

# Nergaliid

Medium, Fiend, Neutral Evil

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**ARMOR CLASS**

16

**HIT POINTS**

112 (15d8 + 45)

**CHALLENGE**

6 | 2,300 XP

**PROFICIENCY**

+3

**Speed** Walk 30 ft., Climb 30 ft.

**Initiative** +2

**Saving Throws** Con +6, Wis +5

**Skills** Stealth +5, Deception +5, Perception +5

**Damage Resistances** Cold, Fire, Necrotic

**Damage Immunities** Poison

**Condition Immunities** Poisoned

**Senses** Darkvision 60 ft.; Passive Perception 15

**Passive Perception** 15

**Languages** Abyssal, Infernal

**STR**

16  
+3

**DEX**

14  
+2

**CON**

16  
+3

**INT**

12  
+1

**WIS**

14  
+2

**CHA**

15  
+2

## Traits

**Siphon Breath.** When the fiend damages a creature that is Poisoned, it regains 7 (2d6) Hit Points.

**Corpse Crawler.** The fiend has Advantage on Dexterity (Stealth) checks while among corpses, ruins, sewers, or battlefield debris.

## Actions

**Multiattack.** The fiend makes two attacks: Bite and Claw.

**Bite.** Melee Attack Roll: +6, reach 5 ft. Hit: 14 (2d10 + 3) Piercing damage plus 7 (2d6) Necrotic damage.

**Claw.** Melee Attack Roll: +6, reach 5 ft. Hit: 10 (2d6 + 3) Slashing damage.

**Vile Exhalation (Recharge 5-6).** Constitution Saving Throw: creatures in a 15-foot Cone. Failure: 27 (6d8) Poison damage and the target is Poisoned until the end of its next turn. Success: Half damage and no Poisoned condition.

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