

Lemure

Medium, Fiend (Devil), Lawful Evil

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ARMOR CLASS

7

HIT POINTS

13 (3d8)

CHALLENGE

0 | 10 XP

PROFICIENCY

+2

Speed	Walk 15 ft.
Initiative	-3
Saving Throws	N/A
Skills	N/A
Damage Resistances	Cold
Damage Immunities	Fire, Poison
Condition Immunities	Charmed, Frightened, Poisoned
Senses	Darkvision 120 ft.; Passive Perception 10
Passive Perception	10
Languages	Understands Infernal but cannot speak

STR10
+0**DEX**5
-3**CON**11
+0**INT**1
-5**WIS**11
+0**CHA**3
-4

Traits

Diabolical Restoration. If the devil dies outside the Nine Hells, it reforms in the Nine Hells.

Hellish Rejuvenation. A destroyed lemure reforms in the Nine Hells unless destroyed in a special way.

Actions

Fist. Melee Attack Roll: +3, reach 5 ft. Hit: Bludgeoning damage.

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