.							
Weakening	Gaze: (Choose or	ne target that you	u can see v	vithin 20	ft. That t	arget must m	ake a DC12 Con
saving th	row. O	n a failur	e the target deals	only half	damage	its attack:	s that use Str	for 10rds. The
target m	ay repe	at this sav	ve at the end of ϵ	each of its	turns to i	remove th	nis effect.	
	•							

Name:	Babau	Type II							
Class & Lvl	Mediu	m Fiend 3					Init	+3	
Race	Fiend (Demon)					Alignment	CE	
AC		16 (natur	al 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		_						
				Skill	s				
Perception		+5							
Stealth		+5							
PROF	+2								
ı	Attack		Reach/Range	Bonus	Т	уре		Damage	
Claws			5ft	+6	Sla	shing		1d8+4	
Dagger			5ft (20ft/60ft)	+6	Pie	ercing		1d4+4	
Spear			5ft (20ft/60ft)	+6	Pie	ercing	1d6-	+4, Versatile	(d8)
НР	24								
	-			Special/	Notes				
Darkvision:	120ft								
Multiattack	: As a sir	ngle Attac	k action , you m	ay make tw	o (attack	(s), one v	vith your clav	vs and one v	vith
your spe a	ar In ad	dition you	ı may use your V	Veakening	Gaze abi	lity befor	e or after the	ese attacks.	
Weakening	Gaze: C	hoose on	e target that you	ı can see w	ithin 20ft	. That ta	rget must m	ake a DC12 (Con
saving th	row. Or	n a failure	the target deals	only half d	amage it	s attacks	that use Str	for 10rds. T	he
target ma	ay repea	t this sav	e at the end of e	ach of its to	urns to re	emove th	is effect.		
Innate Spell	casting:	Wisdom	based. Spell Sa	ve DC11.					
1/424.02	ch: Dark	ness. Fea	r, Heat Metal, Le	evitate					

Name:	Legion	Barbed	Devil Type I						
Class & Lvl	Mediu	m Fiend	2				Init	+2	
Race	Devil (barbed d	evil)				Alignment	LE	
AC		14 (natu	ral armor)						
	Stat	Mod	Save		Stat	Mod	Save		
STR	14	+2	+2	INT	11	+0	+0		
DEX	15	+2	+2	WIS	12	+1	+1		
CON	16	+3	+3	CHA	12	+1	+1		
SPEED	30ft								
	•			Sk	ills				
Perception		+5							
Stealth		+2							
Deception		+3							
Insight		+3							
PROF	+2								
	Attack		Reach/Range	Bonus		Туре		Damage	
Cleavers			5ft (20ft/60ft)	+4	SI	ashing		1d6+2	
Claws			5ft	+4	Pi	iercing		1d6+2	
Tail			5ft	+4	Pi	iercing		2d6+2	
Hurl Flame			150ft	+4	F	lame		2d6	
НР	16								
	•			Special	/Notes				
Darkvision:	120ft								
			your turn, you de						
Demonic Re	sistanc	es: You h	ave advantage o	n saving t	hrows vei	rsus the p	oisoned cond	dition.	
Two-weapo	n Fight	ing: As a	bonus action, you	u may ma	ke an atta	ack with a	weapon held	l in your off-h	and.

Name:	Legion	Barbed D	evil Type II						
Class & Lvl		n Fiend 3					Init	+3	
Race	Devil (b	arbed de	vil)				Alignment	LE	
AC	:	15 (natura	al 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								
				Skil	ls				
Perception		+6							
Stealth		+3							
Deception		+4							
Insight		+4							
					_		_		
PROF	+2								
	Attack		Reach/Range	Bonus	Т	уре		Damage	
Cleaver			5ft(20ft/60ft)	+5	Sla	shing		1d6+3	
Claws			5ft	+5	Pie	ercing		1d6+2	
Tail			5ft	+5	Pie	ercing		2d6+2	
Hurl Flame	_		150ft	+5	Fl	ame		3d6	
НР	27								
	=			Special/	Notes				
Darkvision 8	& Devil's	Sight: 12	Oft and this visi	on is not im	peded b	y magical	darkness		
Barbed Hide	: At the	start of y	our turn, you de	eal 1d10 pie	ercing da	mage to a	anyone grapp	oling you.	
Demonic Re	sistance	s: You tal	ke half damage	from cold, f	f ire and p	ooison. Ir	n addition, yo	ou have adva	intage
on saving	throws	versus th	e poisoned con	dition.					
Multiattack	: As a sin	gle Attac	k action , you m	ay make tw	o attack	s, one wit	h your cleav	er and one v	vith
•	-		lurl Flame.						
Improved H	url Flam	e: Using t	his ability while	within 5ft	of a host	ile target	no longer pr	ovokes an	
opportun	ity attac	k.							

Name:	Barnab	us the Fl	ameskull						
Class & Lvl	Small L	Indead 2					Init	+2	
Race	Flames	kull					Alignment	NE	
AC		1	2						
	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	Oft, Fly	40ft							
				Ski	lls				
Perception		+2							
Stealth		+2							
Arcana		+4							
PROF	+2								
	Attack		Reach/Range	Bonus		Туре		Damage	
Fire Ray			30ft	+4		Fire		3d6	
НР	10						•		
	-			Special	/Notes				
Darkvision:	60ft								
Resistances	: You tal	ke half da	mage from fire .	In additio	n, you ha	ave advar	itage on savir	ng throws ag	gianst
the char	med, fri	ghtened,	paralyzed , and	poisoned (condition	ıs.			
Illumination	ı ։ You ca	n emit b ı	right light in a 15	oft radius,	and dim	light for a	nother 15ft.		
Spellcasting	: Intellig	ence bas	ed, Spell Save D	C12, Spell	Attack +	4.			
Cantrips									
1st Lvl (3	Slots): [Magic Mis	ssile, Shield						

Race Demon (bulezau)	Name:	Buleza	ıu							
Stat Mod Save Stat Mod Save Stat Mod Save STR 15 +2 +2 INT 8 -1 -1 -1 INT 8 -1 -1 -1 INT STR 14 +2 +2 WIS 9 -1 -1 -1 INT STR STR STR 15 +3 CHA 6 -2 -2 INT STR STR STR STR STR STR STR STR STR ST	Class & Lvl	Mediu	m Fiend 3	3				Init	+2	1
Stat Mod Save Stat Mod Save Stat Mod Save STR 15 +2 +2 INT 8 -1 -1 INT STR 15 +2 +2 WIS 9 -1 -1 INT STR STR 17 +3 +3 CHA 6 -2 -2 -2 INT STR STR	Race	Demo	n (buleza	u)				Alignment	CE	1
STR 15 +2 +2 INT 8 -1 -1	AC		14 (Natu	ral armor)						1
DEX 14 +2 +2 WIS 9 -1 -1 CON 17 +3 +3 +3 CHA 6 -2 -2 -2 SPEED 40ft Skills Perception -1		Stat	Mod	Save		Stat	Mod	Save		1
SPEED 40ft Skills Perception -1 Skills PROF +2 Damage Bonus Type Damage Id12+2+disease Dart 20ft/60ft +4 Piercing 1d12+2+disease Dart 20ft/60ft +4 Piercing 1d4+2 Id4+2	STR	15	+2	+2	INT	8	-1	-1		
Skills Perception -1 Skills Perception -1 Stealth +2 Stealth +2 Stealth +2 Stealth +2 Stealth +2 Stealth +2 Stealth +4 Stealth +	DEX	14	+2	+2	WIS	9	-1	-1		
Skills Perception	CON	17	+3	+3	CHA	6	-2	-2		
PROF +2 Damage Bonus Type Damage Barbed Tail 5ft +4 Piercing 1d12+2+disease Dart 20ft/60ft +4 Piercing 1d4+2 Demonic Resistances: You take half damage from cold, fire, lightning, and poison. In addition, you have advantage on saviging 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 hight 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	SPEED	40ft								
PROF +2					Sk	ills				
PROF +2 Damage Bonus Type Damage Barbed Tail 5ft +4 Piercing 1d12+2+disease Dart 20ft/60ft +4 Piercing 1d4+2 Darkvision: 120ft Piercing 1d4+2 Demonic Resistances: You take half damage from cold, fire, lightning, and poison. In addition, you have advantage on saviging 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 hight 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	Perception		-1							
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 saviging 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 hight 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	Stealth		+2							
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Special/Notes Darkvision: 120ft Demonic Resistances: You take half damage from cold, fire, lightning, and poison. In addition, you have advantage on saviging 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 hight 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	Dart			20ft/60ft	+4	Pi	iercing		1d4+2	
Special/Notes Darkvision: 120ft Demonic Resistances: You take half damage from cold, fire, lightning, and poison. In addition, you have advantage on saviging 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 hight 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										
Special/Notes Darkvision: 120ft Demonic Resistances: You take half damage from cold, fire, lightning, and poison. In addition, you have advantage on saviging 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 hight 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										
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saving throw or take 1d6 necrotic damage. Standing Leap: You may long jump upto 20ft and your hight 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	advantag	e on sa	viging thr	ows versus the c	harmed, f	frightene	d , and po	isoned condi	tions.	
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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	saving th	row or	take 1d6	necrotic damage						
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	Standing Le	ap: You	may long	g jump upto 20ft	and your	hight jum	p is 10ft,	with or witho	out a running	g
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	start.									
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	Sure-Footed	: You h	ave adva	ntage on Str and	Dex savir	g throws	agianst b	eing knocked	prone.	
repeat the save at the start of each of its turns, taking 1d8 disease damage on a failure or removing	Barbed Tail:	: When	you hit a	target with your	Barbed Ta	ail, it mus	st make a	DC13 Con sa	ving throw a	agianst
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.									_	
	the effec	t on a s	uccess.							

Name:	Falaste	r Fisk						
Class & Lvl	Mediun	n Human	12				Init	+2
Race	Human						Alignment	N
AC			12					
	Stat	Mod	Save		Stat	Mod	Save	
STR	10	+0	+0	INT	12	+1	+1	
DEX	15	+2	+2	WIS	14	+2	+2	
CON	10	+0	+0	CHA	14	+2	+2	
SPEED	30ft							
				Skil	ls			
Perception		+6	Investigation	+5				
Stealth		+4	Persuation	+4				
Deception		+4	Sleight of Hand	+4				
Insight		+4						
							·	
PROF	+2							
	Attack	·	Reach/Range	Bonus		Туре		Damage
Shortsword			5ft	+4	Pi	iercing		1d6+2
Dagger			5ft (20ft/60ft)	+4	Pi	iercing		1d4+2
НР	10				-			
	•			Special/	Notes			
Cunning Act	ion: You	may use	a Bonus action to	•		sengage,	or Hide actio	n.
			you have advant					
			inflicts an extra 1	_				
not work.							 	

Name:	Firbol	g Druid							
Class & Lvl	Mediu	ım Humaı	noid 4				Init	+1	
Race	Firbol	3					Alignment	NG	
AC		13 (leatl	her 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						•		
				Ski	ills				
Perception		+6	Perception	+6					
Stealth		+1	Survival	+6					
Athletics		+4							
Nature		+2							
					•		•		
PROF	+2								
	Attack		Reach/Range	Bonus		Туре		Damage	
Quartersta	ff		5ft	+4		Blunt	1d6	+2 (Versatile	d8)
Dagger			5ft (20ft/60ft)	+4	P	Piercing		1d4+2	
НР	28								
				Special	/Notes				
Firbolg Mag	gic: You	may cast	Detect Magic at						
		•	ion you may turn		until the	start of y	our next turn	or do somet	hing
			per the spell.						
			t): As a Bonus ac	tion on yo	our turn,	you may s	summon the S	Spirit of the	
			u can see within						and
	-	-	action to move th			•			
<u> </u>			until you are inca						•
			necks to detect ci	•					
	_	-	ture in the aura					·	
			Spell Save DC14,						
		,	<u>. </u>						

1st Lvi (4 Slots): Entangle, Faerie Fire, Healing Word, Thunderwave
2nd Lvi (3 Slots): Barkskin, Heat Metal, Lesser Restoration, Spike Growth

Name:	Glabre	ezu							
Class & Lvl	Large	Fiend 3					Init	+1	1
Race	Demo	n (glabrez	zu)				Alignment	CE	
AC		16 (Natu	ral armor)						
	Stat	Mod	Save		Stat	Mod	Save		1
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				•	•	•		
	•			Ski	ills				
Perception		+2							
Stealth		+1							
PROF	+2								
	Attack		Reach/Range	Bonus		Туре		Damage	
Pincers			10ft	+6	1	Blunt	20	d10+4+grap	ple
Fist			5ft	+6	1	Blunt		2d4+2	
НР	30								
				Special	/Notes				
Darkvision:	120ft								
Demonic Re	sistanc	e: You ha	ve advantage on	saving th	rows vers	sus the pc	isoned condi	tion.	
			ence Based; Spell						
At Will eac	h: Fire	Bolt							
1/Day each	ı: Darkı	ness, Con	fusion						
Pincer Grap	ple: Wh	nen you s	uccessfully hit a t	arget with	n your Pir	ncers, tha	t target is aut	omatically	
grappled	(Escap	e DC14).	While you have a	a target gr	appled ir	this way	, you may use	a Bonus a	ction
to attack	the tar	get with y	our Fists . You m	nay have n	o more t	han 2 targ	gets grappled	in this mar	ner
at a time.									

Class & Lvl	Mediu							i i
	livicaiai	m Fiend 4					Init	+0
Race	Devil (r	narzugon)					Alignment	LE
AC		18 (Plate	e 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							
	•			Skill	S			•
Perception		+4						
Stealth		+0						
	_					_		
PROF	+2							
	Attack		Reach/Range	Bonus	Т	уре		Damage
Hellfire Bla	de		5ft	+7	Slashi	ng + Fire		2d6+5+1d10
Dagger			5ft (20ft/60ft)	+7	Pie	ercing		1d4+5
	_							
НР	32							
				Special/I	Votes			
Darkvision:								
			advantage on s	saving throv	vs versus	the char	med, frighte	ened, and
poisone								
			dvantage on Per	-	•			
			issue a comman	•			<i>.</i>	
			the charmed and					
			y issue a comm					
			saving throw or		_			_
			ow at the end of	each of the	eir turns,	ending th	e effect and	granting them
	•		ke a Rest.					
			k action, you ma	•				Terrifying
Commar	nd. You	may also	make two (2) att	acks with y	our Hell	fire Blade	•	

Name:	Legion	Bone De	evil						
Class & Lvl	Large	Fiend 4					Init	+3	
Race	Devil (bone dev	ril)				Alignment	LE	
AC		19 (Natu	ral 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, F	ly 40ft							
				Skil	ls				
Perception		+2							
Stealth		+3							
Deception		+5							
Insight		+4							
					_		_		
PROF	+2								
	Attack		Reach/Range	Bonus	1	Гуре		Damage	
Glaive			10ft	+6	Sla	ashing		2d10+4	
Claw			10ft	+6	Sla	ashing		1d8+4	
Sting			10ft	+6	Piercir	ng+Poison	2d8+	+4+1d8+poiso	ned
Bone Dart			20ft/60ft	+5	Pie	ercing		1d6+3	
НР	40								
				Special/	Notes				
Darkvision 8	& Devil	s Sight: 1	.20ft; this vision i	s not impe	ded by m	agical dar	keness.		
Fiendish Re	silience	: You hav	e advantage on s	saving thro	ws versu	s the pois e	oned condit	ion.	
			successfully deal						1
			me poisoned for	10rds. The	e target r	nay repea	t this save a	t the end of	
			e this effect.						
			ck action , you m	-			-	-	
your Clav	v , and c	ne with y	our Sting . Alteri	natively, yo	u may m	ake three	ranged atta	cks with your	
Bone Dar	t.								
i.									

Name:	Legion	Bearded	Devil (with Glai	ve or Pike)					
Class & Lvl	Mediur	m Fiend 3	-				Init	+2	
Race	Devil (b	earded d	levil)				Alignment	LE	
AC		13 (Natur	al 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								
				Skil	ls				
Perception		+0							
Stealth		+2							
PROF	+2								
	Attack		Reach/Range	Bonus	Т	уре		Damage	•
Glaive			10ft	+5	Sla	shing	1d10	+3+Hellish V	Vound
	or								
Pike			10ft	+5	Pie	ercing	1d10	+3+Hellish V	Vound
Beard			5ft	+5	Pie	ercing	1d8+2	2+Hellish Inf	ection
Dart			20ft/60ft	+4	Pie	ercing		1d4+2	
НР	21								
				Special/	Notes				
Darkvision	& Devil's	Sight: 12	20ft and this sigh	nt is not im	peded by	magical	darkness.		
Fiendish Re	sistance	s: You tak	ke half damage f	rom cold, f	ire and p	oison . In	addition, yo	u have adva	ntage
on saving	throws	versus th	e poisoned con	dition.					
Hellish Wou	ı nd: Wh	en you w	ound a target wi	ith your Gla	ive or Pi	ke , that t	arget must n	nake a DC12	Con
			damage at the s						tion
to stanch	the wo	und and s	top this effect a	nd magical	healing v	will end th	ne effect as v	vell.	
Hellish Infe	ction: W	hen you v	wouind a target	with your E	Beard , tha	at target	must make a	DC12 Con	saving
throw or	become	poisone	d. While poison	ed in this w	ay, the t	arget can	not regain h	it points in a	iny
way. The	target i	may repe	at this save at th	ne end of ea	ach of its	turns to	end this effe	ct.	

Devil (cl 1 Stat 18	n Fiend 4 hain devi .8 (Natur Mod	l)				Init	+2
18 18	8 (Natur	<u> </u>					
Stat 18	- `	, ,				Alignment	LE
18	Mod	al armor)					
		Save		Stat	Mod	Save	
4.5	+4	+4	INT	11	+0	+0	
15	+2	+2	WIS	12	+1	+3	
18	+4	+6	CHA	14	+2	+4	
30ft							
			Skill	s			
	+1						
	+2						
+2							
ttack	-	Reach/Range	Bonus	-	Гуре		Damage
		10ft	+6	Sla	ashing	20	l6+4+grappled
		5ft (20ft/60ft)	+6	Pi	ercing		1d4+4
36							
			Special/	Notes			
Devil's	Sight: 12	20ft. this vision i			nagical da	rkness.	
							on.
					•		
			•				
					tacks with	your Chains	
		•	-			-	
		_					
							
	+2 ttack 36 Devil's ilience: stance: hains: W C14). W Diercing As a sin lask: As illusion	#1 #2 #2 #2 #2 #2 #36 #36 #36 #36 #36 #36 #36 #36 #36 #36	#1 #2 #2 #2 #2 #3 #42 #42 #42 #43 #44 #45 #45 #45 #46 #47 #47 #47 #47 #47 #48 #48 #48 #48 #48 #48 #48 #48 #48 #48	Skill +1 +2 ttack Reach/Range Bonus 10ft 5ft (20ft/60ft) 5ft (20ft/60ft) Devil's Sight: 120ft, this vision is not impediate. You have advantage on saving throwstance: You have advantage on saving throwstance: You have advantage on saving throwstance: Whenever you strike a target with you cains: Whenever you strike a target with you cains a single Attack action, you may make follows: As a reaction, when a target you can sillusion of the face of one of the targets dep	Skills +1 +2 ttack Reach/Range Bonus 10ft 5ft (20ft/60ft) 5ft (20ft/60ft) 46 Pi Special/Notes Devil's Sight: 120ft, this vision is not impeded by make advantage on saving throws versus stance: You have advantage on saving throws versus stance: You ha	Skills +1 +2 ttack Reach/Range Bonus Type 10ft +6 Slashing 5ft (20ft/60ft) +6 Piercing Special/Notes Devil's Sight: 120ft, this vision is not impeded by magical dailience: You have advantage on saving throws versus the poistance: You have advantage on saving throws versus spells an ains: Whenever you strike a target with your Chains, that tar C14). While a target is grappled in this way, that target is also biercing damage at the start of each of its turns. As a single Attack action, you may make four (4) attacks with lask: As a reaction, when a target you can see starts it turn willusion of the face of one of the targets departed loved ones	Skills +1 +2 ttack Reach/Range Bonus Type 10ft +6 Slashing 2c 5ft (20ft/60ft) +6 Piercing 36 Special/Notes Devil's Sight: 120ft, this vision is not impeded by magical darkness. ilience: You have advantage on saving throws versus the poisoned conditions are stance: You have advantage on saving throws versus spells and other magnains: Whenever you strike a target with your Chains, that target is autom. C14). While a target is grappled in this way, that target is also restrained

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Name:	Legion				ī	1	1	Г	ļ
Class & Lvl		n Fiend 3					Init	+3	
Race	Devil (e	rinyes)					Alignment	LE	
AC		18 (p	late)						
	Stat	Mod	Save		Stat	Mod	Save		
STR	18	+4	+4	INT	14	+2	+2		
DEX	16	+3	+3	WIS	14	+2	+2		
CON	18	+4	+4	CHA	18	+4	+4		
SPEED	30ft, Fly	/ 60ft							
	-			Skill	s			-	
Perception		+2							
Stealth		+3							
PROF	+2								
	Attack		Reach/Range	Bonus	Т	уре		Damage	
Spear			5ft (20ft/60ft)	+6	_	g+Poison	1d6+4+	+1d8, Versat	ile (d8)
Poisoned Da	arts		20ft/60ft	+5		g+Poison		3+1d8+see k	
			, , , , ,			0			
НР	27				<u> </u>				
	<u> </u>			Special/I	Notes				
Truesight: 1	20ft			эрсский	10103				
		· Vou tak	e half damage f	rom cold f	ire and r	noison In	addition v	nu have	
			s versus the po			3013011. 111	addition, y	Janave	
		_	et is hit by one o			rts it must	make a DC	12 Con savir	 ng
throw or				,, , o a. 1 o 10		110	make a De		<u>'6</u>
till ow or	become	poisoned	-						

Name:	Legion	Horned	Devil					
Class & Lvl	Large	Fiend 3					Init	+2
Race	Devil (horned d	evil)				Alignment	LE
AC	19 (Natural a	rmor & shield)					
	Stat	Mod	Save		Stat	Mod	Save	
STR	19	+4	+4	INT	12	+1	+1	
DEX	15	+2	+2	WIS	14	+2	+2	
CON	17	+3	+3	CHA	15	+2	+2	
SPEED	20ft, F	ly 60ft						
	•			Ski	lls			•
Perception		+2						
Stealth		+2						
PROF	+2							
ı	Attack	•	Reach/Range	Bonus		Туре		Damage
Warcleaver			10ft	+6	SI	ashing		2d8+4
Tail			10ft	+6	Pi	ercing	1d8+	4+Infernal Wound
Hurl Flame			150ft	+4		Fire		1d10
НР	27							
					/ 2			
5 1		6: 1 : 4	206. 11	Special				
			20ft, this vision i					·
			e advantage on					
			hit a target with					
_			hit points at the s					
			ends an action t	o make a I	DC12 Me	dicine che	eck, or if the	target receives
any magi	cai neai	ing.						

Name:	Legion	Ice Devil							
Class & Lvl	Large F						Init	+2	
Race		ce devil)					Alignment	LE	
AC		18 (Natur	al armor)						
	Stat	Mod	Save		Stat	Mod	Save		
STR	19	+4	+4	INT	16	+3	+3		
DEX	14	+2	+2	WIS	14	+2	+2		
CON	17	+3	+3	CHA	17	+3	+3		
SPEED	40ft								
	•			Skill	s				
Perception		+2							
Stealth		+2							
PROF	+2								
	Attack		Reach/Range	Bonus	Т	уре		Damage	
Ice Spear			10ft	+6	Piercir	ng + Cold	2	d8+4+1d6 lo	e
Bite			5ft	+6	Pie	rcing		2d6+4	
Claw			5ft	+6	Sla	shing		2d4+4	
Tail			10ft	+6	В	lunt		2d6+4	
Icicle			20ft/60ft	+4	Pie	ercing		1d4+4	
НР	27								
				Special/I					
			k Devil's Sight: 1						
			advantage on s						
-		•	a target with yo					•	
			rounds, its spe		_				
			d it loses its read	ctions. The	target m	ay repeat	this saving	throw at the	1
end of ea	ch of its	turns to	end this effect.						

Name:	Legion	Imp							
Class & Lvl	Small F	iend 2					Init	+2	
Race	Devil (i	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, F	ly 40ft							
				Ski	ills				
Perception		+1	Persuasion	+4					
Stealth		+4							
Deception		+4							
Insight		+3							
PROF	+2								
ı	Attack		Reach/Range	Bonus	•	Туре		Damage	
Sting			5ft	+4	Pi	ercing	1	Ld4+2+poisc	n
Fire Bombs			20ft/60ft	+4		Fire		1d4+burnin	g
НР	8								
				Special	/Notes				
Darkvision 8	& Devil'	s Sight: 1	.20ft and vision is	s not impe	ded by m	agical da	rkness.		
Fiendish Re	sistance	es: You ha	ave advantage or	n saving th	rows ver	sus the p e	oisoned cond	ition	
Poison Sting	ger: Wh	en you hi	t a target with yo	our Sting , 1	that targe	et must su	icceed on a C	C11 Con sav	ving
throw or	take 2d	6 poison	damage, or half	that on a	successfu	l save.			
Fire Bombs:	When	you hit a	target with your	Fire Bomb	bs , that ta	rget mus	t make a DC1	.1 Dex savin	g
throw or	take an	other 1d	4 fire damage at	the start o	of the targ	get's next	turn.		
			<u> </u>						

Name:	Legion	Pit Fiend							
Class & Lvl	Large F						Init	+2	
Race	Devil (pit fiend)					Alignment	LE	
AC		19 (Natu	ral 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, F	ly 60ft							
				Skil	ls				
Perception		+3							
Stealth		+2							
PROF	+2								
	Attack	•	Reach/Range	Bonus		Туре		Damage	
Infernal Bat	ttle Stan	dard	10ft	+7	Blu	ınt+Fire		3d6+5+1d6	
Bite			5ft	+7	Pi	iercing	2	2d6+5+poiso	n
Claw			10ft	+7	SI	ashing		2d8+5	
Tail			10ft	+7	1	Blunt		2d10+5	
НР	44								
III									
				Special/	Notes				
Truesight: 1	L20ft								
Fiendish Re	silience	: You hav	e advantage on :	saving thro	ws versu	us the poi s	soned condit	ion.	
Fear Aura:	Any targ	et hostile	e to you that star	ts its turn v	vithin 20	of you	must make a	DC15 Wis	
saving th	row or b	oecome f	rightened until t	he start of	its next 1	turn. If a t	arget succee	eds on this	
save, the	y are im	mune to	your power unti	I you take a	a Rest.				
Poisonous I	Bite: Wh	en you s	uccesssfully deal	damage w	ith your	Bite attac	k, that target	t must make	a
DC15 Co	n saving	throw or	r become poison	ed . While	poisone	d in this w	ay, the targe	et cannot reg	ain
hit points	s and tal	kes 1d10	points of poison	damage at	the star	rt of each	of its turns.	The target m	าลy
repeat th	nis save a	at the en	d of each of its tu	urns to end	this effe	ect.			
Multiattack	: As a si	ngle Atta	ck action, you m	ay make th	ree (3) a	attacks, or	e with your	Battle Stand	ard,
one with	your Bi	te , and o	ne with either yo	ur Claw or	your Ta	il.			
Innate Spel	lcasting	: Charism	a based; Spell Sa	ve DC15, S	pell Atta	ack +7.			
At Will: De	etect Ma	gic, Burn	ing Hands						
3/Day Eac	h: Hold I	Monster,	Scorching Ray						
			·						

Name:	Lemure								
Class & Lvl	Mediun	n Fiend 2					Init	-3	
Race	Devil (L	emure)					Alignment	LE	
AC		7							
	Stat	Mod	Save		Stat	Mod	Save		
STR	10	+0	+0	INT	1	-5	-5		
DEX	5	-3	-3	WIS	11	+0	+0		
CON	11	+0	+0	CHA	3	-4	-4		
SPEED	15ft								
				Skill	s				
Perception		+0							
Stealth		-3							
		•		•			•		
PROF	+2								
-	Attack		Reach/Range	Bonus	T	ype		Damage	
Fist			5ft	+3	В	lunt		1d4	
Dagger			5ft(20ft/60ft)	+2	Pie	rcing		1d4	
НР	10								
	•			Special/I	Notes				
Darkvision 8	& Devil's	Sight: 12	Oft that is not in	npeded by	magical c	darkness.			
			e advavntage o					ghtened, an	d
poisoned	conditio	ns.							

Name:	Mad M	aggie							
Class & Lvl	-	n Fiend 4					Init	+2	
Race	Night H	lag					Alignment	NE	
AC		17 (Natur	al 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									
	•			Skil	ls			•	
Perception		+4							
Stealth		+4							
Deception		+5							
Insight		+4							
				•			•	•	
PROF	+2								
	Attack	•	Reach/Range	Bonus	1	Туре		Damage	
Claws			5ft	+6		ashing		2d8+4	
НР	32			,	•		•		
				Special/	Notes				
Darkvision:	120ft								
Hag's Fortit	ude: You	ı take hal	f damage from o	cold and fir	e. In add	dition, yo	u are immun	e to the char	med
condition									
Magic Resis	tance: Y	ou have a	advantage on sa	ving throw	s versus	spells and	d other magic	cal effects.	
			a based; Spell Sa	_		-			
At Will: De	tect Ma	gic, Magi	c Missile						
			ement, Sleep						

Class & Lvl	Mahadi	i						
Class & Evi	Mediun	n Fiend 3					Init	+4
Race	Rakshas	sa					Alignment	LE
AC		1	7					
	Stat	Mod	Save		Stat	Mod	Save	
STR	14	+2	+2	INT	14	+2	+2	
DEX	18	+4	+4	WIS	16	+3	+3	
CON	18	+4	+4	CHA	18	+4	+4	
SPEED	40ft							
				Skil	ls			
Perception		+5	Insight	+5				
Stealth		+4						
Arcana		+4						
Deception		+6						
PROF	+2							
,	Attack		Reach/Range	Bonus	1	уре		Damage
Claws			5ft	+4	Sla	shing		2d6+2
Dart			20ft/60ft	+6	Pie	ercing		1d4+4
НР	27							
	•			Special/	Notes			
Darkvision:	120ft							
Multiattack	: As a sin	gle Attac	k action you ma	y make tw	o (2) atta	acks with	your claws .	
Innate Spell	caster: (Charisma	based. Spell Sa	ve DC14, S	pell Atta	ck +6.		
At Will: Ma	age Hand	l, Minor I	llusion					
			Hellish Rebuke,					

Name:	Maw D	emon							
Class & Lvl	Small Fi	end 3					Init	-1	
Race	Demon	(maw de	mon)				Alignment	CE	
AC	1	L3 (Natur	al armor)						
	Stat	Mod	Save		Stat	Mod	Save		
STR	14	+2	+2	INT	5	-3	-3		
DEX	8	-1	-1	WIS	8	-1	-1		
CON	13	+1	+1	CHA	5	-3	-3		
SPEED	30ft								
				Skill	S				
Perception		-1							
Stealth		-1							
PROF	+2								
F	Attack		Reach/Range	Bonus	Т	ype		Damage	
Bite			5ft	+4	Pi€	ercing		2d8+2	
Dagger			5ft (20ft/60ft)	+4	Pi€	ercing		1d4+2	
НР	18								
	-			Special/	Notes				
Darkvision:	60ft								
Demonic Re	sistance	s: You tal	ke half damage t	from cold, f	fire, light	t ning , and	d poison . In a	addition, you	J
have adv a	antage o	n saving	throws versus th	he charmec	d, frighte	ned , and	poisoned co	nditions.	
Ramapage:	lf you dr	op a targ	et to 0hp with a	melee atta	ck, you r	may use a	Bonus actio	n to move u	p to
half your	speed ai	nd make a	a bite attack.						

Name:	Merreg	on Type	I						
Class & Lvl	Mediur	n Fiend 2					Init	+1	
Race	Devil (n	nerregon)				Alignment	LE	
AC		15 (Natur	al armor)						
	Stat	Mod	Save		Stat	Mod	Save		
STR	16	+3	+3	INT	6	-2	-2		
DEX	13	+1	+1	WIS	12	+1	+1		
CON	15	+2	+2	CHA	8	-1	-1		
SPEED	30ft								
				Ski	lls				
Perception		+1							
Stealth		+1							
		-					•		
PROF	+2								
	Attack	-	Reach/Range	Bonus		Туре		Damage	
Halberd			10ft	+5	SI	ashing		1d10+3	
Dagger			5ft (20ft/60ft)	+5	Pi	ercing		1d4+3	
НР	14								
	•			Special/	/Notes				
Darkvision:	60ft			<u> </u>					
Fiendish Re	sistance	s: You tak	e half damage f	rom fire ai	nd poiso	n . In addi	tion, you hav	e advantage	
			e frightened an				·		
Loyal Bodyg	uard: W	hen a fie	nd within 5ft of	you is hit k	y an atta	ack, you c	an choose to	take the hit	
instead.									

Name:	Merreg	on Type	II						
Class & Lvl	Mediur	n Fiend 3					Init	+2	
Race	Devil (n	nerregon)				Alignment	LE	
AC	-	L6 (Natur	al armor)						
	Stat	Mod	Save		Stat	Mod	Save		
STR	18	+4	+4	INT	6	-2	-2		
DEX	14	+2	+2	WIS	12	+1	+1		
CON	17	+3	+3	СНА	8	-1	-1		
SPEED	30ft								
				Skil	ls				
Perception		+1							
Stealth		+2							
		•		•			•		
PROF	+2								
	Attack	-	Reach/Range	Bonus		Туре		Damage	
Halberd			10ft	+6	SI	ashing		1d10+4	
Dagger			5ft (20ft/60ft)	+6	Pi	ercing		1d4+4	
НР	24								
	•			Special/	Notes				
Darkvision 8	& Devil's	Sight: 60	oft and this visio	n is not obs	scured b	y magic da	arkness.		
Fiendish Res	sistances	s: You tak	e half damage f	rom cold , f	ire and	ooison. In	addition, yo	u have adva	ntage
on saving	throws	versus th	e frightened an	d poisoned	condition	ons.			
Loyal Bodyg	uard: W	hen a fie i	nd within 5ft of	you is hit b	y an atta	ack, you ca	an choose to	take the hit	
instead.									
Multiattack	: As a sin	gle Attac	k action you ma	ay make tw	o (2) att	acks with	your Halber	d.	
p.									

Name:	Merre	noloth							
Class & Lvl	Mediu	m Fiend 2					Init	+2	
Race	Daemo	n (merre	noloth)				Alignment	NE	
AC		1	.2						
	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, S	wim 40ft							
				Ski	lls			-	
Perception		+3	Survival	+3					
Stealth		+2							
History		+4							
Nature		+4							
			•	•	•		•		
PROF	+2								
	Attack	•	Reach/Range	Bonus		Туре		Damage	
Oar			5ft	+4	SI	ashing		2d4+2	
Dagger			5ft (20ft/60ft)	+4	_	iercing		1d4+2	
НР	10			•			•		
	-			Special	/Notes				
Blindsight:	60ft; Da	rkvision:	60ft	<u> </u>					
Daemonic F	Resistan	ces: You l	nave advantage	on saving t	throws v	ersus the	poisoned cor	ndition.	
Innate Spel	lcasting:	Intellige	nce based. Spell	Save DC1	2.				
1/day eacl	h: Charn	n Person,	Darkness, Detec	t Magic, G	ust of W	ind			
3/day: Cor	ntrol Wa	ter							
Multiattack	: As a si	ngle Atta	ck Action , you m	ay make o	ne (1) at	tack with	your oar and	l use your Fe	ar
Gaze abi	lity.								
Fear Gaze: `	You can	target a c	reature that you	ı can see w	ithin 60f	ft. That ta	arget must m	ake a DC12 V	Vis
			ghtened for 10 r						
of its turn			_						

Name:	Mickey	the Flesh	n Golem						[
Class & Lvl	Large C	onstruct	3				Init	-1	
Race	Fiendisl	า Flesh G	olem				Alignment	None	ľ
AC	1	L2 (Natur	al 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	СНА	5	-3	-3		
SPEED	30ft, Fly	/ 30ft (ho	ver)		•		•		
				Skil	ls			•	
Perception		+0							
Stealth		-1							
		•			•		•	•	
PROF	+2								
-	Attack		Reach/Range	Bonus	1	Гуре		Damage	
Slam			5ft	+6	Е	Blunt		2d10+4	
Bone Spur			20ft/60ft	+6	Pi	ercing		1d6+4	
НР	30								
	•			Special/	Notes				
Darkvision:	60ft			-					
Construct B	ody: You	have ad	vantage on savi	ng throws \	ersus th	e charme	d, exhaustio	n, frightene	d ,
paralyzed	d, petrifi	ed, and p	oisoned conditi	ons. In add	lition, yo	u do not	need to brea	ithe, eat or s	leep.
			mune to any eff						
Lightning Al	osorptio	n: If you a	are struck by an	effect or a	n attack t	that woul	d cause light	ning damag	e, you
instead ta	ake no da	amage, a	nd are healed a	number of	hit point	ts equal to	the damage	e you would	
have take	en.								
Magic Resis	tance: Y	ou have a	idvantage agian	st spells an	d other i	magical e	ffects.		

Name:	Narzug	on							
Class & Lvl	Mediu	m Fiend 4					Init	+0	
Race	Devil (r	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								
				Skill	s				
Perception		+4							
Stealth		+0							
PROF	+2								
ı	Attack		Reach/Range	Bonus	Т	уре		Damage	
Hellfire Lan	ellfire Lance 10ft +7					Piercing + Fire 1d12+5)
Dagger			5ft (20ft/60ft)	+7	Pie	ercing		1d4+5	
НР	32								
				Special/I	Votes				
Darkvision:	120ft								
Fiendish Re	silience:	You have	advantage on s	saving throv	vs versus	s the char	med, frighte	ened , and	
poisoned	l conditi	ons.							
Diabolical S	ense: Yo	ou have ac	dvantage on Per	ception che	ecks to p	ercieve go	od-aligned	creatures.	
Infernal Co	mmand:	You may	issue a comman	nd to your a	llies with	in 60ft of	you that gra	ants them	
and your	self imm	nunity to t	he charmed and	frightened	d condition	ons until t	he end of yo	our next turn	
Terrifying C	omman	d: You ma	y issue a comm	and to each	target t	hat can he	ear you with	in 60ft, forci	ng
them to	make a I	OC14 Cha	saving throw or	become fri	ghtened	for 10 ro	unds. The t	argets affecte	ed
may repe	eat this s	aving thro	ow at the end of	each of the	eir turns,	ending th	e effect and	d granting the	em
immunity	to it un	ıtil you tal	ke a Rest.			•			
Multiattack	: As a sir	ngle attac	k action, you ma	ay issue eith	er an Inf	fernal Cor	nmand or a	Terrifying	
Comman	d. You i	may also ı	make two (2) att	tacks with y	our Hell f	fire Lance			

Name:	Narzug	on on Ni	ghtmare						
Class & Lvl	Large F		-				Init	+2	
Race			and Nightmare				Alignment	LE	
AC		18 (Plate							
	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	СНА	19	+4	+6		
SPEED	60ft, Fl	y 90ft			•				
	•			Ski	lls			•	
Perception		+4							
Stealth		+0							
PROF	+2								
	Attack		Reach/Range	Bonus	•	Туре		Damage	
Hellfire Land	ce		10ft	+7	Piero	ing + Fire		1d12+5+1d10	
Dagger			5ft (20ft/60ft)	+7	Pi	ercing		1d4+5	
Hooves			5ft	+7	Blu	nt + Fire		2d8+5+2d6	
НР	36								
				Special/	Notes				
Darkvision:									
			half damage fro		ou have a	dvantage	on saving th	rows versus t	he
	_		isoned condition						
			dvantage on Per						
			issue a comman	•			·		
		_	the charmed and						
			ny issue a comm						
			saving throw or					_	
			ow at the end of	each of th	eir turns	, ending th	ne effect and	granting the	m
		•	ke a Rest.						
		_	k action, you ma	-					
			make two (2) att	acks with	your Hel	Itire Blade	. You may s	ubstitue one	ot
these att		•							
Internal Cha	arge: It y	ou move	at least 30ft in a	ı straight lii	ne and si	uccesstully	nit 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:	Nightn	nare						
Class & Lvl	Large F	iend 4					Init	+2
Race	Nightm	nare					Alignment	NE
AC		13 (Natui	ral 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, Fl	ly 90ft						
				Skil	ls			
Perception		+1						
Stealth		+2						
							ı	
PROF	+2							
	Attack		Reach/Range	Bonus	_	Туре		Damage
Hooves			5ft	+6	Blui	Blunt + Fire 2d8+4+2		2d8+4+2d6
НР	36							
				Special/	Notes			
			no damage fron					
			ne riding you th			•		
			t light in a 10ft ra		dim light	for anoth	er 10ft. This	light cancels
			leave its radius.					
			t 10ft in a straigh			_		-
			nake a DC14 Str					
			r not, you may u					
			icks hits or not, y			noving to	the limits of	your speed
without p	rovokir	ng an opp	ortunity attack f	rom your t	arget.			

Name:	Nuppe	ribo							
Class & Lvl	Mediur	n Fiend 3	}				Init	+0	
Race	Devil (r	upperibo	o)				Alignment	LE	
AC		13 (Natui	ral 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	•			•	•			
				Ski	lls			-	
Perception		+1							
Stealth		+0							
			•	•	•		•		
PROF	+2								
	Attack	•	Reach/Range	Bonus		Туре		Damage	
Bite			5ft	+5	P	iercing		1d6+3	
Dagger			5ft(20ft/60ft)	+5	P	iercing		1d4+3	
НР	18			•					
	•			Special	/Notes				
Blindsight: 1	10ft; you	are bline	d beyond this ra	dius.					
Fiendish Res	sistance	s: You tal	ke half damage f	rom acid ,	cold, fire	and pois	on. In addition	on, you have	
advantag	e on sav	ing throv	ws versus the ch	armed, fri	ghtened	and poisc	ned conditio	ns and cann	ot
be blinde	d.								
Cloud of Ve	rmin: Ar	y creatu	re that starts its	turn withi	n 20ft of	you must	make a DC1 2	1 Con saving	
throw. O	n a failu	re the cr	eature takes 1d4	piercing	damage.				
Hunger-Driv	/en: You	can flaw	lessly track any	creature th	nat has ta	aken dama	age from you	r, or anothei	rs,
Cloud of	Vermin.								
p.									

Name:	Olanth	ius							
Class & Lvl	Mediu	m Undea	d 4				Init	+0	
Race	Death	Knight					Alignment	CE	
AC		18 (Plat	e 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								
				Skil	ls				
Perception		+3							
Stealth		+0							
PROF	+2								
1	Attack		Reach/Range	Bonus	1	Гуре		Damage	
Longsword			5ft	+7	Slashin	g+Necrotic	1d8+5+	+2d8 (Versat	ile d10)
Dagger			5ft (20ft/60ft)	+7	Pic	ercing		1d4+5	
НР	45								
	1			Special/	Notes				
Darkvision:	120ft			· · ·					
Undead Sta	mina: Yo	ou have a	idvantage on sav	ing throws	versus t	he exhaust	ion, frighte	ned , and	
poisoned	l conditi	ons.							
Spellcasting	: Charis	ma based	; Spell Save DC1	4, Spell Att	ack Bon	us +7.			
1st Ivi (3 Si	ots): Co	mmand,	Compelled Duel,	Searing Sm	nite				
Hellfire Orb	(1/Rest	:): As an a	action, you may h	nurl a ball o	f fire at a	point that	you can se	e up to 120f	t
away. Ea	ch targe	t in a 20f	t radius around t	hat point m	nus make	a DC14 D	ex saving th	row. The	
sphere sp	reads a	round co	rners. Each targ	et that fails	the save	takes 6d6	fire damag	e, and half tl	nat
on a succ									
Multiattack	: As a sii	ngle Atta	ck action you ma	ay make tw	o (2) atta	acks with yo	our longsw o	ord.	
		_	melee attack wo						

Name:	Red Ab	oishai							
Class & Lvl	Mediu	m Fiend 4					Init	+3	
Race	Devil (a	abishai)					Alignment	LE	
AC		20 (natur	al 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, Fl	ly 50ft							
				Skill	S				
Perception		+4							
Stealth		+2							
Intimidatio	n	+6							
PROF	+2								
	Attack		Reach/Range	Bonus	T	ype		Damage	
Morningsta	ır		5ft	+7	Pie	ercing		1d8+5	
Claw			5ft	+7	Sla	shing		2d10+5	
Bite			5ft	+7	Pierci	ing+Fire		1d10+5+2d1)
Dart			20ft/60ft	+4	Pie	ercing		1d4+2	
НР	40								
				Special/I	Notes				
			20ft; this vision i				rkness.		
			advantage on s						
Frightful Pr	esence:	Each targ	et of your choice	e that is awa	are of yo	u and is v	vithin 120ft	radius must	
make a [C14 Wis	s saving th	row or become	frightened	of you fo	or 10 rou	nds. The tar	get may rep	eat
this save	at the e	nd of eac	h of its turns. Er	nding the ef	fect, or s	uccessfu	lly making th	ne save, gives)
that targ	et immu	inity to yo	ur power until y	ou take a R	est.				
Multiattack	: You ma	ay use you	ur Frightful Pres	ence . In ad	dition, as	s a single	Attack action	n you may n	nake
			your Mornings t		-		-		
			ion , you may ch						
either se	e or hea	r you. Th	ose allies have a	idvantage o	n all of t	heir attac	k rolls until	the start of y	our
next turr	າ								

Name:	Reya M	lantlemo	rn						
Class & Lvl		n Human					Init	+1	
Race	Human						Alignment	LG	
AC		17 (Splin	it armor)						
	Stat	Mod	Save		Stat	Mod	Save		
STR	14	+2	+2	INT	10	+0	+0		
DEX	13	+1	+1	WIS	11	+0	+0		
CON	14	+2	+2	CHA	10	+0	+0		
SPEED	30ft								
				Ski	lls			•	
Perception		+2							
Stealth		+1*							
PROF	+2								
	Attack		Reach/Range	Bonus	•	Туре		Damage	
Longsword	ngsword 5ft			+4	SI	ashing	1d8+	-2, Versatile	(d10)
Dagger			5ft (20ft/60ft)	+4	Pi	ercing		1d4+2	
НР	14								
				Special	/Notes				
Multiattack	: As a sin	gle Atta	ck action, you m			tacks with	n vour longsw	ord or dagg	er.
				<u> </u>	(=) (=)		. ,	0.0.0.0.0000	,

Scarla 1	Fruestrik	e						
Small H	lumanoid	13				Init	+3	
Human	oid (halfl	ing)				Alignment	LN	
Stat	Mod	Save		Stat	Mod	Save		
9	-1	-1	INT	10	+0	+0		
17	+3	+3	WIS	15	+2	+2		
13	+1	+1	СНА	10	+0	+0		
35ft		•	•	•	•			
•			Skil	ls			•	
	+2	Sleight of Hand	+5					
	+5	Stealth	+5					
	+5							
	+1							
			•					
+2								
Attack	•	Reach/Range	Bonus		Туре		Damage	
		5ft	+5		Blunt		1d6+3	
		5ft (20ft/60ft)	+5	Pi	iercing		1d4+3	
rike		5ft	+5		Blunt		1d4+3	
21								
•			Special/	Notes				
ı ck: Whe	never yo	ou roll a 1 on a d20	0, you may	choose '	to reroll a	nd take the s	econd result	
ave adv a	antage o	n saving throws ve	ersus the f	rightene	d conditio	n.		
nbleness	: You ma	y move through t	he space o	of any cre	ature one	size or great	er larger tha	n
ealthy: `	You may	use a creature at	least one s	size large	r than you	as cover for	Hide checks	
ning: Yo	u may m	ake an Unarmed	Strike atta	ck as a B	onus actio	on when you	take the Att a	ack
ws (3/R	est): Wh	en you use your N	Martial Tra	ining , yo	u may ins	tead choose	to make 2 U	narm-
s as a Bo	nus acti	on. In addition, a	ny target t	hat you s	uccessful	y hit with the	ese attacks th	ne
ust succe	ed at a	OC12 Dex saving t	hrow or be	e knocked	prone.	Alternately, y	ou may inste	ad
						as though it v	were an Un-	
	Small H Human Stat 9 17 13 35ft +2 Attack rike 21 uck: When ave advanbleness ealthy: Young to be a second	Small Humanoid Humanoid (halfl Stat Mod 9 -1 17 +3 13 +1 35ft +2 +5 +5 +1 +2 Attack crike 21 ack: Whenever your ave advantage on bleness: You may make a source and a sealthy: You may make as a Bonus action as a Bonus action at a sealthy: Source and a sealthy: Source and a sealthy: You may make as a Bonus action at a sealthy: You may make a sealthy a sealthy: You may make a sealthy a sealth	9 -1 -1 17 +3 +3 13 +1 +1 35ft +2 Sleight of Hand +5 Stealth +5 +1 +2 Reach/Range 5ft 5ft (20ft/60ft) 5ft 21 ack: Whenever you roll a 1 on a d2 ave advantage on saving throws ventileness: You may move through the save advantage on saving throws ventileness: You may move through the save advantage on saving throws ventileness: You may move through the save advantage on saving throws ventileness: You may move through the save advantage on saving throws ventileness: You may make an Unarmed of the save advantage on saving throws ventileness: You may make an Unarmed of the save advantage on saving throws ventileness: You may make an Unarmed of the save advantage on saving throws ventileness: You may make an Unarmed of the save advantage on saving throws ventileness: You may make an Unarmed of the save advantage on saving throws ventileness: You may make an Unarmed of the save advantage on saving throws ventileness: You may make an Unarmed of the save advantage on saving throws ventileness: You may make an Unarmed of the save advantage on saving throws ventileness: You may make an Unarmed of the save advantage on saving throws ventileness: You may make an Unarmed of the save advantage on saving throws ventileness: You may make an Unarmed of the save advantage on saving throws ventileness: You may make an Unarmed of the save advantage on saving throws ventileness: You may make an Unarmed of the save advantage on saving throws ventileness of the save advantage of the save advant	Small Humanoid (halfling) Stat Mod Save 9	Small Humanoid 3 Humanoid (halfling) Stat Mod Save Stat 9 -1 -1 INT 10 17 +3 +3 WIS 15 13 +1 +1 CHA 10 35ft Skills +2 Sleight of Hand +5 +5 Stealth +5 +5 Stealth +5 +5 Sft +5 5ft +5 5ft (20ft/60ft) +5 P Trike 5ft +5 Steick: Whenever you roll a 1 on a d20, you may choose ave advantage on saving throws versus the frightene ableness: You may move through the space of any creating: You may make an Unarmed Strike attack as a B Dows (3/Rest): When you use your Martial Training, you say succeed at a DC12 Dex saving throw or be knocked target to lose all reactions until the end of your next	Small Humanoid 3 Humanoid (halfling) Stat Mod Save Stat Mod 9 -1 -1 INT 10 +0 17 +3 +3 WIS 15 +2 13 +1 +1 CHA 10 +0 35ft Skills +2 Sleight of Hand +5 +5 Stealth +5 +1 Sft (20ft/60ft) +5 Blunt Sft (20ft/60ft) +5 Piercing Srike Sft +5 Blunt 21 Special/Notes Ick: Whenever you roll a 1 on a d20, you may choose to reroll a ave advantage on saving throws versus the frightened conditionableness: You may move through the space of any creature one contained by the special of the sp	Stat Mod Save Stat Mod Save 9	Small Humanoid 3 Init

Init	Name:	Legion	Spined D	Devil Type I					
Stat Mod Save Stat St	Class & Lvl			• •				Init	+1
Stat Mod Save Stat Stat	Race	Devil (s	pined de	vil)				Alignment	LE
STR	AC		12 (Natu	ral armor)					
DEX		Stat	Mod	Save		Stat	Mod	Save	
CON 10 +0 +0 CHA 8 -1 -1	STR	10	+0	+0	INT	11	+0	+0	
SPEED 20ft, Fly 40ft Skills	DEX	13	+1	+1	WIS	13	+1	+1	
Skills	CON	10	+0	+0	CHA	8	-1	-1	
Perception	SPEED	20ft, Fl	y 40ft						
PROF					Sk	ills			
PROF	Perception		+1						
Attack Reach/Range Bonus Type Damage Fork 5ft +2 Piercing 1d6 Bite 5ft +2 Slashing 1d4 Tail Spine 5ft +3 Piercing 1d4+1+1d4 file Dart 20ft/60ft +3 Piercing 1d4+1 HP 8 Special/Notes Darkvision: 120ft	Stealth		+1						
Attack Reach/Range Bonus Type Damage Fork 5ft +2 Piercing 1d6 Bite 5ft +2 Slashing 1d4 Tail Spine 5ft +3 Piercing 1d4+1+1d4 file Dart 20ft/60ft +3 Piercing 1d4+1 HP 8 Special/Notes Darkvision: 120ft									
Attack Reach/Range Bonus Type Damage Fork 5ft +2 Piercing 1d6 Bite 5ft +2 Slashing 1d4 Tail Spine 5ft +3 Piercing 1d4+1+1d4 file Dart 20ft/60ft +3 Piercing 1d4+1 HP 8 Special/Notes Darkvision: 120ft									
Attack Reach/Range Bonus Type Damage Fork 5ft +2 Piercing 1d6 Bite 5ft +2 Slashing 1d4 Tail Spine 5ft +3 Piercing 1d4+1+1d4 file Dart 20ft/60ft +3 Piercing 1d4+1 HP 8 Special/Notes Darkvision: 120ft							_		
Fork 5ft +2 Piercing 1d6	PROF								
Site		Attack							
Tail Spine 5ft	Fork					_			
Dart 20ft/60ft +3 Piercing 1d4+1	Bite								
HP Special/Notes Darkvision: 120ft	Tail Spine					_		1	
Special/Notes Darkvision: 120ft	Dart	1		20ft/60ft	+3	Pi	ercing		1d4+1
Darkvision: 120ft	НР	8							
		•			Special	/Notes			
Limited Spines: You have 6 tail spines that can be regrow with a Rest.	Darkvision:	120ft			-				
<u>-</u>	Limited Spir	nes: You	have 6 ta	ail spines that ca	n be regro	w with a	Rest.		
	<u> </u>			-	-				

Name:	Legion	Spined D	Devil Type I					
Class & Lvl	Small F	iend 3					Init	+2
Race	Devil (s	pined de	evil)				Alignment	LE
AC	15 (N	Natural a	rmor & shield)					
	Stat	Mod	Save		Stat	Mod	Save	
STR	10	+0	+0	INT	11	+0	+0	
DEX	15	+2	+2	WIS	14	+2	+2	
CON	12	+1	+1	CHA	8	-1	-1	
SPEED	20ft, Fl	y 40ft						
				Ski	ills			
Perception		+2						
Stealth		+2						
			•				1	
PROF	+2							
	Attack		Reach/Range	Bonus		Туре		Damage
Shield Bash			5ft	+2		Blunt		1d4
Bite			5ft	+2	SI	ashing		2d4
Tail Spine			5ft	+3	Pi	ercing	1	d4+2+1d4 fire
Dart			20ft-60ft	+3	Pi	ercing		1d4+1
НР	11							
	-			Special	/Notes			
Darkvision 8	& Deviil'	s Sight: 1	L20ft and not im	peded by i	magical d	arkness.		
Limited Spir	nes: You	have 12	tail spines that c	an be regi	row with	a Rest.		
Flyby: You d	lo not pi	ovoke aı	n opportunity att	ack you fl	y out of a	n enemie	es' reach.	
Multiattack	: As a sir	ngle Atta	ck action you ma	ay make tv	vo (2) att	acks, one	with your Bi t	te and one with
your Shie	ld Bash	or two w	ith your Tail Spi	nes.				
your Shie	ld Bash	or two w	vith your Tail Spi	nes.				

Name:	Sylvira	Savikas											
Class & Lvl	Mediu	m Human	oid 4				Init	+2					
Race	Tiefling	3					Alignment	LN					
AC		15 (Mag	e 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												
				Skill	ls								
Perception		+2											
Stealth		+2											
Arcana		+7											
History		+7											
		_			_								
PROF	+2												
	Attack												
Dagger			5ft (20ft/60ft)	+4	Pi	ercing		1d4+2					
НР	24												
•••													
				Special/	Notes								
Darkvision:													
			half damage froi										
			st , you may cast			•	·						
			advantage on sa			•							
-			ld your Int modi				your Cantri	ps.					
			ed; Spell Save D										
			Frostbite, Mage										
			nds, Charm Perso					d					
2nd Lvl (3 9	Slots): F	laming Sp	here, Mirror Im	age, Misty S	Step, Ray	y of Enfee	blement						

Name:	Yagno	loth							
Class & Lvl	Large f	Fiend 3					Init		
Race	Yugolo	th (yagno	oloth)				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								
				Skil	ls				
Perception		+3	Persuasion	+5					
Stealth		+2							
Deception		+5							
Insight		+3							
PROF	+2								
	Attack		Reach/Range	Bonus		Туре		Damage	
Electrified T	ouch		5ft	+5	Lig	htning	1d8-	loss of reaction	S
Massive Arr	n		15ft	+6	ı	Blunt	20	l12+4+stunned	
Dagger			5ft (20ft/60ft)	+6	Pi	ercing		1d4+4	
НР	30								
				Special/	Notes				
Blindsight: (60ft Da	rkvision:	60ft						
Daemonic R	esilienc	e: You h	ave advantage or	n saving th	rows ver	sus the p	oisoned cond	ition.	
Innate Spell	casting	: Charism	ia based; Spell Sa	ve DC13					
1/Rest eac	h: Darkı	ness, Invi	sibility (self only)	, Suggestio	n				
Massive Arr	n: Whe	n you hit	a target with you	ır Massive	Arm, it r	must mak	e a DC14 Co n	saving throw	
			the end of your n						
Battlefield (Cunning	(Rechar	ge 4-6): As an act	i on you ca	n allow ເ	ıp to two	of your allies	within 60ft	
that can l	hear you	u to use t	heir reactions to	make one	melee a	ttack eac	h.		

Name:	Yeeno	ghu's Bai	lgura					
Class & Lvl	Large	Fiend 3					Init	
Race	Demo	n (barlguı	ra)				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, 0	Climb 30ft						
				Sk	ills			
Perception		+4						
Stealth		+4						
PROF	+2							
,	Attack	•	Reach/Range	Bonus		Туре		Damage
Bite			5ft	+6	Pi	iercing		2d6+4
Fist			5ft	+6		Blunt		1d10+4
Dagger			5ft	+6	Pi	iercing		1d4+4
НР	27							
				Special	/Notes			
Blindsight:	30ft D a	rkvision:	120ft					
Demonic Re	esilianc	e: You hav	ve advantage on	saving thr	ows vers	us the po	isoned condit	tion.
Innate Spel	lcasting	: Wisdom	based; Spell Sa v	ve DC12.				
1/Rest eac	: h: Enta	ngle, Pha	ntasmal Force					
2/Rest eac	: h: Invis	ibility (se	f only)					
Reckless: At	t the sta	art of you	r turn, you may o	hoose to	make you	ır melee a	ttacks during	that turn with
advantag	ge. Hov	vever, un	til the start of yo	ur next tu	rn, all atta	acks targe	ting you also	have advantage .
Running Lea	ap: Whe	en you ha	ve a running star	t, your lor	ng jump b	ecomes 4	Oft and your	high jump
becomes	20ft.							
Rampage: V	Vhen yo	ou drop a	target to Ohp on	your turn	, you may	y use a bo	nus action to	immediately
move ha	f your s	peed and	make a single Bi	te attack a	agianst a	second ta	rget.	

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:	Yeeno	ghu's Dre	etch					
Class & Lvl	Small	Fiend 2					Init	+0
Race	Demo	n (dretch)				Alignment	CE
AC		11 (Natu	ral 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	•		•	•		•	
				Sk	ills			•
Perception		-1						
Stealth		+0						
			-				•	•
PROF	+2							
	Attack	•	Reach/Range	Bonus		Туре		Damage
Bite			5ft	+2	Pi	ercing		1d6
Claws			5ft	+2	SI	ashing		2d4
Dart			20ft/60ft	+2	Pi	ercing		1d4
НР	10							
	-			Special	/Notes			
Darkvision:	60ft							
Demonic Re	sistanc	es: You t	ake half damage	from pois	on and in	addition,	you have ad	vantage on
			poisoned conditi			<u> </u>	-	-
			•		wo attack	s, one wit	th your bite a	nd one with your
claws.			,	•		·	•	,
	(1/Rest	t): As an a	action, you can fi	ll a 10ft ra	dius arou	nd you w	ith a disgustii	ng green gas.
			corners and is ligi					

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

Rampage: When you drop a target to 0hp on your turn, you may use a bonus action to immediately

bonus action on its turn, not both, and can't take reactions.

move haf your speed and make a single **Bite** attack agianst a second target.

Name:	Yeenog	ghu's Hez	rou						
Class & Lvl	Large F	iend 3					Init	+2	
Race	Demon	(hezrou)					Alignment	CE	
AC		15 (Natur	al 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								
				Skil	ls		_		
Perception		+1							
Stealth		+2							
			T	T				<u> </u>	
PROF	+2		_						
	Attack		Reach/Range	Bonus		уре		Damage	
Bite			5ft	+6	_	ercing		2d10+4	
Claw			5ft	+6		shing		2d6+4	
Dagger			5ft (20ft/60ft)	+6	Pie	ercing		1d4+4	
115	30								
HP									
	-			Special/	Notes				
Darkvision:	120ft								
			advantage on s						
Stench: Any	target t	hat starts	its turn within 1	L0ft of you	must ma	ke a DC1	3 Con saving	throw or be	come
poisoned	l until th	e start of	its next turn. Su	uccessfully	saving pr	events th	is and gives	the target	
	-		ıntil you comple						
			arget to 0hp on					immediatel	У
move hat	your sp	eed and i	make a single Bi t	te attack ag	gianst a s	econd ta	rget.		

Name:	Yeeno	ghu's Qu	asit					
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							
				Ski	lls			
Perception		+0						
Stealth		+5						
PROF	+2							
	Attack		Reach/Range	Bonus		Туре		Damage
Claws			5ft	+4	Pi	ercing	1	d4+2+poison*
Dart			20ft/60ft	+4	Pi	ercing		1d4+2
Gnashing Ja	ıws		5ft	-1	Pi	ercing		1 pt
НР	6							
	<u>!</u>			Special	/Notes			
Darkvision:	120ft							
		ction, vol	ı can become inv	risible unti	l you mal	ke an atta	ck, use vour	Scare ability, or
		. ,	as if you would a		,		, ,	
•		•	a target with you	•	hat targe	t must su	cceed on a D	C10 Con save or
								e save to end the
	-		of its turns.			J =	, ,	
			target to 0hp on	your turn	, you may	use a bo	nus action to	immediately
		•	make a single G ı	•	•			•

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	, Archduk	ce of Avernus						
Class & Lv	I Large	Fiend 4					Init	+5	
Race	Devil ((archduke	e)				Alignment	LE	
AC		20 (Natu	ıral armor)						1
	Stat	Mod	Save		Stat	Mod	Save		1
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, F	ly 150ft							
				Sk	ills			-	
Perception	า	+7							
Stealth		+5							
Intimidation	on	+8							
PROF	+2								
	Attack		Reach/Range	Bonus		Туре		Damage	
Matalotok	ζ		10ft	+8	Blu	unt+Fire	2d8+6+	-1d8 (Versa	tile d10)
Flail			10ft	+8	Piero	cing + Fire		2d8+6+1d8	3
НР	52						1		
				Special	/Notes				
Darkvision	& Devil	's Sight: 1	120ft; this vision i	is not impe	eded by r	nagical dar	kness.		

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 subsitute **Horrid Touch** for **Matalotok**.