

Narzugon

Medium, Fiend (Devil), Lawful Evil

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ARMOR CLASS**20****HIT POINTS****210 (28d8 + 84)****CHALLENGE****13 | 10,000 XP****PROFICIENCY****+5**

Speed	Walk 30 ft.
Initiative	+3
Saving Throws	Cha +9, Con +8, Dex +8, Str +10, Wis +8
Skills	Perception +8, Intimidation +9
Damage Resistances	Cold; Bludgeoning, Piercing, Slashing from nonmagical attacks
Damage Immunities	Fire, Poison
Condition Immunities	Charmed, Frightened, Poisoned
Senses	Darkvision 120 ft.; Passive Perception 18
Passive Perception	18
Languages	Infernal, telepathy 120 ft.

STR**20**
+5**DEX****16**
+3**CON****16**
+3**INT****14**
+2**WIS****16**
+3**CHA****18**
+4

Traits

Hell Knight. The narzugon has Advantage on saving throws against being Charmed or Frightened.

Infernal Cavalry. If mounted, the narzugon and its mount each gain 10 temporary Hit Points at the start of the narzugon turn.

Actions

Multiattack. The narzugon makes three Hell Lance attacks.

Hell Lance. Melee Attack Roll: +10, reach 10 ft. Hit: 16 (2d10 + 5) Piercing damage plus 22 (5d8) Fire damage.

Infernal Sentence (Recharge 5-6). Wisdom Saving Throw: creatures of the narzugon choice within 30 feet. Failure: 72 (16d8) Psychic damage and the target is Frightened until the end of its next turn. Success: Half damage.

Reactions

Hellish Parry. The narzugon adds 5 to its AC against one melee attack that would hit it.

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