

Bane

Huge, Fiend (War God), Lawful Evil

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ARMOR CLASS

23

HIT POINTS

506 (44d12 + 220)

CHALLENGE

28 | 120,000 XP

PROFICIENCY

+8

Speed

Walk 60 ft.

Initiative

+4

Saving Throws

Cha +19, Con +14, Dex +13, Str +19, Wis +17

Skills

Perception +17, Persuasion +19, Intimidation +19

Damage Resistances

Force, Necrotic; Bludgeoning, Piercing, Slashing from nonmagical attacks

Damage Immunities

Charmed, Frightened, Poisoned

Condition Immunities

Charmed, Frightened, Poisoned

Senses

Truesight 120 ft.; Passive Perception 27

Passive Perception

27

Languages

All, telepathy 240 ft.

STR30
+10**DEX**18
+4**CON**20
+5**INT**28
+9**WIS**26
+8**CHA**30
+10

Traits

Black Hand's Command. Allied evil creatures within 120 feet have Advantage on saving throws against being Charmed or Frightened.

Tyrant's Pressure. Creatures Frightened by Bane have Disadvantage on attack rolls against creatures other than Bane.

Actions

Multiattack. Bane makes three Black Gauntlet attacks.

Black Gauntlet. Melee Attack Roll: +19, reach 20 ft. Hit: 43 (6d10 + 10) Force damage plus 45 (10d8) Necrotic damage.

Tyrant's Decree (Recharge 5-6). Wisdom Saving Throw: creatures of Bane's choice within 90 feet. Failure: 162 (36d8) Psychic damage and the target is Frightened until the end of its next turn. Success: Half damage.

Bonus Actions

Command the Line. Up to two allies within 120 feet may each move up to half their Speed as Reactions.

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