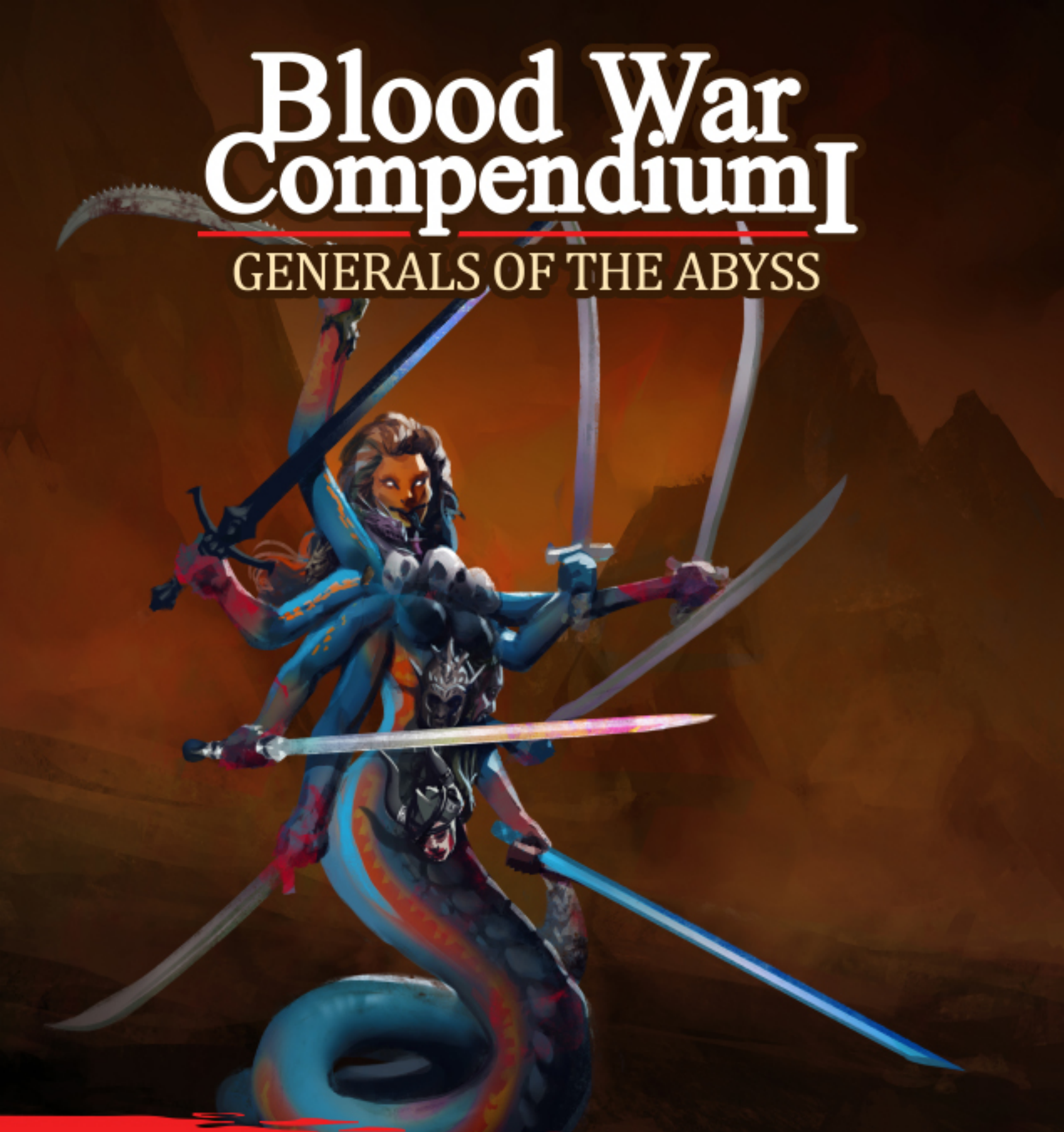
Blood War Compendium I

GENERALS OF THE ABYSS



Written by Ned Turner

Demonic participants of the Blood War to slaughter devils, angels, and mortals alike

GUILD

Table Of Contents

Demonic Generals

Baphomet
- 2 ... Oostarix, Eater of Men
- 3 ... Muuzin
- 4 ... Ankashar
- 5 ... Ghour

Demogorgon
- 6 ... Belcheresk, the Storm Reaver
- 7 ... Saint Kargoth, the Betrayer
- 7 ... Kazuul Armeater
- 9 ... Thrarak, the Flayed Maiden
- 10 ... Verakia

Graz'zt
- 11 ... Athux
- 13 ... Boz'gozon and Boz'mozog, the Blood Twins
- 14 ... Kelvezu

Juiblex
- 15 ... Darkness Given Hunger
- 17 ... Kynnom, Eater of Stone

Orcus
- 18 ... The Hierophants of Annihilation
- 20 ... Skyshadow
- 20 ... Sleepless
- 21 ... Sylbax

Shaktari, Queen of Fury
- 22 ... Kaliva
- 24 ... Arrow Demon

Zuggtmoy
- 25 ... Simiel, Duke of Ecstasy
- 27 ... Myconid Reveler
- 28 ... Needle Demon
- 29 ... Spore Servants

Magic Weapons
- 32 ... Bilious Sphere
- 32 ... Orb of Sol
- 33 ... Caligrosto
- 34 ... Ffazablur
- 34 ... Horn of the Sea Mother
- 34 ... Midnight
- 35 ... Necklace of Shaktari
- 35 ... Starzad
- 35 ... Tooth of Grom
- 35 ... Wizardbane
- 36 ... World Splitter

Servants of Demon Lords
- 37 ... Servants of Baphomet
- 38 ... Servants of Demogorgon
- 39 ... Servants of Graz'zt
- 39 ... Servants of Juiblex
- 40 ... Servants of Orcus
- 40 ... Servants of Shaktari
- 41 ... Servants of Yeenoghu
- 41 ... Servants of Zuggtmoy

Monsters by CR

Monster	CR
Nightmare spore servant	1
Bearded devil spore servant	3
Myconid reveler	5
Sylbax	5
Vrock spore servant	5
Armanite spore servant	6
Needle demon	6
Ankashar	8
Arrow demon	8
Erinyes spore servant	8
Muuzin	11
Narzugon spore servant	11
Blood Twins	12
Skyshadow	12
Ghour	14
Oostarix	14
Verakia	14
Kelvezu	15
Marilith spore servant	15
Darkness Given Hunger	16
Kaliva	17
Kazuul	17
Kynnom	17
Thrarak	17
Athux	19
Heirophant of Annihilation	20
Shaktari	26
Simiel	20
Kargoth	20
Belcheresk	22

~ Creatures in **bold** are unique creatures.

Baphomet

Baphomet is one of the most enthusiastic participants in the Blood War and his generals are always raising armies to wage war on his hated enemies in the Nine Hells. Baphomet favors frontal assaults, overwhelming his foes with the sheer raw strength of the minotaurs, goristos, ghours, and other massive beasts that serve him.

Oostarix, Eater of Men

Oostarix made a name for herself on the Material Plane as an insatiable cannibal glutton and brutal warrior of Baphomet. Though too obese to charge as other minotaurs can, she retains an unbelievable strength. However, it is her terrifying mastery of blood magic that secures her a role as one of Baphomet's greatest generals.

Taste for Savagery. Oostarix maintains her command of her armies of minotaurs through her savage strength and insatiable appetite for bloodshed. Any perceived insubordination is met with brutal and immediate retribution, with Oostarix devouring the face of the insolent whelp that dared to question her before ordering the remainder of its flesh to be cooked and served to her troops. So great is her love of bloodshed that she learned how to empower her magic with her ferocious joy of slaughter. When she tastes blood, Oostarix's magic is more powerful, making her a terrible foe to face in battle.

Oostarix

Large monstrosity, chaotic evil

Armor Class. 14 (natural armor)
Hit Points. 230 (20d10 + 120)
Speed. 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	20 (+5)	12 (+1)	20 (+5)	20 (+5)

Saving Throws: Str +12, Con +11, Wis +10
Skills. Intimidation +10, Perception +10, Survival +10
Senses. darkvision 60 ft., passive Perception 20
Languages. Abyssal
Challenge. 14 (11,500 XP)

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

Boon of Baphomet. Oostarix's innate spellcasting ability is Charisma (spell save DC 16). She can innately cast the following spells, requiring no material components:

1/day each: *beast sense, hunter's mark, slow*

Labyrinthine Recall. Oostarix can perfectly recall any path she has traveled

Reckless. At the start of her turn, Oostarix can gain advantage on all melee weapon attack rolls she makes during that turn, but attack rolls against her have advantage until the start of her next turn.

Savage Sorcery. When Oostarix uses an action to cast a spell, she can first use a bonus action to make one bite attack on a creature. If the attack is successful and the creature is flesh and blood, she can apply one or both of the following effects to the spells:

- **Empowered Spell.** When she rolls damage for the spell, she can reroll up to three of the dice. She must use the new rolls.
- **Heightened Spell (Recharge 6).** If the spell forces a creature to make a saving throw to resist its effects, Oostarix gives disadvantage to one target of the spell on its first saving throw made against the spell.

Spellcasting. Oostarix is a 12th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). Oostarix has the following sorcerer spells prepared:

cantrips: *acid splash, chill touch, firebolt, ray of frost, shocking grasp*

1st level (4 slots): *chromatic orb, thunderwave, witch bolt*

2nd level (3 slots): *hold person, shatter*

3rd level (3 slots): *fireball, lightning bolt*

4th level (3 slots): *blight, dominate beast*

5th level (2 slots): *hold monster, wall of stone*

6th level (1 slot): *chain lightning*

Unerring Tracker. As a bonus action, Oostarix magically creates a psychic link with one creature she can see. For the next hour, as a bonus action Oostarix learns the current distance and direction to the target if it is on the same plane of existence. The link ends if Oostarix is incapacitated or if she uses this ability on a different target.

Actions

Multiattack. Oostarix makes three attacks: one with her battleaxe, one with her gore, and one with her slam.

Battleaxe. *Melee Weapon Attack:* + to hit, reach 5 ft., one creature. *Hit:* 20 (2d8 + 7) slashing damage, or 23 (3d10 + 7) slashing damage if used with two hands.

Gore. *Melee Weapon Attack:* + to hit, reach 5 ft., one creature. *Hit:* 20 (3d8 + 7) piercing damage.

Slam. *Melee Weapon Attack:* + to hit, reach 5 ft., one creature. *Hit:* 14 (3d4 + 7) bludgeoning damage and the target is grappled if it is Medium or smaller (escape DC 20).

Bite. *Melee Weapon Attack:* + to hit, reach 5 ft., one creature. *Hit:* 14 (2d8 + 7) piercing damage.

Incite the Hunters (Recharges after a Short or Long Rest). As an action, Oostarix allows each ally within 30 feet of her that has the Unerring Tracker trait to make one weapon attack as a reaction against the target of that ally's Unerring Tracker.

Muuzin is a tanarukk born to a tribe of orcs that devoted themselves to Baphomet. With her savage ferocity and surprisingly keen intellect, she quickly became a powerful leader of her tribe, leading them on many successful raids atop their auroch mounts. Soon her exploits even reached the notice of Baphomet himself, who brought her to his Tower of Science to transform her loyal auroch steed into an ankashar (see below) and teach her the ways of the planar mysteries. Now Muuzin and her band of fanatically loyal followers roam the planes, acting as scouts and saboteurs for Baphomet's armies.

Muuzin

Medium fiend (demon, half-orc), chaotic evil

Armor Class. 16 (natural armor)
Hit Points. 161 (17d8 + 85)
Speed. 30 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	21 (+5	11 (+0)	18 (+4)	13 (+1)

Saving Throws: Str +10, Dex +8, Wis +8
Skills. Animal Handling +8, Athletics +10, Intimidation +5, Nature +4, Perception +8, Stealth +8, Survival +8
Damage Resistances. fire, poison; bludgeoning, piercing, and slashing damage from non-magical weapons (from *stoneskin*)
Senses. darkvision 60 ft., passive Perception 18
Languages. Abyssal, Common, Orc
Challenge. 11 (7,200 XP)

Aggressive. As a bonus action, Muuzin can move up to her speed toward a hostile creature that she can see.

Feral Senses. When Muuzin attacks a creature she can't see, her inability to see it doesn't impose disadvantage on her attack rolls against it. She is also aware of the location of any invisible creature within 30 feet of her, provided that the creature isn't hidden from Muuzin and she isn't blinded or deafened.

Innate Spellcasting. Muuzin's innate spellcasting ability is Charisma (spell save DC 13). She can innately cast the following spells, requiring no material components:

1/day each: *beast sense, etherealness, hunter's mark, slow*

Labyrinthine Recall. Muuzin can perfectly recall any path she has traveled

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

Spellcasting. Muuzin is a 17th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). Muuzin has the following ranger spells prepared:

1st level (4 slots): *detect magic, ensnaring strike, protection from evil and good*

2nd level (3 slots): *misty step, pass without trace, spike growth*

3rd level (3 slots): *lightning arrow, haste, nondetection*

4th level (3 slots): *banishment, freedom of movement, locate creature, stoneskin* ~

5th level (1 slot): *conjure volley, teleportation circle*

~ *Muuzin casts these on herself before combat.*

Unerring Tracker. As a bonus action, Muuzin magically creates a psychic link with one creature she can see. For the next hour, as a bonus action Muuzin learns the current distance and direction to the target if it is on the same plane of existence. Additionally, she deals an extra 1d6 force damage to the target whenever she hits it with a weapon attack. The link ends if Muuzin is incapacitated or if she uses this ability on a different target.

Actions

Multiattack. Muuzin make four attacks: two with her battleaxe and two with her bite. She can choose to teleport up to 10 feet before each attack. Alternatively, she can make four longbow attacks.

Battleaxe. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 10 (1d8 + 6) slashing damage, or 11 (1d10 + 6) slashing damage if used with two hands, plus 3 (1d6) force damage with Unnering Tracker.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 10 (1d8 + 6) piercing damage, plus 3 (1d6) force damage with Unnering Tracker.

Longbow. *Melee Weapon Attack:* +8 to hit, range 150/600 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage, plus 3 (1d6) force damage with Unnering Tracker.

Incite the Hunters (Recharges after a Short or Long Rest). As an action, Muuzin allows each ally within 30 feet of her that has the Unerring Tracker trait to make one weapon attack as a reaction against the target of that ally's Unerring Tracker.

Ankashar

Ankashar are wretched demons created by Baphomet for use by his most favored servants as mounts and guardians. These hideous creatures have the appearance of a skinned bull, a bear, a lion, and a reptile all melted together. Its misshapen head is ringed with horns and mismatched teeth, and it continually snarls in agony and pain. Its body is like a fusion between a bull and a lion, but its six limbs are like those of a bear, with patches of scales giving it the appearance of mange. Only Baphomet knows the secret of creating these abominations, and he keeps it safely locked away in his Tower of Science.

Sins Against Flesh. An ankashar's very existence is a mistake, and its body is continually wracked with terrible pain. It possesses the hunting skills of a tiger and the brutal charge of a bull, and its wings give it incredible mobility. However, most horrific of all is its ability to withdraw its limbs and wings into its body and crawl like a snake, allowing it to fit in spaces it would otherwise be too big for, making them perfect for navigating the maze of Baphomet's realm.

Warpflesh

Warpflesh is a abyssal disease originating from the demon lord Dwiergus, the Chryalis Prince. This disease is common around places where portals to his realm of the Fleshforges exist, such as around Baphomet's Tower of Science, and are often carried by demons such as sibriex and wastriliths. The disease slowly twists your body into unnatural shapes, causing you to develop hideous growths and become so crooked that you can't even move.

Warpflesh can be contracted from an injury from a creature infected by warpflesh. Demons cannot be infected by warpflesh, but they can still act as carrier for the disease. When a creature is exposed to warpflesh, it must succeed on a DC 16 Constitution saving throw or become infected.

While infected with warpflesh, you must succeed on a DC 14 Constitution saving throw each time you complete a long rest or have your Dexterity score reduced by 1d4. At this point, the disease can still be cured with a *lesser restoration*. When your Dexterity reaches 6 or lower, you have disadvantage on all attack rolls and Dexterity checks and the disease requires *greater restoration* to cure. When your Dexterity reaches 1, you become permanently paralyzed until cured with a *heal* spell or similar magic.

Variant: Body Horror. In addition to the reduction to Dexterity, when a creature fails its saving throw against this disease it may also gain one mutation from the "Flesh Warping" table (see *Mordenkainen's Tome of Foes* pg 138 or *Baldur's Gate: Descent into Avernus* pg 78), which persists for as long as the disease persists .

Ankashar

Large fiend (demon), chaotic evil

Armor Class. 15 (natural armor)
Hit Points. 126 (12d10 + 60)
Speed. 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	5 (-3)	14 (+2)	11 (+0)

Damage Resistances. cold, fire, lightning; bludgeoning, piercing, and slashing damage from non-magical weapons
Damage Immunities. poison
Condition Immunities. poisoned
Senses. darkvision 120 ft., passive Perception
Languages. Abyssal, telepathy 60 ft.
Challenge. 8 (XP)

Charge. If the ankashar moves at least 10 ft. straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be pushed up to 10 ft. away and knocked prone

Compact Body. As a bonus action, the ankashar can withdraw its limbs and wings into its body or extend them back out. While its limbs are withdrawn, it is Medium sized. Its walking speed is not altered while compacted, but it cannot fly, use the Dash action, make attacks with its claws.

Magic Resistance. The ankashar has advantage on saving throws against spells and other magic.

Pounce. If the ankashar moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the ankashar can make one bite attack against it as a bonus action.

Actions

Multiattack. The ankashar makes two attacks: one with either its claws or its gore, the other with its tail. It can't make both attacks against the same target

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 13 (2d6 + 6) slashing damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 15 (2d8 + 6) damage. The target is also exposed to the warpflesh disease (see "Warpflesh" sidebar).

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 19 (3d8 + 6) piercing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Ghour

A ghour is formed when one of Baphomet's minotaur warriors impresses him so much that he elevates the creature to the rank of a true demon. The minotaur is taken into Baphomet's Tower of Science, where it is subjected to hideous torments of the flesh, until it emerges from the ordeal as a monstrous creature of muscle and fury. Towering at 20 feet tall, these terrifying demons resemble the minotaurs they had once been, albeit with their heads twisting into a demonic snarl.

Demonic Ferocity. A ghour charges into melee combat with a roar that is so frightful that it stuns and deafens those that hear it with terror, laying its opponents low with its massive battleaxe and goring charges. It can exhale clouds of poisonous blood, which it can recover by devouring its enemies. Few things can endure the ferocity of these raving monsters.

Ghour

Huge fiend (demon), chaotic evil

Armor Class. 16 (natural armor)
Hit Points. 189 (14d12 + 98)
Speed. 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	25 (+7)	6 (-2)	12 (+1)	13 (+1)

Saving Throws: Str +12, Con +12
Damage Resistances. cold, fire, lightning; bludgeoning, piercing, and slashing damage from non-magical weapons
Damage Immunities. poison
Condition Immunities. poisoned
Senses. darkvision 120 ft., passive Perception 11
Languages. Abyssal, telepathy 120 ft.
Challenge. 14 (11,500 XP)

Charge. If the ghour moves at least 10 ft. straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 10 ft. away and knocked prone

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

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

Actions

Multiattack. The ghour roars if able. It then makes three attacks: one with its gore, one with its greataxe, and one with its bite.

Gore. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 20 (3d8 + 7) piercing damage.

Greataxe. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one creature. *Hit:* 26 (3d12 + 7) slashing damage.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 23 (3d10 + 7) piercing damage. On a critical hit, the ghour's Poison Breath action is recharged.

Roar (1/Day). The ghour unleashes a bellowing roar. All non-demons within 30 feet of the ghour must succeed on a DC 14 Constitution saving throw or be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature is within 10 feet of the ghour when it fails its saving throw, it is also deafened for 2d10 minutes.

Poison Breath (Recharge 5–6). The ghour exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 39 (6d12) poison damage on a failed save, or half as much damage on a successful one

Demogorgon

Demogorgon is the Prince of all Demons, and he commands the obedience of all lesser demons simply by existing. As such, his armies are extensive, and there are innumerable contingents of his servants spread across the Lower Planes, ensuring that his interests are seen to. One of his greatest focuses is the Blood War. Demogorgon hates and fears Asmodeus, for he knows that were the two of them to come to blows, he would be destroyed by the deity. He vents his fury by sending wave after wave of demons against the forces of Hell, attempting to drown them in rivers of foul ichor.

Incorporating Demogorgon into "Baldur's Gate: Descent into Avernus"

If you so wish, you can choose to replace Demogorgon for Yeenoghu in the adventure. In this case, it is Demogorgon that fought Zariel in Idyllglen, and it is Demogorgon's pet verakia Orzaxaar that pursued Yael and Lulu across Avernus and was trapped in the scab around the Bleeding Citadel. Additionally, it is Belcheresk who is engaged in single combat with Zariel at the end of the adventure. Replace any gnolls the party may encounter with lizardmen and lizardmen shamans, and any gnoll fangs of Yeenoghu with lizard kings. Demogorgon's troops often possess two heads, which grants them advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Kazuul in the Adventure. Kazuul has an interesting bit of relevance to the adventure. He can be hinted at as early as the Dungeon of the Dead Three, where the party may overhear a sermon or discover texts describing the lessons that can be learned from his story. When the party next sees him, he is among the hordes of demons waging war against the devils surrounding Eltugard, and the party will notice that the flames of his weapon ignore devilish flame immunity.

Later, the party will discover that Kazuul has learned of their plan through Thrarak's spies and is pursuing them while riding atop a demon grinder warmachine manned by two-headed lizardmen. This demon grinder has been adapted to run exclusively on demonic ichor, which causes it to explode 1 round after being reduced to 0 hit points, dealing 105 (10d20) fire damage and 105 (10d20) force damage to all creatures inside of it and within 50 feet of it. This kills all the crew except for Kazuul, who is reduced to 40 hit points and disarmed of both his weapons (for excitement purposes, you may wish to have your party roll the damage dice to see how much damage he takes). Kazuul fights to the death, but is easy for the party to pick off in this state. The party is then free to claim his weapons for their own.

Thrarak in the Adventure. Thrarak notices the party not long after their arrival in Avernus and resolves to keep close tabs on them, as the fact that they are accompanied by a hollyphant indicates that they may prove useful later on. She primarily does this by means of spies in the form of ravens and stirges loyal to her, which otherwise blend in with the desolate scenery. When the party arrives at the Bleeding Citadel, Thrarak plays the role of Trantolox, and is smart enough to withdraw from the citadel once the party enters.

Belcheresk, the Storm Reaver

The general of all Demogorgon's armies is Belcheresk, a powerful balor who commands the respect and fear of demons and devils alike. He is Demogorgon's mightiest servant, and is the demon most capable of claiming his throne should Demogorgon himself perish.

Belcheresk possesses the statistics of a **balor** with the following adjustments, giving him a Challenge Rating of 22 (22,000 XP).

- Belcheresk has a swim speed of 30 ft. While underwater, his Death Throes, Fire Aura, and Whip create superheated water, allowing them to function identically to how they would under normal conditions.
- Belcheresk has the Ampibious, Innate Spellcasting, and Legendary Resistance traits described below.

Amphibious. Belcheresk can breathe both air and water.

Innate Spellcasting. Belcheresk's innate spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

3/day each: *call lightning, gust of wind, shatter*

1/day each: *control weather, storm of vengeance*

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

Variant: Horn of the Sea Mother

Kargoth possesses the *Horn of the Sea Mother*, Though once this relic was a holy item of the goddess Melora, it ws stolen by Demogorgon and drowned in the fetid oceans of the Gaping Maw. Now it is attuned to the depths of that wretched ocean and can summon its foul denizens when blown.

Horn of the Sea Mother (1/Day). Belcheresk blows his horn, which causes or 3d4 chaotic evil **water elementals** to appear in unoccupied spaces of his choice within 600 feet of him. The creatures roll initiative when they appear. They remain for 24 hours or until they die or Belcheresk uses an action to dismiss any or all of them. Additionally, all marine life within 1 mile with an Intelligence of 3 or lower becomes highly aggressive towards all creatures not loyal to Demogorgon for 1 hour.

Saint Kargoth, the Betrayer

Once Lord Kargoth was a noble knight of Oerth. Tall, mighty, and handsome, he was spectacular to witness in battle. However, when denied the position of Knight Commander of his order, he succumbed to envy and pride and fell victim to the sibilant madness of Demogorgon, becoming the first death knight. Through him, Demogorgon was able to corrupt the holy artifact, the *orb of sol*, and unleash his vile son Arendagrost, the Maw of the Abyss, into the mortal world. Though the monster was slain, the damage was done and Kargoth and his thirteen death knight champions spent the coming years hunting down the remnants of the noble order Kargoth had once sought to lead.

Now Saint Kargoth is a cult figure for traitors and worshippers of Demogorgon. He commands his death knight champions in the Blood War from the stone fortress of Kolurenth in the ocean of the Gaping Maw, slaughtering devils and angels alike in their quest to lay low all that is orderly in the universe.

Kargoth possesses the statistics of a **death knight** with the following adjustments, giving him a Challenge Rating of 20 (25,000 XP).

- Kargoth has the Legendary Resistance trait described below.
- Kargoth wields the *Bilious Sphere*, a corrupt relic from Oerth with profane powers. The sphere grants him the Turn Immunity and Bilious Sphere Spells traits described below, and replaces the Longsword action with the Bilious Sphere action described below.

Aura of Undeath. Kargoth and any undead within 30 feet of him are immune to effects that turn undead.

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

Bilious Sphere Spells. The bilious sphere has 5 charges, and regains 1d4 charges daily at midnight. As an action, Kargoth can expend one charge to cast one of the following spells (DC 18): *divine word*, *finger of death*, *firestorm*, *plane shift*, *prismatic spray*, *power word pain* (*Xanathar's Guide to Everything* pg 163), *symbol* Each spell can only be cast once per day.

Bilious Sphere (Mace). *Melee Weapon Attack:* +14 to hit, reach 5 ft., one creature. *Hit:* 11 (1d6 + 8) bludgeoning damage plus 18 (4d8) necrotic damage.

Kazuul Armeater

Kazuul was once a paladin champion of Bane, the Black Hand. He was a terror to the enemies of the Black Hand, and with sword and fury he extinguished hope and resistance in the name of law and order. However, over time he came to love the violence he enacted for its own sake, relishing in the sense of power it gave him, forgetting that he did it to fight against the ever present tide of chaos that threatened to swallow the world. Eventually he succumbed to his bloodlust and turned to the voice of Demogorgon, who imbued him with monstrous size and might so that he may revel in destruction and bloodshed forever.

Beast of Slaughter. Kazuul has become a twisted mockery of what he once was. Demogorgon took great delight in corrupting and perverting the flesh of this once staunch champion of order, transforming him from a tall and imposing figure of humanity to a monstrous, reptilian abomination. Larger than an ogre and bulging with muscle, Kazuul's scaled hide protects him just as well as full plate armor and his teeth rend through flesh and bone with ease. He still retains his powers as a paladin, and he gleefully uses his magic to kill and destroy all that he encounters.

Weapons Hoarder. Kazuul is obsessed with weaponry, and he greedily hoards the weapons of his special kills as trophies. The walls of his fortress bristle with hundreds of weapons wrenched from the corpses of his slaughtered foes. His favored weapons are the *Tooth of Grom*, a longsword made from a tooth wrenched from a usurper god of the giants, and *World Splitter*, a battleaxe stolen from the corpse of a dwarven champion of Clageddin Silverbeard. He wields both weapons in battle to devastating effect. However, he yearns most to reclaim the sword he once wielded as a champion of Bane: Gorgorin the Shatterer. An elvish prophecy states that once he recovers Gorgorin he will use it to slay Demogorgon and claim his throne.

Blood Champion. Kazuul is known among the demons of the Blood War as an engine of savagery, constantly yearning for more power and destruction. He slaughters legions of devils, wrenching their weapons from their ruined claws to add to his collection. He is never far from the Blood War, having dedicated himself fully to the war against the Hells, and though Belcheresk is the general of Demogorgon's armies, Kazuul is typically recognized as the commanding officer of the troops fighting on the front lines. Even balors respect his strength and ferocity and rarely challenge his authority.

Corrupted Saint. Kazuul was once a champion of Bane, and many Banites revere him as something of a. saint, using him as an example of one whose power enabled him the freedom to do as he pleases, one of the greatest precepts of Bane. However, his service to Demogorgon is viewed as a weakness of spirit by the church of Bane, so his story is also a warning against falling to your own bloodlust.

Kazuul

Large monstrosity (human), chaotic evil

Armor Class. 18 (natural armor)
Hit Points. 256 (19d10 + 152)
Speed. 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	27 (+8)	12 (+1)	14 (+2)	22(+6)

Saving Throws: Str +13, Dex +6, Con +14
Skills. Perception +8
Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons
Damage Immunities. poison
Condition Immunities. charmed, frightened, poisoned
Senses. darkvision 60 ft, passive Perception 18
Languages. Abyssal, Common, Infernal
Challenge. 17 (18,000 XP)

Amphibious. Kazuul can breathe both air and water.

Aura of Conquest. Kazuul continually emits a 30-foot radius aura of menace. If a creature is frightened of Kazuul, it has a speed of 0 feet while within the aura. Additionally, a frightened creature that starts its turn within the aura takes 6 psychic damage.

Cruel Smite (1/Round). When Kazuul hits a target with a melee attack, he can expend a spell slot to deal an amount of psychic damage to the target equal to a number d6 times the spell slot level expended. This attack deals an extra 1d6 to targets that are currently frightened of Kazuul.

Magic Weapons. Kazuul's weapon attacks are magical. Kazuul carries two unique magic weapons, the *Tooth of Grom* and *World Splitter*.

Spellcasting. Kazuul is a 18th-level spellcaster. His spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). Kazuul has the following paladin spells prepared:

1st level (4 slots): *armor of Agathys, command, searing smite*

2nd level (3 slots): *branding smite, hold person, spiritual weapon*

3rd level (3 slots): *bestow curse, dispel magic*

4th level (3 slots): *dominate beast, staggering smite*

5th level (1 slot): *cloudkill, destructive wave, dominate person*

Actions

Multiattack. Kazuul makes two attacks: one with the Tooth of Grom, one with World Splitter

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft. range 20/60 ft., one creature. *Hit:* 14 (2d6 + 7) piercing damage.

Tooth of Grom (Longsword). *Melee Weapon Attack:* +13 to hit, reach 5 ft., one creature. *Hit:* 16 (2d8 + 7) slashing damage, or 18 (2d10 + 7) slashing damage if used with two hands, plus 7 (2d6) fire damage. This fire damage ignore resistance and immunity to fire damage, and Kazuul recovers hit points equal to the fire damage dealt.

World Splitter (Battleaxe). *Melee or Ranged Weapon Attack:* +16 to hit, reach 5 ft. range 20/60 ft., one creature. *Hit:* 19 (2d8 + 10) slashing damage, or 21 (2d10 + 10) slashing damage if used with two hands. It deals an extra 1d8 damage against dragons, giants, duergar, goblins, and orcs.

Frightful Presence. Each creature of Kazuul's choice that is within 120 feet of Kazuul and aware of him must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Kazuul's Frightful Presence for the next 24 hours.

Legendary Actions

Giant's Gluttony (1/Day). If Kazuul hits a creature with the Tooth of Grom, the target must succeed on a DC 22 Wisdom saving throw or become bound to Kazuul for as long as it remains within 300 feet of Kazuul, or until 1 hour has passed or the effect is removed with a *remove curse* or *dispel evil and good* spell or similar magic. While bound, whenever the target would recover hit points Kazuul receives those hit points instead.

Legendary Actions

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

Savage. Kazuul makes one Bite attack.

Magic (Costs 3 Actions). Kazuul casts one spell.

Thrarak, the Flayed Maiden

Thrarak is Demogorgon's favored shaman, an ettin soothsayer of great skill and power. She was a druid of the forgotten god Storralk, an orcish deity of earth and endurance. According to legend, she was among the orcs who discovered the temple of Demogorgon and were transformed into ettins. Seeing the power of the Prince of Demons, she devoted herself to him, and through her knowledge and treachery Demogorgon was able to defeat Storralk and imprison him in his palace of Abysm, doomed to an eternity of torture as Thrarak performs auguries with his quivering flesh and drinks his blood for strength.

Breaker of Bonds. Thra and Rak, the two personalities of Thrarak, despise all creatures, including each other. They would love nothing more than to see all life rotting on the barren earth. This is why they keep Storralk bound deep within Demogorgon's palace with razorvines, tending to his wounds as needed to extend his wretched existence for an eternity so that she may draw power from him. And so Storralk languishes in agony, abandonded by his pantheon and tortured by the shaman who once worshipped him above all gods, a mere mas of quivering flesh.

Dissonance. In addition to acting as an advisor to Demogorgon, Thrarak also travels the planes to ensure that his plots are seen to. She prefers to work behind the scenes, spreading seeds of doubt

They prefer to separate allies, conjuring barriers of thorns, walls, and chasms between them and sewing confusion

Thrarak

Large giant, chaotic evil

Armor Class. 16 (natural armor)
Hit Points. 218 (19d10 + 114)
Speed. 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	23 (+6)	8 (-1)	20(+5)	11(+0)

Saving Throws: Str +14, Wis +11
Skills. Intimidation +6, Medicine +11, Nature +5, Perception +11, Survival +11
Damage Immunities. poison
Condition Immunities. poisoned
Senses. darkvision 60 ft., passive Perception 21
Languages. Abyssal, Druidic, Giant, Orc
Challenge. 17 (18,000 XP)

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

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

Magic Weapons. Thrarak's weapon attacks are magical.

Two Heads. Thrarak has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Additionally, Thrarak can maintain concentration on two spells simultaneously.

Wakeful. When one of Thrarak's heads is asleep, her other head is awake.

Separation. By spending one minute meditating, Thrarak can split herself into two Medium orcs, which use the statistics of an orc war chief. While they remain on the

Spellcasting. Thrarak is a 15th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). Thrarak has the following druid spells prepared:

cantrips: *druidcraft, poison spray, produce flame, shillelagh*

1st level (4 slots): *entangle, detect magic, fog cloud, jump, thunderwave*

2nd level (3 slots): *heat metal, hold person, spike growth*

3rd level (3 slots): *call lightning, meld into stone, plant growth*

4th level (3 slots): *confusion, grasping vine, stone shape*

5th level (2 slots): *conjure elemental, insect plague, wall of stone*

6th level (1 slot): *move earth, wall of thorns*

7th level (1 slot): *fire storm, plane shift*

8th level (1 slot): *earthquake*

Actions

Multiattack. Thrarak makes two weapon attacks: Thra makes an attack with her whip and Rak makes an attack with her quarterstaff. Either Thra and/or Rak can forgo making a weapon attack in favor of casting a spell, taking an action related to a spell, or using a Cry action.

Lash of Ruin. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one creature. *Hit:* 14 (4d6) slashing damage. On a hit, Thrarak can force the target to make a DC 22 Strength saving throw or be pulled 10 feet in a direction of her choosing.

Battle Cry (1/Day, Thra Only). Each creature of Thra's choice that is within 30 feet of her, can hear her, and not already affected by Battle Cry gains advantage on attack rolls until the start of Thrarak's next turn.

Terror Cry (1/Day, Rak Only). Each creature of Rak's choice that is within 30 feet of her and can hear her must succeed on a DC 19 Wisdom saving throw or become frightened until the start of Thrarak's next turn.

Verakia

The verakia are a race of demons native to the Scraming Jungle of Demogorgon's layer of the Gaping Maw. These ravenous, destructive creatures are to the Abyss what the tyrannosaurus rex is to the mortal plane: savage perfection. Titantic and ferocious, these rule over the steaming jungles that they call their homes, slaying and devouring any creature that thay please.

Savage Roar. Verakia are ferocity given flesh. They exist only to slaughter and devour and this savagery permeates the air around them, overwhelming their victims until they descend into violence against one another. This makes them highly sought after for the Blood War, as not only can they spread chaos in the ranks of devils, but this very same raw violence empowers demons, making them stronger and more vicious. However, the verakia are fierce and powerful, and only the mightiest demons have succeeded in taming them. They are particularly prized as mounts by balor and molydeus, as well as especially powerful demonic champions such as Belcheresk, Kazuul, and even Demogorgon himself.

Verakia

Gargantuan fiend (demon), chaotic evil

Armor Class. 18 (natural armor)
Hit Points. 234 (12d20 + 108)
Speed. 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	6 (-2)	14 (+2)	15 (+2)

Skills. Perception + 7
Damage Resistances. cold, lightning
Damage Immunities. fire, poison
Condition Immunities. poisoned
Senses. darkvision 60 ft., blindsight 10 ft., passive Perception 17
Languages. understands Abyssal but cannot speak
Challenge. 14 (XP)

Amphibious. The verakia can breathe both air and water.

Aura of Savagery. The verakia is surrounded by a 30-foot radius aura of savagery. When a creature that isn't a demon begins its turn within the aura, it must succeed on a DC 15 Wisdom saving throw or be overcome by savagery until the start of its next turn. While overcome by savagery, the affected target must use its action on its turn to make one melee weapon attack against a creature other than itself or the verakia, with a preference for creatures that are not demons. If no creatures are within reach, the creature must use its movement to approach the nearest creature other than the verakia.

A demon within the aura deals an extra +2 damage on all melee weapon attacks.

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

Actions

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

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one creature. *Hit:* 28 (4d8) piercing damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one creature. *Hit:* 24 (4d6) slashing damage.

Savage Flame Breath (Recharge 6). The verakia exhales fire in a 60-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one. Additionally, on a failed save the target's Intelligence score is reduced by 1d6 until cured with *lesser restoration* or similar magic. The target is affected as if by *feeblemind* if this reduces its Intelligence to 1.

Graz'zt

Graz'zt's interests in the Blood War are very different from those of his demon lord peers. Though he puts on a convincing front of being an eager participant in the war, secretly Graz'zt dreams of uniting all the Lower Planes under his rule, uniting all fiends against the heavens so that he may subjugate the entire universe to his dark whims. To that end, he has a number of secret alliances with Asmodeus and his archdevils.

Athux

Athux is the cambion son of Graz'zt and the drow priestess, Eclavdra. Devastatingly handsome and unbelievably cruel, Athux is the spitting image of his father. He has long served his father in the Blood War, undermining the ranks of his enemies with seduction, manipulation, and deception, and was recently awarded the title of general of all of his armies. Though accomplished as both a manipulator and a warrior, he strives to become a part of his father's inner circle and eventually supplant him as the Lord of the Triple Realm. However, he has none of his father's foresight and lacks the restraint to fully outmaneuver his

Seducer of the Righteous. Athux's greatest skill and pleasure is the deception and assassination of celestial beings, and he keeps many trophies of the numerous angels, archons, and other beings of goodness that he has betrayed and slaughtered. Athux's greatest accomplishment is the downfall of Adimarchus, a powerful angelic warrior who was cast out from Heaven and fell into the Abyss and waged war against Graz'zt. By disguising himself as an aasimar paladin, Athux was able to manipulate the fallen angel into imprisoning himself, thus eliminating one of his father's most dangerous enemies. However, for this victory Athux was awarded command of his father's armies rather than a seat in his inner circle, which infuriated the impetuous warrior.

Liar. Athux is one of the most accomplished liars in all the multiverse. Magic is helpless to expose his falsehoods. Not even an angel could detect a lie on his lips, and his transformations are so cunning as to fool all spells. Because of this skill, he believes himself perfectly suited for the intrigue and manipulation of the court of his father, and he sees his assignment as general of his father's armies as proof that his father fears his cunning. In fact, Graz'zt recognizes that his son is ill-suited to a role in his inner circle and, out a combination of venomous cruelty and perverse paternal affection, has relegated him to a role in the Blood War to at once protect and torment his favorite son. Additionally, Athux's bloodlust and love of slaughter makes him far better suited to warfare.

Patricidal Asspirations. Athux has always plotted the downfall of Graz'zt, a fact which fills the dark heart of his father with pride. Now that Graz'zt has insulted Athux by relegating him to the tedium of a never-ending war, he has redoubled his efforts to find a way to defeat his father once and for all. He is forever searching for new allies that can help him cast Graz'zt down from the triple throne of Azzagrat. There are even whispers of him rekindling his relationship with Adimarchus now that the demon lord has returned to the Abyss and regathers his power.

Incorporating Graz'zt into "Baldur's Gate: Descent into Avernus"

Athux finds the endless skirmishes of the Blood War tedious and prefers to leave the day to day matters of the war to Boz'mozog and Boz'gozon, leaving himself in reserve for the exciting battles wherein he can satisfy his raging bloodlust. In the meantime, he indulges himself endlessly in the Infernal Rapture spa and restaurant, dipping into his father's considerable wealth to enable him to luxuriate with his two kelvezu bodyguards and six succubi and incubi consorts. Though Athux typically prefers to appear as a handsome aasimar paladin, Mahadi knows his true identity, though he would never reveal that to another customer. Graz'zt and Asmodeus have an understanding that Mahadi would never interfere with, so Athux is treated as an especially honored guest.

When the party arrives in the Wandering Emporium, one of Athux's incubi consorts notices them and informs their master of the arrivals. Athux sees these new mortals as an enjoyable diversion and extends an offer to the party. He maintains the disguise of a handsome, somewhat decadent aasimar paladin while speaking with the party, and his kelvezu bodyguards and succubi and incubi consorts assume the forms of elves and humans to avoid suspicion. He questions the party of their goals and happily pays for their meals and any other luxuries they want. When they leave, he sets a quasit named Bluebell to follow them invisibly, communicating their movements to him with a *sending stone*.

Should Athux discover that the party intends to redeem Zariel, he becomes immediately interested. He has a penchant for seducing, corrupting, and killing celestials, and has long fantasized about murdering Zariel in her angelic form. He knows that only a celestial can open the Bleeding Citadel and devotes a great deal of resources to seeing to it that the party arrives there.

Athux possesses a demon grinder warmachine named Halcyon, which has flamethrowers instead of harpoon flingers and is plated in solid gold and gemstones. Halcyon is driven by one of his kelvezu bodyguards, while its weapons are manned by his succubi and incubi consorts. If the party is in dire straights against a warlord or another foe, you may wish to have Athux and his crew show up to rescue them. If the party impresses him enough, he may even offer to accompany the party or show them where to find the Bleeding Citadel, though they may need to provide him a service such as kidnapping an erinyes warrior that Athux fancies named Kalgon.

Athux

Medium fiend (shapechanger), chaotic evil

Armor Class. 21
Hit Points. 187 (22d8 + 88)
Speed. 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	19 (+4)	21 (+5)	19 (+4)	25 (+7)

Saving Throws: Str +11, Con +10, Int +11, Wis +10, Cha +13
Skills. Deception +19, Insight +10, Intimidation +13, Perception +10, Persuasion +13
Damage Resistances. cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Senses. darkvision 60 ft., passive Perception 20
Languages. all
Challenge. 19 (22,000 XP)

Cull the Herd. Athux has advantage on melee attack rolls against any creature that is within 5 feet of one of more of its allies.

Divine Smite. When Athux hits a creature with a melee weapon attack, he deals an extra 4 (1d8) radiant damage, or 9 (2d8) radiant damage if the target is a fiend or an undead (included in the attack).

Fiendish Blessing. The AC of Athux includes his Charisma bonus.

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

At will: *dancing lights, detect magic, glibness (self only)*

3/day each: *command*

1/day each: *darkness, dispel magic, faerie fire, false life, fear, hold person, levitate, plane shift (self only)*

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

Spellcasting. Athux is a 20th-level spellcaster. His spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). Athux has the following paladin spells prepared:

1st level (4 slots): *expeditious retreat, searing smite, thunderous smite, wrathful smite*

2nd level (3 slots): *invisibility, mirror image, zone of truth*

3rd level (3 slots): *blinding smite, gaseous form, haste*

4th level (3 slots): *confusion, greater invisibilty, locate creature*

5th level (2 slots): *destructive wave, dominate person, passwall*

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

Magic Weapons. Athux's weapon attacks are magical.

Actions

Multiattack. Athux makes two melee attacks or uses his Fire Ray twice.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) slashing damage, plus 4 (1d8) radiant damage, or 9 (2d8) radiant damage if the target is a fiend or an undead.

Fire Ray. *Ranged Spell Attack:* +13 to hit, range 120 ft., one target. *Hit:* 10 (3d6) fire damage.

Deceptive Transformation. Athux polymorphs into a Medium humanoid or back into his true form. His statistics are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

When Athux polymorphs into a humanoid shape, he can choose an aligment to portray. Any magical attempt to detect his alignment will identify him as being of that alignment, rather than his true alignment. Additionally, while in a humanoid form, magical effects that detect creature type identify him as humanoid. If viewed with truesight or other magical effects that detect a creature's true form, he appears to be a humanoid.

Fiendish Charm. One humanoid Athux can see within 30 ft. of him must succeed on a DC 21 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys Athux's spoken commands. If the target suffers any harm from Athux or another creature or receives a suicidal command from Athux, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to Athux's Fiendish Charm for the next 24 hours.

Reactions

Joy From Pain. When Athux suffers a critical hit, he makes one melee attack and grants himself and any allies within 30 feet of him 5 temporary hit points.

Legendary Actions

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

Attack. Athux makes one greatsword or fire ray attack.

Betrayal. One creature charmed by Athux that he can see must use its reaction to move up to its speed as he directs or to make a weapon attack against a target that he designates.

Entrance (Costs 2 Actions). Athux uses his Fiendish Charm action.

Boz'gozon and Boz'mozog, the Blood Twins

Boz'gozon and Boz'mozog were the first babaus born from Graz'zt's blood when the Dark Prince and Glasya did battle. Filled with a deadly cunning and a hatred of all devils, the two are ferocious combatants in the Blood War. They were assigned as adjutants to Athux, and though they perform their duties without flaw, they chafe under the rule of the bored princeling.

Blood Twins. The shared title of Blood Twins is not just in reference to their blood relation, nor to their birth from Graz'zt's blood. Rather, Boz'mozog and Boz'gozon get their title from the red, acidic slime that their bodies produce. This slime corrodes metal and eats through flesh, making these fiends particularly dangerous to fight.

Sibling Rivalry. Being born from Graz'zt's blood, Boz'gozon and Boz'mozog consider themselves to be children of the Dark Prince, to whom they are perversely and ferociously loyal. As such, they bear a deep grudge for the numerous other children of Graz'zt, whom they see as competition for the fickle affections of their dark father, and they take great pleasure in torturing those of Graz'zt's progeny who fail in their tasks. However, their greatest rivalry is with each other, as they both strive to claim the title of the sole remaining babau from the original brood. Their rivalry has been put on hold, though, with the promotion of Athux, whom they believe was given the title of general that they truly deserved. Though they continue to plot against one another, they cooperate in the hopes of eventually supplanting the insouciant general.

Infernal Hatred. If Boz'gozon and Boz'mozog view Graz'zt as their beloved father, then they view Glasya as their negligent mother. They despise her and all other devils, and seek to slay every devil they encounter as swiftly and brutally as possible.

Blood Twin

Medium fiend (demon), chaotic evil

Armor Class. 17 (natural armor)
Hit Points. 112 (15d8 + 45)
Speed. 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	18 (+4)	17 (+3)	19 (+4)

Skills. Deception +8, Perception +7, Stealth +7
Damage Resistances. cold, fire, lightning; non-magical bludgeoning, piercing, and slashing
Damage Immunities. acid, poison
Condition Immunities. poisoned
Senses. darkvision 120 ft., passive Perception 17
Languages. Abyssal, Infernal, telepathy 120 ft
Challenge. 12 (8,400 XP)

Corrosive Slime. A creature that touches the babau or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the babau corrodes. After dealing damage, the weapon takes a permanent and cumulative −1 penalty to damage rolls. If its penalty drops to −5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the babau is destroyed after dealing damage.

Innate Spellcasting. The babau's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *darkness, dispel magic, fear, heat metal, levitate*

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

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

Magic Weapons. The babau's weapons are magical.

Actions

Multiattack. Boz'gozon makes two melee attacks. He can also use Weakening Gaze before or after making these attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft, one creature. *Hit:* 7 (1d6 + 4) slashing damage plus 7 (2d6) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative −1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Weakening Gaze. The babau targets one creature that it can see within 20 feet of him. The target must make a DC 16 Constitution saving throw. On a failed save, the target deals only half damage with weapon attacks that use Strength for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Legendary Actions

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

Attack. The babau makes one claw attack.

Spell (Costs 2 Actions). The babau casts one spell

Kelvezu

Kelvezu take the form of incredibly attractive humanoids dressed in black leather armor. Lithe and agile, these demons are barely 5 feet tall. However, they more than make up for their small size with their deadliness.

Temptations of the Dark Prince. Graz'zt has an insatiable appetite for new partners, and he is particularly fond of erinyes. He has a standing order that when an erinyes is captured, it is to be sent directly to the Argent Palace after its wings are severed from its back. These devils are then subjected to all the perversions of the Dark Prince. Though they resist at first, many eventually succumb to the profane delights of the lord of the triple realm. These traitors are transformed, body and soul, into demons fanatically loyal to their master of temptations.

Traitor Heart. A kelvezu is betrayal incarnate. It loves to insinuate itself into groups in disguise as a harmless ally, only to sow dissention through temptations and *suggestion* until the time is right for them to strike, cutting down their victims with their poisoned weapons. The only way to stave off their inevitable betrayal is to provide them with a reliable source of pleasure, as kelvezu cannot resist any sort of indulgence.

Blood War Spies. As former devils, kelvezu still remember what it was to reside in the hierarchy of the Nine Hells, which makes them the perfect spies. Graz'zt's armies are able to maintain their tactical superiority in the Blood War thanks almost entirely to the efforts of his loyal kelvezu, which slip into devilish encampments to steal away valuable information and assassinate key players.

Kelvezu

Medium fiend (demon), chaotic evil

Armor Class. 18 (studded leather)
Hit Points. 187 (22d8 + 88)
Speed. 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	18 (+4)	14 (+2)	14 (+2)	18 (+4)

Saving Throws: Str +9, Dex +11, Cha +9
Skills. Deception +9, Perception +7, Persuasion +9, Sleight of Hand +11, Stealth +11
Damage Resistances. cold, lightning; non-magical bludgeoning, piercing, and slashing damage
Damage Immunities. fire, poison
Condition Immunities. poisoned
Senses. truesight 120 ft., passive Perception 19
Languages. all, telepathy 120 ft.
Challenge. 15 (13,000 XP)

Abyssal Weapons. The kelvezu's weapon attacks are magical and deal an extra 13 (3d8) poison damage on a hit (included in the attacks)

Assassinate. During its first turn, the kelvezu has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Avoidance. If the kelvezu is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds and only half if it fails.

Innate Spellcasting. The kelvezu's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *alter self (can become Small), darkness, detect magic, dispel magic, suggestion*

Magic Resistance. The kelvezu has advantage on saving throws against spells and other magic.

Sneak Attack (1/Turn). The assassin deals an extra 21 (6d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The kelvezu makes three weapon attacks.

Scimitar. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 9 (1d6 + 6) slashing damage plus 13 (3d8) poison damage.

Dagger. *Melee or Ranged Attack:* +11 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 8 (1d4 + 6) piercing damage plus 13 (3d8) poison damage.

Juiblex

No one in the multiverse truly understands Juiblex's motivations, and its goals in the Blood War are equally difficult to ascertain. The armies of this inscrutable demon lord consist primarily of oozes of every size and variety, all writhing and suppurating together in throbbing waves of hunger. All things are food for the soldiers of Juiblex, from warrior devils to fallen demons to damaged weaponry to the very soil they ooze across. An army of Juiblex is not so much an army as it is a natural disaster, a living flood of hunger and death that nothing can escape. However, despite the mindless nature of the oozes that comprise them, these armies display an unnatural cunning, making them a deadly danger all across the Lower Planes.

Insidious Arrival. Oozes can squeeze through almost any crack, insinuating themselves into caves, cellars, and other dank spaces. The armies of Juiblex are equally insidious, able to make their way into places that they should not have been able to. Alkiliths play a particularly important role in Juiblex's armies. These cast off bits of Juiblex roam the planes at their master's bizarre commands, creating portals to the slime pits of Shedaklah that spew forth their foul siblings, enabling Juiblex's armies to appear almost anywhere given enough time.

Demons of Filth. Many demons serve in Juiblex's army, particularly hezrous, dretches, alkiliths, chasme, vrocks, sibriex, nalfeshnee, and other creatures of filth and foulness. These demons serve Juiblex because of their admiration for the Faceless Lord's endless appetite, and they happily accompany his hordes of oozes into battle to laugh as their victims are dissolved alive.

Incorporating Juiblex into "Baldur's Gate: Descent into Avernus"

As mindless creatures, the hordes of Juiblex are immune to the mindstealing effects of the River Styx, even those given intelligence by Juiblex's influence, and in fact thrive on the fetid, blood choked waters. This can cause entire stretches of the river to become dammed by the throbbing masses of rapidly multiplying oozes, causing unexpected floods. In addition, these hordes of monstrosities can burst from the river as a living surge of hunger, devouring demons and devils alike. This can be used to throw an unexpected element into the adventure, either helping or hindering the party as the DM sees fit. Additionally, Darkness Given Hunger (see below) can take the place of Crokek'toek in dissolving the chains that drag Eltugard into the River Styx. Kynnom (see below) knows how to persuade the monster into attacking the chains, and is willing to do so in exchange for valuable magical items or gems. He may also aid the players in their battle against Zariel if it comes to that.

Darkness Given Hunger

This greatest servant of Juiblex was once a mighty hezrou warrior devoted to the foulness of the Faceless Lord. As reward for its loyal service, Juiblex fed the hezrou to a black pudding and trapped its spirit in the ooze, creating an entirely unique abomination. This pulsing, bulging horror is like an eyeless child of Juiblex itself, a monstrously swollen pile of slimy black hunger. Possessing the hateful mind of a demon and the ravenous appetite of an ooze, Darkness Given Hunger is the perfect leader of Juiblex's armies.

A Multiplying Threat. Like other black puddings, Darkness Given Hunger can multiply whenever it is subjected to blades or electricity. When it does so, it breaks off a piece of its swollen bulk to create a new black pudding loyal to it. However, unlike a normal black pudding, Darkness Given Hunger can quickly regrow what it lost, enabling it to rapidly foster an entire army of mindless black puddings.

Mad General. The bulk of Juiblex's armies are composed of oozes, which throb and grasp mindlessly across the desolate stretches of the Lower Planes. Touched by the madness of Juiblex, these oozes possess a cunning intelligence entirely foreign to their kind, enabling them to think around problems that they could not otherwise overcome. These horrors obey the telepathic commands of their general without question, making the arrival of Darkness Given hunger a terrible display of horrific gluttony. All other demons that serve in Juiblex's army fear and respect Darkness Given Hunger, for the monster can easily devour any demon that displeases it, or that just looks tasty at the moment.

Darkness Given Hunger

Gargantuan ooze (demon), chaotic evil

Armor Class. 7
Hit Points. 186 (12d20 + 60)
Speed. 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	5 (-3)	20 (+5)	5 (-3)	12 (+1)	13 (+1)

Saving Throws: Str +11, Con +10, Wis +6
Damage Resistances. bludgeoning, and piercing damage from non-magical weapons
Damage Immunities. acid, cold, lightning, slashing
Condition Immunities. blinded, deafened, exhaustion, poisoned, prone, unconscious
Senses. blindsight 120 ft. (blind beyond this radius), passive Perception 11
Languages. Abyssal, telepathy 120 ft.
Challenge. 16 (15,000 XP)

Amorphous. Darkness Given Hunger can move through a space large enough for a Tiny creature without squeezing.

Corrosive Form. A creature that touches Darkness Given Hunger or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits Darkness Given Hunger corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits Darkness Given Hunger is destroyed after dealing damage. Darkness Given Hunger can eat through 6-inch-thick, nonmagical wood or metal in 1 round.

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

At will: *darkness*

1/day each: *blight, gaseous form*

Legendary Resistance (1/Day). If Darkness Given Hunger fails a saving throw, it can choose to succeed instead

Magic Resistance. Darkness Given Hunger has advantage on saving throws against spells and other magical effects.

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

Stench. Any creature that starts its turn within 15 feet of Darkness Given Hunger must succeed on a DC 18 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to Darkness Given Hunger's Stench for 24 hours.

Actions

Multiattack. Darkness Given Hunger makes two pseudopod attacks

Pseudopod. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. *Hit:* 20 (4d6 + 6) bludgeoning damage plus 18 (4d8) acid damage, and Darkness Given Hunger recovers hit points equal to the amount of acid damage dealt. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Reactions

Split. When Darkness Given Hunger is subjected to lightning or slashing damage, it reduces its hit points by 50 in order to produce a **black pudding** in a space adjacent to itself.

Kynnom, Eater of Stone

Once, this blue dragon was a devout servant of Tiamat, elevated to the existence of a dracolich by the Cult of the Dragon. However, over long years his mind degraded until all he could think of was his hoard. The poisons of Juiblex insinuated themselves into the mind of this once powerful and majestic son of Tiamat, transforming him into a scrounging, whinging thing, desperate to protect its hoard. In its madness, it accompanies the armies of Juiblex, scraping up what little treasures are left behind by its slimy warriors.

Unclean Obsession. Kynnom feels compelled to collect anything it finds that is even remotely interesting. This lead to its horde becoming completely overfilled with worthless junk, to the point that there was no longer any space for him. This is when Juiblex sent him the cursed blessing. A ravenous horde of oozes burst into his home, devouring almost everything. Kynnom survived this onslaught, discovering that all that was left were the gems, magical items, and a handful of strange stones. Though devastated by the loss of his hoard, he realized that he had been freed from the curse of his hoard. Now he follows the armies of Juiblex across the planes, collecting only the objects left behind by the oozes, which he believes are the only things of true value. He has innumerable *secret chests*, the replicas of which he keeps on a necklace hanging from his withered neck, that he might collect and store any treasures he finds.

Kin to the Hunger. Kynnom feels a perverse love for Darkness Given Hunger, admiring the abomination for its ability to consume all that it encounters and leave nothing behind. As such, it supports Darkness Given Hunger in battle, using its electric breath weapon to enable the demonic ooze to divide and conquer the battle field. Darkness Given Hunger recognizes this valuable ally for what it is, and commands its oozes to not attack the dracolich. Still, Kynnom wears a *ring of acid resistance*, since there is no guarantee that this deference will last forever.

Kynnom possesses the statistics of an **adult blue dracolich** with the following adjustments:

- Kynnom wears a *ring of acid resistance*.
- Kynnom wears a necklace of tiny ornate chests, each of which is geared towards a *secret chest* that he can access magically.
- Kynnom possesses the Spellcasting option described below:

Spellcasting. Kynnom is a 15th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Kynnom has the following wizard spells prepared:

cantrips: *acid splash, poison spray, shocking grasp*
1st level (4 slots): *detect magic, identify, unseen servant*
2nd level (3 slots): *arcane lock, locate object, melf's acid arrow*
3rd level (3 slots): *gaseous form, glyph of warding, nondetection~*
4th level (2 slots): *leomund's secret chest, locate creature, stone shape*
5th level (2 slots): *animate objects, legend lore*
6th level (1 slot): *chain lightning, flesh to stone*
7th level (1 slot): *plane shift*
8th level (1 slot): *mind blank~*

~ Kynnom casts these on himself before combat.

Orcus

Orcus yearns to see the entire multiverse die, and the biggest obstacle in his way currently is Asmodeus and his forces. As such, he devotes countless demons and innumerable undead to the Blood War, throwing them into the fray without regard for survival. After all, a battlefield of the Blood War can become fertile ground for Orcus to replenish his ranks, as the fallen corpses of mortal souls can be resurrected into his undead servants. To Orcus, the Blood War is simply one more step towards the eventual annihilation of all things.

The Hierophants of Annihilation

The Hierophants of Annihilation are the original seven bodaks created by Orcus, from an age so long ago that none living now remember it. As mighty as balors and capable of impossible acts of unholy hatred, the hierophants are nothing more than black holes of nihilism, seeking to draw all the multiverse into the cold void of nothingness that Orcus envisions.

Apocryphal Names. The original identities of the hierophants have long been lost to time. Now only their abyssal names remain to strike fear into the hearts of the innocent. Mogmazath, Heirophant of Anguish, who has studied all the syllables of pain. Drurginos, Heirophant of Ruin, who leads armies across the planes and lays kingdoms low. Zoz'gomid, Heirophant of Dust, who looks toward the end of all things. Virzuthor, Heirophant of Silence, who teaches the song of dissolution to all who hear. Onneluuth, Heirophant of Despair, whose very voice presense crushes hope. Gorguth, Heirophant of Emptiness, who whispers to the void and listens to its response. Thazunath, Heirophant of Loss, who drinks in life and leaves nothing behind.

Generals and Advisors. The hierophants act as Orcus's advisors as well as his favored generals in the Blood War. Each has a different philosophy on the true meaning of annihilation and how it will ultimately be achieved in the universe, which are reflected in the council they give to Orcus and the strategies they employ when leading the armies of the Blood Lord.

Incorporating Orcus into "Baldur's Gate: Descent into Avernus"

Orcus does not have much immediate interest in the Blood War right now, and is instead content to watch his enemies weaken themselves as he waits to strike. However, he likes to keep constant tabs on the war, so his Heirophants regularly send their servants to watch over the tides of battles. One such servant is Tryndux, a bodak who serves Gorhuth and was entrusted with that Heirophant's personal Skyshadow. He may seek to relieve the boredom of his patrol by killing the players, only to discover that they are more than capable of slaying him. In doing so, the players gain command of the skyshadow for as long as they remain in the Nine Hells, and it will serve them loyally during that time. However, once it leaves the Nine Hells, its ownership is returned to Gorguth and it swiftly makes its way to Thanatos.

Mogmazath, Heirophant of Anguish

Mogmazath seeks to understand pain and suffering in all its forms. It has enslaved countless mortals, who are imprisoned in fortresses of cold stone and black ice and tortured. Mogmazath has even enslaved a number of chain devils, which are fawningly devoted to their new master of cruelties.

Mogmazath believes that all existence should be prolonged into a neverending agony. As such, it favors long term sieges, drawing out the defeat of his enemies over months, years, or even centuries.

Drurginos, Heirophant of Ruin

Drurginos believes that anarchy is the truest expression of annihilation, and seeks a way to unravel not only the laws of man but the laws of the universe. It favors strategies that focus on sabotage of resources, particularly supply lines and equipment.

Zoz'gomid, Heirophant of Dust

Zoz'gomid believes that all things hurtle inevitably toward the doom of non-existence, and that all that is needed to witness the end of all things is simple patience. Its tactics reflect this, and it favors patient observation until the ideal opportunity presents itself.

Virzuthor, Heirophant of Silence

Virzuthor spends its time in its frozen citadel, contemplating the true meaning of nothingness. Even the smallest sound is a profound interruption to its contemplations, and any interruption is met with obliteration.

Virzuthor views all existence as a distraction, and seeks a way to end causality. As a result, it favors swift, brutal action in battle, seeking to end conflict as quickly as possible so that it may return to its contemplations.

Onneluuth, Heirophant of Despair

Onneluuth spends much of its time in Hades, studying the pervasive despair of that realm.

Onneluuth is masterfully skilled at demoralizing its enemies, and its armies are always stocked with ample necromancers to raise the bodies of those slain to butcher their kin.

Gorguth, Heirophant of Emptiness

Gorguth watches the void for signs of the end of all things. It knows that ultimately, all life will be extinguished, and that all that comes before is merely a distraction.

Gorguth believes that all existence is merely an illusion, and that when Atropus arrives the truth of nothingness will be revealed and all will cease. Gorguth is particularly perceptive when it comes to seeing through the tactics of its enemies and countering them.

Thazunath, Heirophant of Loss

Thazunath takes all that it sees and leaves nothing behind.

Thazunath wants to possess or destroy all that there is in the world, giving it full control of existence. In Orcus's court, it acts as the Blood Lord's miserly treasurer. In battle, it favors looting, and when its armies raze a city not even a single copper coin will be found in the wreckage.

Heirophant of Annihilation

Medium undead, chaotic evil

Armor Class. 18 (plate)
Hit Points. 190 (20d8 + 100)
Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	20 (+5)	20 (+5)	24 (+7)	19 (+4)

Saving Throws: Con +11, Wis +13, Cha +10
Skills. Arcana +11, Perception +13, Religion +11, Stealth +9
Damage Resistances. cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities. electricity, necrotic, poison
Condition Immunities. charmed, exhaustion, frightened, poisoned, unconscious
Senses. darkvision 120 ft., passive Perception 23
Languages. Abyssal, Common, Draconic, Infernal, Elvish, Primordial
Challenge. 20 (25,000 XP)

Aura of Annihilation. The hierophant can activate or deactivate this feature as a bonus action. While active, the aura deals 10 (3d6) necrotic damage to any creature that ends its turn within 30 feet of the hierophant. Undead and fiends ignore this effect.

Craft Bodak. A humanoid killed by the hierophant reanimates as a bodak loyal to the hierophant 1d4 hours later.

Death Gaze. When a creature that can see the hierophant's eyes starts its turn within 30 feet of the hierophant, the hierophant can force it to make a DC 18 Constitution saving throw if the hierophant isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, a creature takes 16 (3d10) psychic damage on a failed save.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so. it has disadvantage on attack rolls against the hierophant until the start of its next turn. If the creature looks at the hierophant in the meantime, it must immediately make the saving throw.

Ebon Armor. The hierophant wears specially designed adamantine plate armor into battle which protects it from sunlight, neutralizing its Sunlight Hypersensitivity trait. Additionally, while wearing the armor, any critical hit against the hierophant becomes a normal hit.

Innate Spellcasting. The hierophant's innate spellcasting ability is Charisma (spell save DC 18). It can innately cast the following spells, requiring no material components:

1/day each: *animate dead, confusion, power word kill, power word stun, ray of enfeeblement, slow, symbol*

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

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

Sunlight Hypersensitivity. The hierophant takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks. This is negated if the hierophant is wearing Ebon Armor (see above).

Actions

Withering Gaze. One creature that the hierophant can see within 60 feet of it must make a DC 18 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

Withering Touch. *Melee Spell Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 18 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Legendary Actions

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

Attack. The hierophant makes one Withering Gaze attack.

Spread Despair (Costs 2 Actions). The hierophant casts *confusion*, *power word stun*, *ray of enfeeblement*, or *slow* if available.

Skyshadow

A skyshadow is a fiendish construct devised by Orcus from studying the retrievers made by the drow. Through profane magical experimentation, Orcus was able to construct the ideal mounts to serve his Hierophants of Annihilation. Only seven skyshadows exist, each bound to the service of a specific Hierophant of Annihilation. Able to traverse the planes with ease, the skyshadows provide their masters with unparalleled control of the skies.

Shadow Clutch. When a skyshadow patrols a battlefield, it leaves cold death behind. Its claws drink in life like the touch of a wraith, and it can crip mortals and carry them high into the air, only to drop them again from dizzying heights. Even when far above the battlefield, its victims on the ground are not safe from it. Those whose shadow it passes over feel the chill of the grave gripping their souls, draining their life from their bodies. What's more, the skyshadow can teleport directly to any creature gripped by its shadow, giving it terrifying mobility in battle.

Master Bound. A skyshadow is designed to be unfailingly loyal to its master. However, should its master be slain, the skyshadow's loyalty will switch over to the creature that defeated its master, giving them a powerful new mount to enable them to wreak havok across the planes.

Sleepless

Infernal legionnaires going to war against the hordes of Orcus whisper to each other of the most feared general of Orcus: Sleepless. This black skinned molydeus (*Mordenkainen's Tome of Foes* pg 134) can appear anywhere at anytime, and seems to be everywhere at once. Many a perfectly formulated infernal strategy has been confounded by this seemingly omnipresent demonic general and his ravenous hordes.

In fact, the greatest secret of Sleepless is that he is not merely one demon but two, each with identical appearances and ferocious devotion to both each other and their secret. Unlike other molydei, which are bound to the demon lord they serve, the two molydei are bound to one another, and can communicate and see through the snakes on one another's shoulders. Orcus does not entrust his amulet to these two demons, instead allowing them to find renown in the Blood War in his name and act as distractions from the true location of his amulet.

Skyshadow

Huge construct, lawful evil

Armor Class. 19 (natural armor)
Hit Points. 162 (13d12 + 78)
Speed. 20 ft, fly 100 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	22 (+6)	3 (-4)	16 (+4)	4 (-3)

Saving Throws: Dex +8, Con +10, Wis +7
Skills. Perception +7, Stealth +8
Damage Immunities. necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities. charmed, exhaustion, frightened, paralyzed, poisoned
Senses. passive Perception 17
Languages. understands Abyssal but can't speak
Challenge. 12 (8,400 XP)

Bound to Master. The skyshadow is bound to a specific master. The skyshadow knows the direction and distance to its master as long as the two are on the same plane of existence. If its master is on a different plane of existence, the skyshadow can use *plane shift* to appear within 60 feet of its master.

If the skyshadow's master is killed, the creature that struck the killing blow becomes its new master or can designate a new master.

Planar Travel (3/Day). The skyshadow can innately cast *plane shift* without material components, targetting only itself and up to seven creatures riding it or grappled by it. The skyshadow's innate spellcasting ability is Charisma.

Shadow Clutch. If the skyshadow's shadow passes over another creature while the skyshadow is no further than 120 ft from the target (typically by passing directly over it), the skyshadow can use a free action to impose its shadow clutch on the creature. At the start of each of the shadow clutched creature's turn, it must succeed on a DC 18 Wisdom saving throw or take 5 (1d10) cold damage. It can up to five creatures shadow clutched at a time.

Shadow Flight. Once on its turn, the skyshadow can expend 20 ft of movement to teleport itself and its rider to an unoccupied space within 30 feet of a creature under the effects of its shadow clutch.

Actions

Multiattack. The skyshadow makes two claw attacks.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 15 (3d6 + 5) slashing plus 7 (2d6) necrotic damage. If the skyshadow hits one target with two claw attacks in the same turn, the target is grappled (escape DC 17).

Sylbax

A sylbax is a demon formed from the remains of a demon that displeased Orcus. Its long, snake-like body is in fact the spine of an unlucky fiend, and its head is that same fiend's skull. Their bodies trail veins and gore, and they wield axes made from the bones of their victims..

Bloody Hunger. A sylbax continually craves blood, and it seeks out new victims to satiate that hunger. When it finds a new victim, it uses the bone ax it wields to channel the pain of its existence into its target. When its target is stunned by agony, it latches onto it with its hungry jaws, draining its blood as it wraps its wretched coils around the unlucky creature.

Dark Ritual. When a servant truly displeases him, Orcus does not simply kill them. To truly draw out their agony, he slowly rips the spine and skull from their twitching flesh and animates it with his hateful magic. The resulting demon devours the body from which it was ripped and begins its servitude of its dark master.

Spreading. A demon or cultist devoted to Orcus can perform a ritual over a dead fiend's body to animate the corpse's spine into a new sylbax. As such, even the bodies of demons and devils can serve Orcus in death.

Sylbax

Medium fiend (demon), chaotic evil

Armor Class. 15 (natural armor)
Hit Points. 78 (12d8 + 24)
Speed. 30 ft.

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

Skills. Perception +3, Stealth +6
Damage Resistances. cold, fire, lightning
Damage Immunities. poison
Condition Immunities. poisoned
Senses. darkvision 120 ft., passive Perception 13
Languages. Abyssal, telepathy 60 ft.
Challenge. 5 (1,800 XP)

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

Actions

Multiattack. The sylbax makes one blood drain attack. If it succeeds, the sylbax then uses constrict on the target

Bone Axe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 8) slashing damage if used with two hands. The target must succeed on a DC 13 Wisdom saving throw or be stunned until the end of the sylbax's next turn.

Blood Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature grappled by the sylbax or that is incapacitated or restrained. *Hit:* 5 (1d4 + 3) piercing damage plus 10 (3d6) necrotic damage and the sylbax attaches itself to the target. While attached, the sylbax cannot make any attacks aside from constricting its target and it automatically deals 10 (3d6) necrotic damage to the target at the start of each of its turns.

The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the sylbax regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

The sylbax can detach itself by spending 5 feet of its movement. A creature, including the target, can use its action to make a DC 14 Strength check to detach the sylbax. The check is made with disadvantage if the sylbax is grappling the target.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* 7 (1d8 + 3) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained and the sylbax can't constrict another target.

Shaktari, Queen of Fury

Shaktari is one of the most legendary and feared demonic generals of the Blood War. She can carve through waves of devils without faltering, able to rally troops with a word and send her enemies scurrying from her in terror. She was once a typical marilith, but she was inspired by her hatred of devils to such unbelievable violence that she slew all she encountered, growing huge as she glutted on their flesh. It was only through the combined efforts of an alliance of both archdevils and demon lords that she was laid low and sealed within the Wells of Darkness. However, she eventually escaped and now returns to the fields of Avernus, thirsting for blood.

Mighty Warrior. Though she has very little presence on the Material Plane, Shaktari is a peerless warrior in the Blood War, and has no fear of diving directly into conflict. Her eight arms wield longswords effortlessly, turning her into a whirlwind of blood and venom. She can dominate any terrain, able to swim and fly with equal ease, and her mighty coils can restrain troublesome foes while she dispatches her victims with her merciless blades. Her dominating presence on a battlefield spells trouble for any enemy that she sets her sight on.

Queen of Venom. Shaktari's home is on Vudra, a layer of the Abyss so saturated with venom that the very air itself is a deadly poison. Shaktari carries this power wherever she goes. Magic to neutralize poisons fail near Shaktari, and any weapon that she wields drips with a venom so potent and hateful that it can even harm fiends.

Grudges and Bonds. Shaktari bears an undying hatred towards the demon lords and archdevils who united to seal her in the Wells of Darkness, and she is always looking for more information on the parties responsible so that she may visit merciless vengeance upon them. However, her greatest foe is Zariel, Archduchess of Avernus, for whom she bears both an unshakable respect and a passionate desire to slay. So great is her desire to slay Zariel herself that she refuses to allow any other creature to even consider slaying her instead.

Magic Swords. Among her greatest assets are the four magic blades stolen for her by the marilith Kaliva: *Ffazabur, Midnight, Starzad,* and *Wizardbane*. With these mighty blades in her hands, hardly any creature can stand against her. The fiendish blade *Ffazablur* allows her to outspeed almost any foe and sever limbs to great effect. The enigmatic *Midnight* drains the life from Shaktari's foes, keeping her healthy in battle and protecting her from the deleterious powers of the undead. The beautiful *Starzad* removes the heads from her foes. The cunning *Wizardbane* allows her to dispel and counter magic, a power which she she reserves for situations where she really needs it. She is particularly fond of using *counterspell* to stop magical healing, as she is usually able to weather the effects of the majority of damaging spells.

Kaliva

Kaliva is a ferocious marilith who serves as the second in command to Shaktari, a position she defends ferociously. Possessing a penchant for arcane magic and a skill for wielding it in battle, she is even more deadly than a typical marilith.

Greatest Secret. Kaliva has a terrible secret, one which she will protect at all costs: she was once human. Long ago, she served the wizard Nalen Blackstar, but in a fit of rage he transformed her into a dretch and banished her to the Abyss. Through years of strife and bitter struggle, she managed to attain the form of a marilith and now serves as Shaktari's greatest general. However, she lives in constant fear that her old nemesis may reveal her secret. Shaktari, for her part, has known her secret all along and simply never cared, as she only values Kaliva's ferocity and power.

Nemesis. Kaliva wears the *Necklace of Shaktari*, a sign of favor given by Shaktari to her mightiest marilith servant. The necklace's magic has made Kaliva's obsession with murdering and supplanting her old enemy Nalen Blackstar all the more potent, a hatred which often distracts her from the Blood War.

Kaliva possesses the statistics of a **marilith** with the following adjustments, giving her a Challenge Rating of 17 (18,000 XP).

- When Kaliva uses her Multiattack action, she can choose to replace two longsword attacks with a use of her teleport option. Additionally, she can choose to forgo a number of longsword attacks to cast a spell, sacrificing one longsword attack for each level of spell slot she is using (for example, she would forgo three longsword attacks to cast a spell with a 3rd-level slot). A cantrip counts as a first level spell for this purpose
- When Kaliva hits a creature with a weapon attack, that creature has disadvantage on the next saving throw it makes against a spell cast by Kaliva before the end of Kaliva's next turn
- Kaliva wears the *Necklace of Shaktari*, increasing her spell attack modifier and spell save DC by +3.
- Kaliva possesses the Spellcasting option described below:

Spellcasting. Kaliva is a 19th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks with *Necklace of Shaktari*, spell save DC 17, +9 to hit with spell attacks without necklace). Kaliva has the following wizard spells prepared:

cantrips: *acid splash, chill touch, shocking grasp*

1st level (4 slots): *chromatic orb, magic missile, thunderwave, witch bolt*

2nd level (3 slots): *cloud of daggers, melf's acid arrow, shatter*

3rd level (3 slots): *counterspell, fireball, lightning bolt*

4th level (1 slot): *banishment, otiluke's resilent sphere*

~ Kaliva casts these on herself before combat.

Shaktari

Huge fiend (demon), chaotic evil

Armor Class. 18 (natural armor)
Hit Points. 310 (23d12 + 161)
Speed. 40 ft., swim 50 ft., fly 60 ft (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	20 (+5)	24 (+7)	23 (+6)	19 (+4)	25 (+7)

Saving Throws: Str +13, Con +15, Wis +12
Skills. Athletics +13, Intimidation +15, Perception +12
Damage Resistances. cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities. poison
Condition Immunities. charmed, exhaustion, frightened, poisoned
Senses. truesight 120 ft., passive Perception 22
Languages. Abyssal, Infernal, telepathy 120 ft
Challenge. 26 (90,000 XP)

Abyssal Weapons. Shaktari's weapon attacks are magical. When Shaktari hits with any weapon, it deals an extra 1d6 poison damage (included in the attack). This poison damage ignores resistance and immunity to poison damage.

Amphibious. Shaktari can breathe both air and water.

Aura of Venom. While within 60 feet of Shaktari, magical effects that grant resistance or immunity to poison, such as *protection from poison* or a paladin's Divine Health, do not function, nor do spells that neutralize poison. This does not affect natural resistance or immunity to poison, such as Dwarven Resilence.

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

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

Reactive. Shaktari can take one reaction on every turn in combat.

Special Weapons. Shaktari wields four unique, magical longswords: *Ffazablur, Midnight, Starzad,* and *Wizardbane.* These swords are detailed fully on the following page. *Ffazablur* grants Shaktari advantage on initiative rolls and cannot be disarmed, *Midnight* makes her immune to having her hit point maximum reduced and allows her to immediately detect any undead within 60 feet of her that are not behind total cover, and *Wizardbane* allows her to cast *detect thoughts* at will (DC 15).

Actions

Multiattack. Shaktari can use her Frightful Presence. She then makes nine attacks: eight with her longswords and one with her tail. Four of her longsword attacks are made using her special weapons, with each being used only once per round.

Longsword. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one creature. *Hit:* 18 (3d8 + 6) slashing damage plus 3 (1d6) poison damage. If Shaktari is making an attack with one of her special weapons, it gains the following effects depending on the weapon used:

- **Ffazablur.** This attack automatically deals 29 slashing damage. If Shaktari rolled a 20 on the attack roll, she deals an extra 14 (4d6) slashing damage and lops of one of the target's limbs, with the effect of such loss determined by the DM. If the creature has no limb to sever, Shaktari lops off a portion of its body instead.
- **Midnight.** Attacks made with this sword are made with +16 to hit and deal an extra 2 slashing damage. If the target is not a construct the target takes an additional 3d6 necrotic damage, and Shaktari recovers hit points equal to the necrotic damage dealt.
- **Starzad.** Attacks made with this sword are made with +17 to hit and deal an extra 3 slashing damage. If the target has at least one head and Shaktari rolled a 20 on the attack roll, the target is decapitated and dies if it can't survive without that head. A target is immune to this effect if it takes none of the damage, has legendary actions, or is Gargantuan. Such a creature takes an extra 6d8 slashing damage.
- **Wizardbane.** If target is concentrating on a spell, the DC of the saving throw to maintain its concentration is increased by +3. The sword has 8 charges. When Shaktari hits a creature with the sword, she can expend 1 charge to cast *dispel magic* on the target as part of the attack (+7 to hit). The sword recovers 1d4 + 1 charges daily at midnight.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one creature. *Hit:* 22 (3d10 + 6) bludgeoning damage plus 14 (4d6) poison damage. If the target is Large or smaller, it is grappled (escape DC 21). Until this grapple ends, the target is restrained, Shaktari can automatically hit the target with its tail, and Shaktari can't make tail attacks against other targets.

Frightful Presence. Each creature of Shaktari's choice that is within 120 feet of Shaktari and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Shaktari's Frightful Presence for the next 24 hours.

Teleport. Shaktari magically teleports up to 120 feet to an unoccupied space she can see.

Reactions

Parry. Shaktari adds 5 to her AC against one melee attack that would hit it. To do so, Shaktari must see the attacker and be wielding a melee weapon.

Counterspell (1/Round). Shaktari expends 1 charge from Wizardbane to cast *counterspell* (+7 to hit). If the creature casting the spell is within 5 feet of Shaktari, she can also make one melee attack with Wizardbane against the caster.

Incorporating Shaktari into "Baldur's Gate: Descent into Avernus"

Shaktari has a long standing obsession with Zariel, and her fixation can easily play into the campaign. For example, rather than Yeenoghu's army being what is causing the diversion around Eltugard, it can be Shaktari's army, this being the army's first triumphant push into the Hells after their general's long imprisonment. Additionally, in the confrontation between Zariel and the balor, the DM could replace the balor with Shaktari, whose swords get lost in the chaos of her death, allowing the players to snatch them up.

Shaktari's Bows

Shaktari possesses four masterfully crafted longbows designed to slay devils. When she wants to soften up an advancing line of devils, Shaktari will wield these bows with their specially crafted arrows to terrible effect, shooting volleys of arrows that cut down rank after rank of devils.

While wielding her bows, Shaktari's actions are replaced as following, and she loses her Parry and Counterspell reactions.

Actions

Multiattack. Shaktari makes eight Slaying Longbow attacks

Slaying Longbow. *Ranged Weapon Attack:* +14 to hit, range 200/800 ft., one target. Hit: 18 (3d8 + 5) piercing damage plus 3 (1d6) poison damage. If the target is a devil the attack has advantage, suffers no disadvantage from long range, ignores half cover and three-quarters cover, and it must make a DC 17 Constitution saving throw. On a failure, the target takes an extra 33(6d10) or dies if it has 100 hit points or fewer.

Arrow Demon

Arrow demons were created by Shaktari by her blood and hateful spittle for the express purpose of serving her in the Blood War. These four armed demons have skin of vibrant greens, blues, and orange and crave the joy of the hunt. Able to easily wield two longbows at the same time, an arrow demon is capable of unleashing volleys of arrows on its enemies, keeping them at bay. Even those enemies that are able to close in with the demon find it able to fire arrows with flawless precision even at short range and teleport away.

Servants of the Queen of Fury. During Shaktari's long imprisonment, the arrow demons of the Abyss scattered, serving whatever generals they chose and acting as mercenaries for humanoids powerful enough to summon them. However, now that Shaktari has rallied her forces, arrow demons return to the poisoned jungles of Vudra to serve the Queen of Fury. They organize themselves into armies capable of laying low entire continents of devils without even getting close, complementing Shaktari's peerless aim with their own and providing support to her and her marilith servants as they rush into melee.

Arrow Demon

Medium fiend (demon), chaotic evil

Armor Class. 15
Hit Points. 142 (15d8 + 75)
Speed. 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	21 (+5)	20 (+5)	15 (+2)	16 (+3)	12 (+1)

Saving Throws: Dex +8
Skills. Acrobatics +8, Athletics +7, Perception +6
Damage Resistances. cold, fire, lightning; bludgeoning, piercing, and slashing damage from non-magical weapons
Damage Immunities. poison
Condition Immunities. poisoned
Senses. darkvision 120 ft., passive Perception 16
Languages. Abyssal, telepathy 120 ft.
Challenge. 8 (3,900 XP)

Avoidance. If the demon is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds and only half if it fails.

Close Quarters Shooter. The demon's ranged attacks ignore half cover and three-quarters cover and do not suffer disadvantage against creatures within 5 feet of the demon.

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

Magic Weapons. The demon's ranged attacks are magical.

Actions

Multiattack. The demon makes four longbow attacks. It can replace two longbow attacks with a use of its Teleport

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one creature. *Hit:* 9 (1d8 + 5) piercing damage. If the target is a devil, the attack has advantage, suffers no disadvantage from long range, ignores half cover and three-quarters cover, and deals an extra 10 (3d6) acid damage.

Teleport. The demon magically teleports, along with any equipment it is wearing or carrying, up to 120 ft. to an unoccupied space it can see.

Zuggtmoy

The demon queen of fungi has a vested interest in the Blood War, just as any other demon lord. She hopes to one day to subdue the entire multiverse with her spores, making all life exclusively dependent on her, and the defeat of Hell plays a pivotal role in that plan. As such, she fields enormous armies of spore infested monsters, armies which are continually renewed by the corpses of dead demons and devils reanimated with fungal growth. Though the tactics utilized by Zuggtmoy's armies are typically very simple, the delirious joy the armies infects their victims with and the ability to continually replenish lost soldiers with thoughtlessly loyal replacements makes Zuggtmoy a key player in holding the lines of the Blood War.

Dances of Death. The armies of Zuggtmoy resemble nothing so much as wild revelries. The spore servants of her armies sway in time with music that can almost be heard, the myconids and vegepygmies dance in clouds of billowing spores, and the demons caper and shout in revolting joy. The generals of her army lead these revelries through the Lower Planes, where the shrill temptations of the Lady of Rot can lay low even the mightiest infernal legion.

Simiel, Duke of Ecstasy

Simiel is a beautiful and horrible creature. He appears as an angel, tall and perfectly formed, but with his flesh exquisitely twisted and deformed by magnificent fungal growths. His head is enwrapped with a halo of shelf fungi, and his body is surrounded by a nimbus of luminous spores. Simiel serves his mistress Zuggtmoy as her general in the Blood War, spreading delirium and death among the ranks of her enemies.

The Death of an Angel. Long ago, Simiel was a solar defied the orders of the Celestial Hebdomad and plunged into the Abyss, where he carved a swath of righteous destruction, the scars of which remain even today. However, he underestimated the power of Zuggtmoy, and she managed to entrap him in a stinking pit of mold and illusion. Abandoned by his lords and entrapped by phantasms, the angelic hero eventually succumbed to despair and perished.

The Birth of a Demon. Though he had died, the angel's incorruptible flesh remained as flawless and unmarred as it had always been. Over long years, though, Zuggtmoy was able to insinuate her foul spores into the otherwise perfect flesh of the solar, twisting it and its knowledge of the Blood War to her own perverse whims. Eventually the angel's flesh rose up as a spore servant, a perverse mockey which Zuggtmoy empowered with a demonic spirit.

The Rise of a General. Though Simiel died, his new incarnation possesses many of his old memories and all of his old skills. Simiel is as ferocious and deadly as any angel in battle, but his desire to lead the universe to redemption has been corrupted by the delirium of Zuggtmoy. Where once Simiel sought to inspire hope and courage, now he seeks to drown all suffering in a flood in nauseous joy. Those who resist his gift are forcibly lead into its embrace. He leads implacable revelries of spore servants across the scorched stone of Acheron and the gloom of Hades, and where he goes ecstasy and death follow, with each death adding yet another reveler to the celebration.

Inborn Memories. Long ago, Zariel and Simiel were allies in heaven. The two admired each other for their zeal and ferocity, and fought side by side many times. Zariel finds her former ally's transformation pathetic, holding nothing but scorn for his sickening devotion to Zuggtmoy. For his part, Simiel still holds Zariel in high regard and hopes to one day show her the true meaning of ecstasy, thus redeeming her.

Myconid Reveler

A myconid reveler is a sovereign that has been utterly corrupted by Zuggtmoy. Its body has been twisted into producing the destructive spores of the queen of rot, and its mind is eternally caught in a delirious jubilation, causing it to forever sway and caper to a song that can be heard when in communication with it.

Incorporating Zuggtmoy into "Baldur's Gate: Descent into Avernus"

Zuggtmoy doesn't care what happens to Zariel or Eltugard one way or another. Simiel, however, retains memories of his former friendship with Zariel, though they have been twisted and corrupted by the demonic spirit in him. He wants to infect Zariel with the same spores that he carries, liberating her from the burdens of rulership and bringing her into the fold of Zuggtmoy's wonders. He knows that the burdens and isolation of being an archduchess of Hell make her more susceptible to the relief offered by Zuggtmoy's touch, so if he learns of the party's intent to redeem her, he seeks to undermine their efforts. He is likely to send myconid revelers and spore servants after the party to stop them and addict them to the spores of Zuggtmoy, draining them of free will until they're yet another servant of the Queen of Fungi.

Simiel

Large fiend (demon), chaotic evil

Armor Class. 21 (natural armor)
Hit Points. 243 (18d10 + 144)
Speed. 40 ft., fly 140 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	26 (+8)	15 (+2)	19 (+4)	20 (+5)

Saving Throws: Str +15, Con +15, Wis +10
Skills. Perception + 11
Damage Resistances. radiant; bludgeoning, piercing, and slashing damage from non-magical weapons
Damage Immunities. necrotic, poison
Condition Immunities. blinded, charmed, exhaustion, frightened, paralyzed, poisoned
Senses. truesight 120 ft., blindsight 30 ft. passive Perception 20
Languages. Abyssal, telepathy 120 ft.
Challenge. 20 (25,000 XP)

Nimbus of Ecstasy. Simiel is surrounded by a 15-foot radius cloud of slightly luminescent spores, which can can go around corners. Any creature that starts its turn in the area must succeed on a DC 22 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the creature is charmed by Simiel and has disadvantage on Intelligence, Wisdom, and Charisma saving throws. A creature that fails this saving throw by 5 or more is stunned by ecstasy while poisoned in this way.

Additionally, any creature with an Intelligence of 2 or higher that aren't undead, constructs, or elementals that are exposed to the spores can communicate telepathically with one another while they are within 30 feet of each other. Additionally, affected creatures can hear a faint, delirious tune in their heads. The effect lasts for 1 hour.

Abyssal Weapons. Simiel's weapon attacks are magical. When Simiel hits with any weapon, the weapon deals an extra 6d8 necrotic damage (included in the attack)

Distress Spores. When Simiel takes damage, all his allies within 240 feet of him can sense his pain.

Innate Spellcasting. Simiel's innate spellcasting ability is Charisma (spell save DC 20). He can innately cast the following spells, requiring no material components:

At will: *detect evil and good, detect magic, invisibility (self only)*

3/day each: *confusion, crown of madness (crown is made of fungi), hypnotic pattern*

1/day each: *contact other plane, feeblemind*

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

Actions

Multiattack. Simiel makes two greatsword attacks

Greatsword. *Melee Spell Attack:* +15 to hit, reach 5 ft., one creature. *Hit:* 22 (4d6 + 8) slashing damage plus 27 (6d8) necrotic damage.

Slaying Longbow. *Ranged Weapon Attack:* +13 to hit, range 150/600 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 27 (6d8) necrotic damage. If the target is a flesh and blood creature that has 100 hit points or fewer, it must succeed on a DC 15 Constitution saving throw or die. Its corpse rises up as a spore servant in 24 hours.

Legendary Actions

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

Teleport. Simiel magically teleports, along with any equipment it is wearing or carrying, up to 120 ft. to an unoccupied space he can see.

Caustic Burst (Costs 2 Actions). Simiel creates a burst of caustic spores. Each creature within 10-feet of Simiel must make a DC 22 Constitution saving throw, taking 14 (4d6) acid damage plus 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one.

Myconid Reveler

Large plant, chaotic neutral

Armor Class. 16 (*barkskin*-like)
Hit Points. 85 (9d10 + 36)
Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	19 (+4)	9 (-1)	11 (+0)	6 (-2)

Saving Throws. Con +7
Condition Immunities. charmed, exhaustion, frightened
Senses. darkvision 120 ft., passive Perception
Languages. --
Challenge. 5 (1,800 XP)

Distress Spores. When the myconid takes damage, all other myconids within 240 feet of it can sense its pain.

Fungus Stride. Once on its turn, the myconid can use 10 feet of its movement to step magically into one living mushroom or fungus patch within 5 feet and emerge from another within 60 feet of the first one, appearing in an unoccupied space within 5 feet of the second mushroom or fungus patch. The mushrooms and patches must be Large or bigger.

Innate Spellcasting. The myconid's innate spellcasting ability is Constitution (spell save DC 15). It can innately cast the following spells, requiring no material components:

1/day each: *confusion, faerie fire, hallucinatory terrain, hypnotic pattern*

Rapport Spores. A 30-foot radius of spores extends from the myconid at all times. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. Additionally, affected creatures can hear a faint, delirious tune in their heads. The effect lasts for 1 hour.

Sun Sickness. While in sunlight, the myconid has disadvantage on ability checks, attack rolls, and saving throws. The myconid dies if it spends more than 1 hour in direct sunlight.

Yibyiru's Kiss. The spores that the myconid produces can poison demons and devils.

Actions

Multiattack. The myconid one of its Spores actions, then makes two fist attacks.

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 9 (3d4 + 2) bludgeoning damage plus 7 (3d4) poison damage.

Animating Spores (3/Day). The myconid targets one corpse of a humanoid or a Large or smaller beast within 5 feet of it and releases spores at the corpse. In 24 hours, the corpse rises as a spore servant. The corpse stays animated for 1d4 + 1 weeks or until destroyed, and it can't be animated again in this way.

Hallucination Spores. The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. The poisoned target is incapacitated while it hallucinates. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Pacifying Spores. The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 15 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Euphoria Spores (Recharge 6). The myconid releases a cloud of spores in a 20-foot-radius sphere centered on itself. Other creatures in that area must each succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect early on itself on a success. When the effect ends on it, the creature gains one level of exhaustion.

Caustic Spores (1/Day). The myconid releases spores in a 30-foot cone. Each creature inside the cone must succeed on a DC 15 Dexterity saving throw or take 3 (1d6) acid damage at the start of each of the myconid's turns. A creature can repeat the saving throw at the end of its turn, ending the effect on itself on a success.

Infestation Spores (1/Day). The myconid releases spores that burst out in a cloud that fills a 10-foot-radius sphere centered on it, and the cloud lingers for 1 minute. Any flesh-and-blood creature in the cloud when it appears, or that enters it later, must make a DC 15 Constitution saving throw. On a successful save, the creature can't be infected by these spores for 24 hours. On a failed save, the creature is infected with a spores and also gains a random form of indefinite madness that lasts until the creature is cured of the disease or dies. While infected in this way, the creature can't be reinfected, and it must repeat the saving throw at the end of every 24 hours, ending the infection on a success. On a failure, the infected creature's body is slowly taken over by fungal growth, and after three such failed saves, the creature dies and is reanimated as a spore servant if it's a Large or smaller flesh and blood creature.

Needle Demon

Needle demons are bipedal fiends covered in rigid black spines that love to watch their victims waste away in despair and delirium. They used to be barbed devils, but the pervasive misery of the Nine Hells became too much for them to bear, leading them to seek out relief in a myriad narcotics. This need eventually became an addiction, warping these devils body and soul until they became demons, desperately grasping for relief from their agony with the warped, swollen claws that had once been their hands.

Children of Yibyiru. The first needle demons were created by Yibyiru, Zuggtmoy's most trusted advisor and the greatest narcotic alchemist in the multiverse. Using the prolific plant and fungal life in the tangled jungles of Shedaklah, Yibyiru is able to produce virtually any intoxicant, and she used this skill to entrap the devils who sought her out in inescapable cages of chemical pleasure. Now she commands innumerable hordes of these fawning, sniveling demons, which crawl out of the Abyss to spread their addiction throughout the multiverse.

Peddlers of Poison. Needle demons crave the relief brought to them by the narcotics that transformed them into their current wretched states, and it is this need for relief that makes them easy to manipulate. Their bodies possess the ability to replicate the effects of any drug or poison that they ingest, an ability which they can use to spread addiction among their victims. They are so reliant on the relief these substances offer that they suffer greatly while not under their effects.

Dealers of the Blood War. The Lower Planes are realms of pervasive misery, and the Blood War only compounds this despair. Not even fiends are immune to the misery of their homes, and those that serve in the armies of the yugoloths and the Nine Hells are constantly subjected to the most horrific and draining experiences in the multiverse. It is only natural that they would seek respite from this suffering. This is where the needle demons come in. Not having the discipline to resist their drugs on their own, needle demons are always accompanied by a more powerful demon to keep them in line while they dole out doses of narcotics.

Needle Demon

Medium fiend (demon), chaotic evil

Armor Class. 17 (natural armor)
Hit Points. 90 (12d8 + 36)
Speed. 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	13 (+1)	12 (+1)	14 (+2)

Skills. Medicine +4, Stealth +5, Persuasion +5
Damage Resistances. cold, lightning; bludgeoning, piercing, and slashing damage from non-magical weapons
Damage Immunities. fire, poison
Condition Immunities. charmed
Senses. passive Perception 11
Languages. Abyssal, telepathy 60 ft.
Challenge. 6 (2,300 XP)

Addict. Unlike other demons, the needle demon can become poisoned. However, while poisoned or under the effects of a narcotic, the demon suffers no negative effects from the substance. Additionally, while under its effects, creatures hit by the demon's needle attacks are exposed to one dose of the substance.

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

Needle Hide. A creature grappling this demon or being grappled by this demon is automatically hit with one of the demon's Needle attacks at the beginning of each of the demon's turns.

Withdrawal. If the needle demon is not currently poisoned or under the effects of a narcotic, it has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Multiattack. The demon makes two claw attacks or three ranged needle attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 3) slashing damage. If the demon successfully hits a single target with two claw attacks in one turn, the target is grappled (escape DC 14).

Needle. *Melee or Ranged Attack:* +5 to hit, reach 10 ft. or range 100/200, one creature. *Hit:* 4 (1d4 + 2) piercing damage.

Spore Servants

Spore servants are the workforce of myconid colonies. Made from the corpses of other creatures imbued with animating spores, spore servants are obedient servants of the myconid sovereigns and the colonies they lead. Typically, only beasts and humanoids can be animated in this way. However, when the power of Zuggtmoy or the spirit Psilofyr empowers these spores, they can animate any flesh and blood creature. For the Spore Servant Template, see page 230 of the *Monster Manual*.

Fiendish Spore Servants. When a fiend is animated with fungal spores, it still retains many traces of its unholy origins. Its flesh is warped and twisted by the wretched, asymmetrical fungal growths that erupt from its body, and they are noticeably more savage in the execution of their orders than other spore servants. Additionally, the introduction of animating spores into a creature with a magical nature may result in some unexpected qualities beyond what a typical spore servant can possess. What follows are a variety of spore servants made from the corpses of demons and devils that fall in the Blood War.

Variant: Scion of Zuggtmoy

There are innumerable demons who have failed Zuggtmoy over the millenia, and she has gardens filled with their moldering corpses, their writhing spirits still trapped in the fleshy fungi. These demons long to attain bodies and regain the favor of their queen, and as such are more than eager to inhabit the spore animated corpses of other creatures, creating a scion of Zuggtmoy

A scion of Zuggtmoy can be made from the infusion of a demonic spirit into any spore servant. This grants the spore servant the intelligence and cunning of a demon, making them far more dangerous than a typical spore servant. Many even develop their own powers, eventually transforming their shells their own.

- The spore servant gains the demon tag, though it remains a plant.
- The scion is chaotic evil
- The spore servant's ability scores change as follows: Int 11 (+0), Wis 12 (+1), Cha 13 (+1)
- The scion's passive Perception is 11.
- The scion can speak, write, and read Abyssal and has telepathy out to 120 ft.
- If the scion's body is destroyed, it makes a DC 13 Wisdom saving throw (+3 to save). If it succeeds, its spirit inhabits an spore servant that does not currently host another scion spirit within 60 feet of it. If it fails or there is no viable spore servant within 60 feet of it, its spirit immediately returns to the garden of torment it came from. It automatically fails its saving throw if it was killed by radiant damage or while in bright sunlight.

Armanite Spore Servant

Armanite Spore Servant

Large plant, unaligned

Armor Class. 16 (natural armor)
Hit Points. 84 (8d10 + 40)
Speed. 50 ft.

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

Damage Resistances. cold, fire, lightning
Damage Immunities. poison
Condition Immunities. blinded, charmed, frightened, paralyzed, poisoned
Senses. blindsight 30 ft. (blind beyond this radius), passive Perception 8
Languages. --
Challenge. 6 (2,300 XP)

Actions

Multiattack. The spore servant makes three attacks: one with its hooves, one with its claws, and one with its serrated tail.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) bludgeoning damage

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 10 (2d4 + 5) slashingdamage

Serrated Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 16 (2d10 + 5) slashing damage

Bearded Devil Spore Servant

Medium plant, unaligned

Armor Class. 13 (natural armor)
Hit Points. 52 (8d8 + 16)
Speed. 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15(+2)	2 (-4)	6 (-2)	1 (-5)

Damage Resistances. cold; bludgeoning, piercing, and slashing damage from non-magical weapons
Damage Immunities. fire, poison
Condition Immunities. blinded, charmed, frightened, paralyzed, poisoned
Senses. blindsight 30 ft. (blind beyond this radius), passive Perception 8
Languages. --
Challenge. 3 (700 XP)

Actions

Multiattack. The spore servant makes two attacks with its beard and one with its glaive

Beard. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage

Glaive. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (1d10 + 3) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 12 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the spore servant hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Erinyes Spore Servant

Medium plant, unaligned

Armor Class. 18 (plate armor)
Hit Points. 153 (18d8 + 72)
Speed. 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	2 (-4)	6 (-2)	1 (-5)

Damage Resistances. cold; bludgeoning, piercing, and slashing damage from non-magical weapons
Damage Immunities. fire, poison
Condition Immunities. blinded, charmed, frightened, paralyzed, poisoned
Senses. blindsight 30 ft. (blind beyond this radius), passive Perception 8
Languages. --
Challenge. 8 (3,900 XP)

Actions

Multiattack. The spore servant makes three attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) slashing damage.

Variant: Scion Erinyes

Erinyes are highly valued as vessels for scions of Zuggtmoy because of the muscle memory possessed by the bodies for using longbows and ropes of entanglement. A scion erinyes has its multiattack modified as follows and gains the longbow and rope of entanglement actions:

Multiattack. The spore servant makes three attacks. It can replace two of the attacks to use its Rope of Entanglement.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage.

Rope of Entanglement. One creature within 20 feet of the spore servant must succeed on a DC 15 Dexterity saving throw or become restrained. The spore servant can release the target as a bonus action. A target restrained by the rope can use an action to make a DC 15 Strength or Dexterity check (target's choice). On a success, the creature is no longer restrained by the rope. The rope has AC 20 and 20 hit points. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If the rope drops to 0 hit points, it is destroyed.

Marilith Spore Servant

Large plant, unaligned

Armor Class. 18 (natural armor)
Hit Points. 189 (18d10 + 90)
Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	2 (-4)	6 (-2)	1 (-5)

Damage Resistances. cold, fire, lightning; bludgeoning, piercing, and slashing damage from non-magical weapons
Damage Immunities. poison
Condition Immunities. blinded, charmed, frightened, paralyzed, poisoned
Senses. blindsight 30 ft. (blind beyond this radius), passive Perception 8
Languages. --
Challenge. 15 (15,000 XP)

Actions

Multiattack. The spore servant makes seven attacks: six with its longswords and one with its tail.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) slashing damage

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 15 (2d10 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, the spore servant can automatically hit the target with its tail, and the spore servant can't make tail attacks against other Targets.

Acquiring a narzugon for his forces is a rare opportunity, so when it happens Simiel wastes no time in working foul magic on the hellfire lances that these spore servants wield. No longer empowered with the ability to send the souls of those killed by them to Hell, these lances now crackle with foul necrotic spores, destroying the flesh of those that they strike and imbuing them with spores that animate them as yet more spore servants.

Narzugon Spore Servant

Medium plant, unaligned

Armor Class. 20 (plate armor, shield)
Hit Points. 112 (15d8 + 45)
Speed. 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	17 (+3)	2 (-4)	6 (-2)	1 (-5)

Damage Resistances. acid, cold; bludgeoning, piercing, and slashing damage from non-magical weapons
Damage Immunities. fire, poison
Condition Immunities. blinded, charmed, frightened, paralyzed, poisoned
Senses. blindsight 30 ft. (blind beyond this radius), passive Perception 8
Languages. --
Challenge. 11 (7,200 XP)

Infernal Tack. The narzugon wears spurs that are part of infernal tack, which allow it to summon its nightmare companion, but only if occupied by a scion spirit..

Actions

Multiattack. The spore servant makes three abyssal lance attacks

Abyssal Lance. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 11 (1d12 + 5) piercing damage plus 16 (3d10) necrotic damage. If this damage kills a creature, the creature's corpse rises up as a spore servant (*Monster Manual* pg 230) loyal to Simiel

Nightmare Spore Servant

Typically, when a narzugon is made into scion of Zuggtomoy, its nightmare mount is left as it is, as it will still obey the demonic spirit that wears the infernal tack and its natural abilities are far more useful to preserve than to destroy. However, when these creature do die, the revelers of Zuggtmoy waste no time in infusing their corpses with yet more spores.

Nightmare Spore Servant

Large plant, unaligned

Armor Class. 13 (natural armor)
Hit Points. 68 (8d10 + 24)
Speed. 50 ft, fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	6 (-2)	1 (-5)

Damage Immunities. fire
Condition Immunities. blinded, charmed, frightened, paralyzed
Senses. blindsight 30 ft. (blind beyond this radius), passive Perception 8
Languages. --
Challenge. 1 (200 XP)

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage

Vrock Spore Servant

their natural spore producing qualities have been hijacked by the spores in their bodies, granting these creatures the ability to release clouds of the very same spores that animate their bodies. As a result, these spore servants are particularly favored in Zuggtmoy's army for their ability to animate more corpses. It is not unusual to see flocks of these spore servants gathering corpses into piles to be reanimated.

Vrock Spore Servant

Large plant, unaligned

Armor Class. 15 (natural armor)
Hit Points. 104 (11d10 + 44)
Speed. 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	2 (-4)	6 (-2)	1 (-5)

Damage Resistances. cold, fire, lightning; bludgeoning, piercing, and slashing damage from non-magical weapons
Damage Immunities. poison
Condition Immunities. blinded, charmed, frightened, paralyzed, poisoned
Senses. blindsight 30 ft. (blind beyond this radius), passive Perception 8
Languages. --
Challenge. 5 (1,800 XP)

Actions

Multiattack. The spore servant makes two attacks: one with its beak and one with its talons.

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

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 14 (2d10 + 3) slashingdamage

Animating Spores (1/Day). The spore servant releases a cloud of spores in a 15-foot-radius sphere centered on itself. If there are any corpses of Large or smaller creatures that are flesh and blood in the sphere, the corpse rises as a spore servant 24 hours later. The corpse stays animated for 1d4 + 1 weeks or until destroyed, and it can't be animated again in this way.

Magic Weapons

Many of the major players in the Blood War carry powerful unique weapons. These weapons can be stolen or looted from the bodies of those slain in battle. Due to their magic nature, these weapons will resize themselves to fit the grip of whatever creature attunes to them, allowing anyone daring enough to venture into the Lower Planes to claim powerful new arms. Beware, though. Fiends have long memories, and they may seek vengeance against whoever claims their weapons.

Bilious Sphere

Rod, artifact (requires attunement by a fallen paladin)

In the hands of one who is attuned to it, the sphere can be wielded as a magic mace that grants a +3 bonus to attack and damage rolls made with it. It functions as a holy symbol for the paladin wielding it.

Random Properties. The *Bilious Sphere* has the following random properties:

- 2 minor beneficial properties
- 2 minor detrimental properties
- 1 major detrimental property

Spells. The *Bilious Sphere* has 5 charges. While holding it, you can use an action and expend 1 of its charges to cast one of the following spells (DC 18): *divine word*, *finger of death*, *firestorm*, *plane shift*, *prismatic spray*, *power word pain* (*Xanathar's Guide to Everything* pg 163), *symbol*

After casting a spell, you cannot cast that same spell with the sphere until after the following midnight. The sphere regains 1d4 charges daily at midnight.

Aura of Undeath. So long as you are not incapacitated and are wielding the sphere, all undead creatures within 30 feet of you are immune to effects that turn undead. If you are undead, this extends to you as well.

Purifying the Sphere. Though corrupted and twisted beyond recognition, it is not beyond redemption. Should the fallen paladin to whom it is attuned attone for their sins, the *Bilious Sphere* is purified and returns to its original form of the *Orb of Sol*.

Orb of Sol

Rod, artifact (requires attunement by a good-aligned paladin)

In the hands of one who is attuned to it, the orb can be wielded as a magic mace that grants a +3 bonus to attack and damage rolls made with it. It functions as a holy symbol for the paladin wielding it.

Random Properties. The *Orb of Sol* has the following random properties:

- 2 minor beneficial properties
- 2 major beneficial property

Sphere of the Sun. The orb produces bright sunlight in a 5 to 30-foot radius and dim sunlight for an additional number of feet equal to the chosen radius. On your turn you can take a free action to alter this radius or cause the sphere to stop or start producing light.

Spells. The *Orb of Sol* has 5 charges. While holding it, you can use an action and expend 1 of its charges to cast one of the following spells (DC 18, +10 to hit with spell attacks): *conjure celestial*, *crown of stars* (*Xanathar's Guide to Everything* pg 152), *divine word*, *firestorm*, *plane shift*, *prismatic spray*, *resurrection*

After casting a spell, you cannot cast that same spell with the orb until after the following dawn. The orb regains 1d4 charges daily at dawn.

Aura of Safety. While the orb is on your person, you are surrounded at all times by a *magic circle* centered on yourself which protects against fiends and undead.

Destroying the Orb. It is widely believed that the *Orb of Sol* cannot be destroyed so long as the sun exists. However, should the paladin to whom it is attuned succumb to despair and fall, the *Orb of Sol* will become corrupted and transform into the *Bilious Sphere* once again.

Caligrosto

A caligrosto is a unique form of demon. It begins its life cycle as an incorporeal larva that possesses a sword, granting it powers and ensnaring any creatures tempted to wield it. Once it has consumed the souls of nine creatures, it matures and bursts from the sword, taking on the form of a humanoid specter with the exact appearance of its last wielder. Its first act is to attack its former master, then any other creatures it can see, beginning its endless indulgence in violence.

Caligrostos are highly prized in the Blood War, as a spawning caligrosto can spread its larvae to innumerable swords on a battlefield. Of course, devils know how to identify a caligrosto sword, but many mortals are ignorant of these fiends and find the powers that they can grant too enticing to ignore. Demon lords can entice them into joining their armies with promises of wanton violence. Shaktari, in particular, has a particular affinity for these fiends, and they serve her gleefully

Caligrosto Possessed Sword

Weapon (any sword), legendary (requires attunement)

When a larval caligrosto possesses a sword, the sword gains a +3 bonus to attack and damage rolls made with it as well as the properties of a *sword of wounding* (*Dungeon Master's Guide* pg 207) and a *nine lives stealer* (*Dungeon Master's Guide* pg 183) with nine charges. A caligrosto possessed sword can remain dormant for centuries waiting for a new host. When a creature

Bond. When a creature becomes attuned to the weapon it is unwilling to part with it, keeping it on its person at all times. The attuned creature has disadvantage with weapon attack rolls made with any weapon other than the sword.

The creature can only be de-attuned from the sword if the curse is broken with a *remove curse* spell or similar magic. Alternatively, casting *banishment* or *dispel evil and good* on the sword destroys the larval caligrosto. The sword then becomes a mundane sword.

Dominate. Each time the attuned creature scores a critical hit with the sword and the target succeeds on its Constitution saving throw to resist the life stealing property of the sword, he wielder must succeed on a DC 15 Charisma saving throw or become dominated by the caligrosto for 1d12 hours. While dominated in this way, the caligrosto controls the target's actions and can perceive through the creature's senses. The dominated creature has advantage on attack rolls made with the caligrosto's weapon. The creature remains aware of events that transpire while dominated in this way. If the creature takes damage or is forced to take an action that conflicts with its alignment, it can repeat the saving throw, ending the effect on a success.

Sentience. The caligrosto possessed sword appears to be a chaotic evil sentient weapon with an Intelligence of 13, a Wisdom of 15, and a Charisma of 16. It has hearing and darkvision out to a range of 120 feet.

The caligrosto can communicate telepathically with creatures within 60 feet of it and can speak, read, and understand Abyssal.

Caligrosto

Medium fiend (demon), chaotic evil

Armor Class. 14
Hit Points. 76 (9d8 + 36)
Speed. 30 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	19 (+4)	13 (+1)	15 (+2)	16 (+3)

Damage Resistances. cold, thunder; bludgeoning, piercing, and slashing damage from non-magical weapons that aren't silvered
Damage Immunities. acid, fire, lightning, poison
Condition Immunities. charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses. darkvision 120 ft., passive Perception 12
Languages. Abyssal, telepathy 60 ft.
Challenge. 10 (5,900 XP)

Bonded Weapon. The caligrosto is bonded to the sword it matured in. This sword (which can be any variety of sword) is a +2 *sword of wounding* that cannot be disarmed from the caligrosto. If the sword is destroyed, the caligrosto dies.

Semi-Incorporeal Movement. The caligrosto can move through other creatures and objects as if they were difficult terrain. However, it cannot be separated from its weapon, which is corporeal, so it cannot pass through objects or creatures if its weapon cannot easily move around or through the obstacle. It takes 5 (1d10) force damage if it ends its turn inside an object.

Magic Resistance. The caligrosto has advantage on saving throws against spells and other magic.

Actions

Multiattack. The caligrosto makes four attacks with its sword. It can make one Wounding Strike in place of a normal attack with its sword.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 10 (1d8 + 6) slashing damage, or 11 (1d10 + 6) slashing damage if used with two hands. Hit points lost to this weapon's damage can be regained only through a short or long rest, rather than by regeneration, magic, or any other means.

Wounding Strike. The caligrosto makes one attack with its sword. On a hit, the target is wounded. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time its been wounded, and it can then make a DC 15 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

Ffazablur

Weapon (longsword), legendary (requires attunement)

This gruesome longsword was designed by demons for use in the Blood War. The sword's hilt is made from the severed claw of a barbed devil, which automatically grips onto the forearm of any creature that attempts to wield it, dealing 1d4 piercing damage at the start of each of the creature's turn until the creature has successfully attuned to it or the creature dies. A *remove curse*, *dispel magic*, or *dispel evil and good* spell cast on the sword causes it to release. In order to attune to *Ffazablur*, you must succeed on a DC 18 Charisma saving throw after using it to kill another creature (demons automatically succeed on this saving throw). On a failure, you are rendered unconscious for 1 minute or until *Ffazablur* is removed from you.

This sword is a *sword of sharpness* (*Dungeon Master's Guide* pg 206). While you are wielding *Ffazablur*, it grips securely onto your forearm, making it impossible to disarm from you. Additionally, while *Ffazablur* is on your person, you have advantage on initiative rolls.

Horn of the Sea Mother

Wondrous item, legendary (requires attunement)

This horn is carved from a magnificent pearlescent conch shell. The smell of salt water gently wafts from it, and when you hold it to your ear you can hear the sound of distant whalesong. It was gifted to mortals by the goddess Melora as a testament to the beauty and power of the sea.

When you blow this horn, you cause 3d4 **water elementals** to appear in unoccupied spaces of his choice within 600 feet of you. The elementals roll initiative when they appear. If you have committed no sins against the ocean within the last week, they are loyal to you and your allies and obey your commands. They remain for 24 hours or until they die, you use this feature again, or you use an action to dismiss any or all of them.

Additionally, after blowing the horn, all marine life within 1 mile becomes alerted to potential danger for the next 24 hours. All non-evil beasts, elementals, and fey native to the area become more alert to potential danger and cannot be surprised during this time. Additionally, they instinctively recognize you as the blower of the horn and will feel compelled to assist you in any reasonable way they can that is not suicidal or otherwise self-destructive.

Once you have used the horn in this way, you cannot use it in this manner again until after the following dawn.

Corrupted. The horn has become corrupted after long years submerged in the Abyss. Its once beautiful pearlescent form is stained with black blood, and the stench of filth, blood, and rotting fish emits from it. When first acquired, it is bound not to the rich elemental energy of the sea but the foul, polluted oceans of the Gaping Maw. As a result, it summons creatures loyal to Demogorgon, rather than beings of the sea. When you blow the horn while it is corrupted, it summons chaotic evil water elementals. These elementals are aggressive to all non-demons and will only obey creatures loyal to Demogorgon. Additionally, rather than simply putting local marine life on alert, all marine beasts, elementals, and fey within 1 mile become supernaturally aggressive towards all non-demonic life.

Finally, each time you blow the horn, you must succeed on a DC 18 Constitution saving throw or become poisoned for 1 hour. After having failed this saving throw three times, you are polymorphed into a merrow. Your alignment changes to chaotic evil and the DM may take control of your character. You can be returned to your true form by hearing the peal of this horn after it has been purified, by bathing in holy water, or with a *wish* spell or divine intervention.

Purification. In order to purify the horn, it must be taken on a pilgrimage to a sacred island known as the Bosom of Melora. This distant island is far from the charted seas and cannot be mapped, and few know how to get to it. Once there, a humanoid who has been transformed by the horn into a merrow must willingly place the horn within the pool at the center of the island and say a sincere prayer to Melora, at which point the water in the pool transforms into holy water, purifying the horn and returning the creature to its true form.

Midnight

Weapon (longsword), legendary (requires attunement)

This enigmatic sword was found by a planeswalking githzerai drifting through the churning chaos of Limbo. It is composed of pure black metal which seems to drink in light. However, when it is seen at exactly the right angle it reflects light in a beautiful, oily display of colors. Some sages of Sigil theorize that it was crafted as an artistic expression of the defeat of entropy.

Midnight is an adamantine *sword of life stealing* (*Dungeon Master's Guide* pg 183), except that it can deal necrotic damage to undead targets (ignoring any resistance or immunity the target may possess to necrotic damage), and instead of granting temporary hit points it heals its wielder. Additionally, while wielding midnight, your maximum hit points cannot be decreased and you automatically know the location of any undead within 60 feet of you that is not behind total cover.

Necklace of Shaktari

Wondrous item, legendary (requires attunement)

This magnificent platinum necklace enwraps the neck and drapes elegantly down the chest of its wearer. The rubies, turquoise, and amber that decorate it glint sinuously in the light.

You gain these benefits while wearing the necklace:

- If you aren't wearing armor, your base Armor Class is 13 + your Dexterity modifier.
- You have advantage on saving throws against spell and other magical effect
- Your spell save DC and spell attack bonus each increase by 3.

However, while attuned to the necklace you also possess the following flaw: "I am utterly obsessed with my archenemy, and this obsession drives me to seek them out continually."

Starzad

Weapon (longsword), legendary (requires attunement)

Starzad is a *vorpal sword* (*Dungeon Master's Guide* pg 209) with the finesse property. It is of peerless craftsmanship and is made of a beautiful metal that gleams with a rich blue color like a twilight sky. Its shape is evocative of a scimitar, and light reflects off it in the rich yellows, oranges, and pinks of a sunset. It was originally crafted by a genie for the Zakharan sha'ir, Tejan ibn-Dhabar. The man traveled the planes with the blade for a time until he joined the court of the Great Padishah of the marids.

Tooth of Grom

Weapon (longsword), legendary (requires attunement)

There was once a pantheon of usurper gods who sought to rule the race of giants in place of Annam and his children. Of these usurpers, only the names of a few remain: Piranoth, the World Mover; Rorn of the Rages; Draunn, the Stone Tongue; Erek-Hus, the King of Terror; and Grom, the Earth Eater. Of these usurper gods, only a few remain alive, sealed far beneath the earth. The Tooth of Grom was pulled from the mouth of Grom himself, and it seethes with his burning hunger for all life.

This weapon is a magic longsword with the properties of a *flame tongue* (*Dungeon Master's Guide* pg 170). Fire damage dealt by this weapon ignores resistance and immunity. Additionally, when you deal fire damage with this weapon, you recover hit points equal to the fire damage dealt.

Giant's Gluttony. As a reaction to dealing damage with this sword, you can attempt to bind yourself to the target target, which must succeed on a Wisdom saving throw equal to 8 + your Constitution modifier + your proficiency or become bound to you for as long as it remains within 300 feet of you, or until 1 hour has passed or the effect is removed with a *remove curse* or *dispel evil and good* spell or similar magic. While bound to you in this way, whenever the target would recover hit points you receive those hit points instead.

Once you have used this feature, you cannot use it again until after the following dawn.

Flaw. While attuned to this sword, you must eat and drink six times the normal amount each day.

Wizardbane

Weapon (longsword), legendary (requires attunement)

This beautiful, magical longsword is made of a strange, silvery metal that is as hard as steel and gleams gently when in the presence of psionic energy. It bears a black pearl in the hilt which contains the imprisoned spirit of a mind flayer, granting the wielder of the weapon access to a number of psionic powers. This sword was crafted by a wizard for use against his enemies. However, it was eventually turned against him by his favored servant.

Mage Killer. When you damage a creature that is concentrating on a spell with this weapon, DC of the saving throw it makes to maintain its concentration is increased by +3.

The sword has 8 charges. When you hit with an attack made with this sword, you can expend 1 charge to cause the sword to psionically cast *dispel magic* on the target. Additionally, as a reaction you can expend 1 charge to cause the sword to psionically cast *counterspell* (+7 to hit). When casting *counterspell* in this way, you can make one melee attack with the sword against the caster if the caster is within 5 feet of you. The sword regains 1d4 + 1 expended charges daily at dawn

Magic Resistance. While you have Wizardbane on your person, you have advantage on saving throws against spells and other magical effects.

Thought Speaker. While the sword is on your person, you can communicate telepathically with any creature you can see within 120 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language. Additionally, you can use an action to cast the detect thoughts spell (save DC 15) from it.

Planeswalker. While the sword is on your person, you can spend 1 hour meditating in order to psionically cast either *astral projection* or *plane shift*, requiring no material components. Once you have cast either of these spells in this way, you cannot do so again until 7 days have passed.

Sentience. Wizardbane is a sentient, lawful evil weapon with an Intelligence of 19, a Wisdom of 17, and a Charisma of 17. It has hearing and darkvision out to a range of 120 feet.

The weapon can speak, read, and understand Deep Speech and Undercommon, and can communicate with any creature within 120 feet of it telepathically. Its voice is sibilant and filled with malice. While you are attuned to it, Wizardbane also understands every language you know.

Personality. Wizardbane's purpose is to kill spellcasters, especially wizards and sorcerers. If the sword goes three days or more without being used to kill a spellcaster, a conflict between it and its wielder occurs at when the wielder next sleeps (or enters a trance in the case of elves). Wizardbane does not care whether the creature wielding it is a spellcaster or not, so long as it is being used to kill other spellcasters.

World Splitter

Weapon (battleaxe), legendary (requires attunement by a good aligned creature)

World Splitter is a magnificent silver battleaxe bearing dwarvish runes which proclaim it to be the savior of the dwarvish race and the slayer of the enemies of dwarves. You gain a +3 bonus to attack and damage rolls made with this magic weapon and deal an extra 1d8 damage against dragons, giants, goblinoids, and orcs.

Attuning to the emotionally traumatized axe requires a successful DC 16 Charisma (Persuasion) check made over the course of 1 minute, during which time you must use your action on each turn to communing with the axe. If you successfully attune to the axe, you also gain access to the following powers.

Thrower. This axe has the thrown property with a normal range of 20 feet and a long range of 60 feet. When you hit with a ranged attack using this weapon, it deals an extra 1d8 damage or, if the target is a dragon or giant, 2d8 damage. Immediately after the attack, the weapon flies back to your hand.

Joy of Battle. When you use this axe to slay a dragon, giant, goblin, or orc, it fills with the fierce joy of victory, which it translates to you. For the next minute, your mental state cannot be altered so long as you are in combat. You are immune to the charmed and frightened conditions, as well as the effects of spells such as *calm emotions*, *confusion* or the hopelessness version of *symbol*.

Eager to Please. The long time it spent enslaved in the Abyss has made World Splitter eager to please its master. You can use an action to attempt to convince the axe that a specific creature, humanoid race, or monster type is an enemy of the dwarven race with a Charisma (Persuasion) check contested by the axe's Wisdom (Insight). On a success, the extra damage dealt by the axe applies to that specific creature, humanoid race, or monster type for the next hour. However, on a failure the axe feels betrayed and immediately de-attunes from you and refuses to re-attune to you for 24 hours.

Sentience. *World Splitter* is a sentient, lawful good weapon with an Intelligence of 12, a Wisdom of 18, and a Charisma of 15. It has hearing and darkvision out to a range of 120 feet.

The weapon communicates by transmitting emotions, sending a tingling sensation through the wielder's hand when it wants to communicate something it has sensed.

Personality. World Splitter was forged to defeat the greatest enemies of the dwarven race. When it was originally forged, World Splitter would have refused to become attuned to anything less than a lawful good dwarven warrior dedicated to Clangeddin Silverbeard. However, its long enslavement to Kazuul has made it desperate to serve any creature willing to use it in pursuit of goodness. It still yearns to be returned to Clageddin Silverbeard, but it believes it first needs to redeem itself after long years of service to the monster Kazuul. A conflict arises if the wielder shows malice towards the dwarven race or signs of allying with demons.

Servants of Demon Lords

Each demon lord has its own unique identity, and they are all served by a unique variety of creatures. Orcus is served by undead, Zuggtmoy is served by fungal creatures, Baphomet is served by minotaurs, and so on. Additionally, while a demon lord can ultimately be served by almost any variety of demon, certain demons have a particular affinity for certain demon lords, such as alkiliths being born from Juiblex and shoosuva being created by Yeenoghu. In this section, creatures with the strongest affinity for specific demon lords are listed by CR, and their relation to these demon lords are detailed.

~ Creatures in **bold** are unique creatures.

Baphomet

Baphomet is a hunter through and through, combining brute strength with staggering cruelty and brilliant tactics. He attracts the loyalty of powerful brutes looking to benefit from his intelligence.

Creatures of Baphomet

Monster	CR	Source
Minotaur skeleton	2	*Monster Manual*
Bulezau	3	*Mordenkainen's Tome of Foes*
Minotaur	3	*Monster Manual*
Gorgon	5	*Monster Manual*
Armanite	7	*Mordenkainen's Tome of Foes*
Ankashar	8	--
Glabrezu	9	*Monster Manual*
Muuzin	11	--
Ghour	14	--
Oostarix	14	--
Goristro	17	*Monster Manual*
Baphomet	23	*Mordenkainen's Tome of Foes*

Demogorgon

Demogorgon is the Prince of Demons, and as a result he commands the loyalty of all demons throughout the Abyss, even those that oppose him. His armies contain every variety of demon known to mortals, as well as many varieties that mortals could only dream of in their darkest nightmares. Because of his tenuous alliance with the barlgura lord Ilsidahur, the Howling King, his armies are often filled with apes.

Aquatic Monsters. Demogorgon has many adherents throughout the deepest trenches of the Material Plane, but the most numerous of these adherents are the ixitxachitl and the merrow, who constantly war with each other for the attention of their racial patron. Both eagerly sink ships and sacrifice survivors in the hopes of pleasing their demonic lord and attracting his attention. Worst of all, occasionally they succeed.

Saurian Horrors. The primordial horror Demogorgon has a natural affinity for dinosaurs, particularly carnivorous dinosaurs such as the tyrannosaurus rex. These beasts roam the Screaming Jungle, searching for prey while they themselves are hunted by the verakia, which claim a place at the top of the food chain.

Marks on the World. Demogorgon has escaped the Abyss many times before, and he has left his horrible corruption upon the earth in the form of various monstrosities such as the chimera and the ettins. Though neither of these creatures are innately loyal to the Prince of Demons, they still enact his vision of wanton destruction. Yet more horrors infest the planes as a result of Demogorgon's filthy caress.

Fallen Paladins. Demogorgon may seem like a savage monster, but he has succeeded in corrupting countless paladins into falling from grace through cunning and manipulation. He is responsible for the creation of the first death knight, Saint Kargoth, and since then numerous death knights have swelled the ranks of his armies. Kazuul Armeater is another such conquest, a former bastion of order turned into a slavering, bloodthirsty monster.

Insanity. The insane are natural allies of Demogorgon, whether they know it or not. Naturally insane races such as the derro and kuo-toans have an innate affinity for the madness of Demogorgon and are especially sensitive to his sibiliant voice

Creatures of Demogorgon

Monster	CR	Source
Derro	1/4	*Mordenkainen's Tome of Foes*
Ixitxachitl	1/4	*Out of the Abyss*
Kuo-toa	1/4	*Monster Manual*
Kuo-toa whip	1	*Monster Manual*
Allosaurus	2	*Monster Manual*
Merrow	2	*Monster Manual*
Vampiric Ixitxachitl	2	*Out of the Abyss*
Derro savant	3	*Mordenkainen's Tome of Foes*
Kuo-toa monitor	3	*Monster Manual*
Ettin	4	*Monster Manual*
Barlgura	5	*Monster Manual*
Chimera	6	*Monster Manual*
Kuo-toa archpriest	6	*Monster Manual*
Blackguard	8	*Volo's Guide to Monsters*
Tyrannosaurus Rex	8	*Monster Manual*
Tyrannosaurus zombie	8	*Tomb of Annihilation*
Sire of Insanity	12	*Guildmaster's Guide to Ravnica*
Wastrilith	13	*Mordenkainen's Tome of Foes*
Verakia	14	--
Death knight	17	*Monster Manual*
Kazuul	17	--
Thrarak	17	--
Sibriex	18	*Mordenkainen's Tome of Foes*
Kargoth	20	--
Belcheresk	22	--
Demogorgon	26	*Mordenkainen's Tome of Foes*

Graz'zt

The natural charisma of Graz'zt assures the loyalty of demons of all varieties. Babau were born from his blood and are naturally inclined towards their progenitor. Mariliths are favored by the Dark Prince for their beauty and power. Dybbuks serve Graz'zt for his appreciation of physical excess and the numerous corpses that his indulgences provide them with.

Lamias and Jackalwere. Graz'zt makes his most favored mortal servants into lamias as a reward for their faithful service, and they continue to pursue their Dark Prince's desires for the rest of their long lives. The jackalwere were created by Graz'zt to serve these decadent masters.

Succubi and incubi. Succubi and incubi are among Graz'zt's favorite minions. In addition to their sensual beauty, they also possess a great deal more freedom to travel the planes than demons, enabling them to insinuate themselves into the Material Plane to pursue Graz'zt's demands.

Drow. Drow culture is a world of self-serving decadence, and this hedonistic outlook makes them particularly susceptible to the temptations of the Dark Prince. Graz'zt has had countless drow consorts throughout his life, and has sired many cambion children through them. Athux himself is a product of such a union.

Creatures of Graz'zt

Monster	CR	Source
Jackalwere	1/2	*Monster Manual*
Babau	4	*Mordenkainen's Tome of Foes*
Dybbuk	4	*Mordenkainen's Tome of Foes*
Lamia	4	*Monster Manual*
Succubus/incubus	4	*Monster Manual*
Master of cruelties	9	*Guildmaster's Guide to Ravnica*
Blood Twins	12	--
Sire of Insanity	12	*Guildmaster's Guide to Ravnica*
Kelvezu	15	--
Marilith	16	*Monster Manual*
Athux	19	--
Graz'zt	24	*Mordenkainen's Tome of Foes*

Juiblex

Juiblex is the lord of all oozes, and its influence imbues oozes with an unnatural level of intelligence. Such oozes possess an Intelligence score of 10 or more and are innately loyal to the Faceless Lord. Many gain telepathy, psionic powers, or new physical abilities to complement their increased intelligence.

Oblex. An oblex is a variety of psionic ooze created by mindflayers as servants and spies. However, in order to imbue these oozes with Intelligence, the power of Juiblex was channeled into them. Now they ceaselessly seek to gather new personalities and memories, hoarding them like worthless treasures.

Hill Giants. Hill giants know Juiblex by the name Hamstrahaug, and it is revered as something of a forbidden saint. Juiblex's endless hunger and impulse to accrue possessions possesses a certain appeal to hill giants, and those hill giants that are low in the ordning pray to it to empower them with the hunger they need to conquer their enemies. Such hill giants may be granted their wish, becoming massive and swollen with power, while others may have their bodies transformed into breeding grounds for oozes, becoming like mouths of Grolantor that vomit living oozes.

Creatures of Juiblex

Monster	CR	Source
Oblex spawn	1/4	*Mordenkainen's Tome of Foes*
Gray ooze	1/2	*Waterdeep: Dungeon of the Mad Mage*
Ochre jelly	2	*Monster Manual*
Slithering tracker	3	*Volo's Guide to Monsters*
Black pudding	4	*Monster Manual*
The Pudding King	4	*Out of the Abyss*
Adult oblex	5	*Mordenkainen's Tome of Foes*
Mouth of Grolantor	6	*Volo's Guide to Monsters*
Hezrou	8	*Monster Manual*
Huge gray ooze	8	*Monster Manual*
Elder oblex	10	*Mordenkainen's Tome of Foes*
Ooze Master	10	*Tales from the Yawning Portal*
White Maw	10	*Tales from the Yawning Portal*
Alkilith	11	*Mordenkainen's Tome of Foes*
Darkness Given Hunger	16	--
Kynnom	17	--
Juiblex	23	*Mordenkainen's Tome of Foes*

Orcus

Orcus is served by those demons that favor the dead over the living. Those that serve Orcus often develop a taste for undead flesh if they had not already and may be found gorging themselves on zombies, especially the gluttonous nalfeshnees. The demons that serve Orcus are all united by their insane desire to see all things lay dead on the cold stone.

Undead. Orcus is the lord of undeath, and as such all undead creatures may be found serving him. However, certain undead are particularly common in Orcus's service, whether because of their commonness such as zombies or skeletons or because of their loyalty such as

Creatures of Orcus

Monster	CR	Source
Skeleton	1/4	*Monster Manual*
Zombie	1/4	*Monster Manual*
Kraul warrior	1/2	*Guildmaster's Guide to Ravnica*
Shadow	1/2	*Monster Manual*
Ghoul	1	*Monster Manual*
Specter	1	*Monster Manual*
Ghast	2	*Monster Manual*
Ogre Zombie	2	*Monster Manual*
Deathlock wight	3	*Mordenkainen's Tome of Foes*
Vampiric mist	3	*Mordenkainen's Tome of Foes*
Deathlock	4	*Mordenkainen's Tome of Foes*
Dybbuk	4	*Mordenkainen's Tome of Foes*
Kraul death priest	4	*Guildmaster's Guide to Ravnica*
Beholder Zombie	5	*Monster Manual*
Spawn of Kyuss	5	*Volo's Guide to Monsters*
Sylbax	5	--
Wraith	5	*Monster Manual*
Bodak	6	*Volo's Guide to Monsters*
Maurezhi	7	*Mordenkainen's Tome of Foes*
Deathlock mastermind	8	*Mordenkainen's Tome of Foes*
Master of cruelties	9	*Guildmaster's Guide to Ravnica*
Skyshadow	12	--
Devourer	13	*Volo's Guide to Monsters*
Heirophant of Annihilation	20	--
Lich	21	*Monster Manual*
Orcus	25	*Mordenkainen's Tome of Foes*

Shaktari

Shaktari's raw power is great enough to rival even that of Demogorgon, but she cares only for the glorious slaughter of the Blood War. She attracts the loyalty of demons who seek only the thrill of bloodshed and the glory of battle. In particular, fellow mariliths and the arrow demons she created flock to her, as do serpentine and naturally venomous creatures.

Yuan-ti. Though Shaktari is all but unknown to the mortals of the Material Plane, the yuan-ti are one significant exception. Many yuan-ti believe that Shaktari is the pinnacle of serpentine perfect and worship her as a goddess, offering her sacrifices and serving in her armies after death. Though still a small sect, their numbers grow ever larger now that the Queen of Fury has escaped her long imprisonment.

Creatures of Shaktari

Monster	CR	Source
Flying snake	1/8	*Monster Manual*
Poisonous snake	1/8	*Monster Manual*
Constrictor snake	1/4	*Monster Manual*
Giant poisonous snake	1/4	*Monster Manual*
Fire snake	1	*Monster Manual*
Yuan-ti pureblood	1	*Monster Manual*
Giant constictor snake	2	*Monster Manual*
Swarm of poisonous snakes	2	*Monster Manual*
Basilisk	3	*Monster Manual*
Yuan-ti malison	3	*Monster Manual*
Yuan-ti priest	3	*Tomb of Annihilation*
Yuan-ti nightmare speaker	4	*Volo's Guide to Monsters*
Salamander	5	*Monster Manual*
Green dragon wyrmling	2	*Monster Manual*
Giant coral snake	4	*Ghosts of Saltmarsh*
Young green dragon	6	*Monster Manual*
Yuan-ti abomination	7	*Monster Manual*
Arrow demon	8	--
Glabrezu	9	*Monster Manual*
Behir	11	*Monster Manual*
Yuan-ti anathema	12	*Volo's Guide to Monsters*
Adult green dragon	15	*Monster Manual*
Marilith	16	*Monster Manual*
Kaliva	17	--
Ancient green dragon	22	*Monster Manual*
Shaktari	26	--

Yeenoghu

Yeenoghu's armies are brimming with the savagery of gnolls, his offspring, and they accompany their wretched master on his horrific rampages, slaughtering all that they see. The demons that serve him are especially monstrous and usually possess the heads of hyenas. These demons often accompany gnoll warbands, spreading the bloodshed and horror of Yeenoghu wherever they tread.

Ghouls, Ghasts, and Maurezhi. The White Kingdom of Doresain, King of Ghouls, has long been contested by Yeenoghu and Orcus, who continually wrest control of the layer from each other's grasps. Though Doresain has long since fled the conflict, the undead and demonic horrors that he created remain. Filled with the same insatiable bloodlust as Yeenoghu, many continue to ally with the Beast of Butchery.

Creatures of Yeenoghu

Monster	CR	Source
Gnoll witherling	1/4	*Volo's Guide to Monsters*
Cackler	1/2	*Guildmaster's Guide to Ravnica*
Gnoll	1/2	*Monster Manual*
Gnoll hunter	1/2	*Volo's Guide to Monsters*
Ghoul	1	*Monster Manual*
Gnoll flesh gnawer	1	*Volo's Guide to Monsters*
Maw demon	1	*Volo's Guide to Monsters*
Ghast	2	*Monster Manual*
Gnoll pack lord	2	*Monster Manual*
Leucrotta	3	*Volo's Guide to Monsters*
Gnoll fang of Yeenoghu	4	*Monster Manual*
Maurezhi	7	*Mordenkainen's Tome of Foes*
Shoosuva	8	*Volo's Guide to Monsters*
Flind	9	*Volo's Guide to Monsters*
Crokek'toek	14	*Baldur's Gate: Descent into Avernus*
Yeenoghu	24	*Mordenkainen's Tome of Foes*

Zuggtmoy

Zuggtmoy is served by fungal creatures of all variety, and she particularly favors the mindless spore servants that she forms from the corpses of her enemies, as she ultimately desires to destroy the minds of all other creatures until the entire universe is merely a mindless celebration in her honor. She also favors vegepygmies, gas spores, and any other creatures that can infect her enemies with deadly spores.

Spellcasters. The secrets of magic are many varied and strange, and those that pursue those secrets may seek new paths to inspiration. Zuggtmoy offers these paths, but always at a price. Over long time, these spellcasters become obsessed with the rot and new life that fungal life represents, and their magic reflects this. This can be reflected by taking any spellcaster and supplementing their spell list with spells listed in the Golgari Guild Spells section of the Golgari Agent background found in the *Guildmasters Guide to Ravnica* supplement. Additionally, many of these spellcasters can be shown as Golgari shamans and Devkarin liches. The greatest of these liches gain statistics similar to those of Jarad Vod Savo and serve Zuggtmoy and Simiel as advisors and oracles.

Creatures of Zuggtmoy

Monster	CR	Source
Myconid sprout	0	*Monster Manual*
Shrieker	0	*Monster Manual*
Bridesmaid of Zuggtmoy	1/8	*Out of the Abyss*
Drow Spore Servant	1/8	*Out of the Abyss*
Vegepygmy	1/4	*Volo's Guide to Monsters*
Violet fungus	1/4	*Monster Manual*
Duergar Spore Servant	1/2	*Out of the Abyss*
Gas spore	1/2	*Monster Manual*
Myconid adult	1/2	*Monster Manual*
Quaggoth Spore Servant	1	*Monster Manual*
Nightmare Spore Servant	1	--
Thorny	1	*Volo's Guide to Monsters*
Awakened zurkhwood	2	*Out of the Abyss*
Chamberlain of Zuggtmoy	2	*Out of the Abyss*
Myconid sovereign	2	*Monster Manual*
Vegepygmy chief	2	*Volo's Guide to Monsters*
Bearded Devil Spore Servant	3	--
Hook Horror Spore Servant	3	*Out of the Abyss*
Chuul Spore Servant	4	*Out of the Abyss*
Yestabrod	4	*Out of the Abyss*
Golgari shaman	5	*Guildmaster's Guide to Ravnica*
Vrock Spore Servant	5	--
Armanite Spore Servant	6	--
Erinyes Spore Servant	8	--
Narzugon Spore Servant	11	--
Devkarin lich	14	*Guildmaster's Guide to Ravnica*
Marilith Spore Servant	15	--
Simiel	20	--
Jarad Vod Savo	22	*Guildmaster's Guide to Ravnica*
Zuggtmoy	23	*Mordenkainen's Tome of Foes*