

Moloch

Large, Fiend (Devil), Lawful Evil

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ARMOR CLASS**20****HIT POINTS****399 (38d10 + 190)****CHALLENGE****21 | 33,000 XP****PROFICIENCY****+7**

Speed Walk 40 ft.

Initiative +3

Saving Throws Cha +13, Con +12, Str +15, Wis +11

Skills Deception +13, Perception +11, Intimidation +13

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

Damage Immunities Fire, Poison

Condition Immunities Charmed, Frightened, Poisoned

Senses Truesight 120 ft.; Passive Perception 21

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Languages Infernal, telepathy 120 ft.

STR**26**
+8**DEX****16**
+3**CON****20**
+5**INT****18**
+4**WIS****18**
+4**CHA****22**
+6

Traits

Exiled Tyrant. Moloch has Advantage on attack rolls against creatures that are Frightened or below half their Hit Points.

Smoldering Authority. When Moloch deals Fire damage, he gains 10 temporary Hit Points.

Actions

Multiattack. Moloch makes three Tyrant Chain attacks.

Tyrant Chain. Melee Attack Roll: +15, reach 15 ft. Hit: 29 (4d10 + 7) Bludgeoning damage plus 22 (5d8) Fire damage.

Exile's Furnace (Recharge 5-6). Dexterity Saving Throw: creatures within 30 feet. Failure: 99 (22d8) Fire damage and the target is pushed 20 feet. Success: Half damage.

Reactions

Chain Reprisal. When a creature within 15 feet misses Moloch with an attack, Moloch makes one Tyrant Chain attack against it.

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