

Baphomet

Huge, Fiend (Demon), Chaotic Evil

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ARMOR CLASS

22

HIT POINTS

385 (30d12 + 190)

CHALLENGE

23 | 50,000 XP

PROFICIENCY

+7

Speed

Walk 50 ft.

Initiative

+4

Saving Throws

Cha +13, Con +14, Dex +11, Str +17, Wis +12

Skills

Perception +12, Intimidation +13

Damage Resistances

Cold, Fire, Lightning; Bludgeoning, Piercing, Slashing from nonmagical attacks

Damage Immunities

Poison

Condition Immunities

Charmed, Frightened, Poisoned

Senses

Truesight 120 ft.; Passive Perception 22

Passive Perception

22

Languages

Abyssal, telepathy 120 ft.

STR30
+10**DEX**18
+4**CON**24
+7**INT**18
+4**WIS**20
+5**CHA**22
+6

Traits

Prince of Beasts. Baphomet has Advantage on Strength checks and on saving throws against being pushed, pulled, knocked Prone, or restrained.

Labyrinth Hunter. Baphomet always knows the direction of a creature he has damaged within the last minute while on the same plane.

Actions

Multiattack. Baphomet makes three attacks: Heartcleaver, Gore, and Hooves.

Heartcleaver. Melee Attack Roll: +17, reach 15 ft. Hit: 36 (4d12 + 10) Slashing damage plus 22 (5d8) Psychic damage.

Gore. Melee Attack Roll: +17, reach 10 ft. Hit: 32 (4d10 + 10) Piercing damage.

Maze of Blood (Recharge 5-6). Wisdom Saving Throw: creatures of Baphomet's choice within 60 feet. Failure: 108 (24d8) Psychic damage and the target is Frightened until the end of its next turn. Success: Half damage.

Bonus Actions

Brutal Charge. Baphomet moves up to half his Speed toward a hostile creature and does not provoke Opportunity Attacks during this movement.

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