

Bebilith

Huge, Fiend (Demon), Chaotic Evil

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ARMOR CLASS

19

HIT POINTS

310 (20d12 + 180)

CHALLENGE

18 | 20,000 XP

PROFICIENCY

+6

Speed Walk 50 ft., Climb 50 ft.

Initiative +4

Saving Throws Con +15, Dex +10, Str +14

Skills Stealth +10, Perception +9

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

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft.; Passive Perception 19

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Languages Understands Abyssal but rarely speaks

STR26
+8**DEX**18
+4**CON**28
+9**INT**10
+0**WIS**16
+3**CHA**14
+2

Traits

Abyssal Spider. The bebilith can climb difficult surfaces, including ceilings, without an ability check.

Demon Hunter. The bebilith has Advantage on attack rolls against fiends and creatures suffering from Poison damage.

Actions

Multiattack. The bebilith makes three attacks: Bite and two Rending Claws.

Bite. Melee Attack Roll: +14, reach 10 ft. Hit: 35 (4d12 + 9) Piercing damage plus 22 (5d8) Poison damage.

Rending Claw. Melee Attack Roll: +14, reach 15 ft. Hit: 27 (4d8 + 9) Slashing damage.

Web of the Abyss (Recharge 5-6). Dexterity Saving Throw: creatures of the bebilith's choice within 60 feet. Failure: 108 (24d8) Poison and Psychic damage, split evenly, and the target is Restrained until the end of its next turn. Success: Half damage.

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