

THE CAVES ARE ALIVE  
WITH THE SOUND OF

**HELL**

*Monster Stats*







## DEVILLUSIONIST (MATERIAL PLANE)

Medium Fiend (Devil) Lawful Evil

**Armor Class** 16 (natural armor)

**Hit Points** 54 (7d8 + 27)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	16 (+3)	16 (+3)	18 (+4)	12 (+1)

**Saving Throws** CON +7, INT +7, WIS +8

**Damage Resistances** Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Damage Immunities** Fire, Poison

**Condition Immunities** Poisoned

**Senses** Darkvision 120 ft., passive perception 16

**Languages** Common, Infernal, Telepathy 120 ft.

**Challenge** 5 (2,900 XP)

**Proficiency** +4

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

**Magic Resistance.** The devil has advantage on saving throws against spells and other magical effects.

**Spellcasting.** The Devillusionist is a 9th-level spellcaster that uses Intelligence as his spellcasting ability (spell save DC 15; +7 to hit with spell attacks). The Devillusionist has the following spells prepared:

Cantrips (at will): *Minor Illusion*, *Fire Bolt*

1st Level (4 Slots): *Disguise Self*, *Illusory Script*, *Color Spray*

2nd Level (3 Slots): *Mirror Image*, *Shadow Blade*, *Blur*

3rd Level (3 Slots): *Major Image*, *Hypnotic Pattern*

4th Level (3 Slots): *Phantasmal Killer*, *Hallucinatory Terrain*

5th Level (1 Slot): *Seeming*

### ACTIONS

**Claw:** *Melee Weapon Attack:* +5 to hit, range 5 ft, one target. *Hit:* 4 (1d6+1) slashing damage and 6 (1d10) fire damage

### LEGENDARY ACTIONS

The Devillusionist can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Devillusionist regains spent legendary actions at the start of his turn.

**Fire Bolt.** The Devillusionist makes a *Fire Bolt* attack.

**Misty Step.** The Devillusionist uses the *Misty Step* spell.

### LAIR ACTIONS

**Discord.** The Devillusionist makes a *Fire Bolt* at On initiative count 20, as long as at least one of the *Infernal Tuning Forks* are still intact, the atonal music filling the room hits a sharp chord. Every creature in the room who isn't deafened must make a DC 12 Constitution Saving Throw or take 1d6 thunder damage for every intact Fork, or half as much on a successful save. Any creature that fails this save has disadvantage on Concentration checks until the end of their next turn.





## DEVILLUSIONIST (HOME PLANE)

Large Fiend (Devil) Lawful Evil

**Armor Class** 16 (natural armor)

**Hit Points** 72 (9d8 + 27)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	16 (+3)	16 (+3)	18 (+4)	12 (+1)

**Saving Throws** CON +7, INT +7, WIS +8

**Damage Resistances** Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Damage Immunities** Fire, Poison

**Condition Immunities** Poisoned

**Senses** Darkvision 120 ft., passive perception 16

**Languages** Common, Infernal, Telepathy 120 ft.

**Challenge** 7 (2,900 XP)

**Proficiency** +4

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

**Magic Resistance.** The devil has advantage on saving throws against spells and other magical effects.

**Spellcasting.** The Devillusionist is a 9th-level spellcaster that uses Intelligence as his spellcasting ability (spell save DC 15; +7 to hit with spell attacks). The Devillusionist has the following spells prepared:

Cantrips (at will): *Minor Illusion*, *Fire Bolt*

1st Level (4 Slots): *Disguise Self*, *Illusory Script*, *Color Spray*

2nd Level (3 Slots): *Mirror Image*, *Shadow Blade*, *Blur*

3rd Level (3 Slots): *Major Image*, *Hypnotic Pattern*

4th Level (3 Slots): *Phantasmal Killer*, *Hallucinatory Terrain*

5th Level (1 Slot): *Seeming*

### ACTIONS

**Claw:** *Melee Weapon Attack:* +5 to hit, range 5 ft, one target. *Hit:* 4 (1d6+1) slashing damage and 6 (1d10) fire damage

### LEGENDARY ACTIONS

The Devillusionist can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Devillusionist regains spent legendary actions at the start of his turn.

**Fire Bolt.** *The Devillusionist makes a Fire Bolt attack.*

**Misty Step.** *The Devillusionist uses the Misty Step spell.*

**Road Crew (Costs 2 Actions).** *The Devillusionist selects up to two Spined Devils and casts Invisibility at the 3rd level on them. The Devillusionist can then have each either take a surprise attack on their respective turn, or protect him from attacks. If one is protecting The Devillusionist, it drops invisibility when a melee attack is going to hit The Devillusionist, and imposes disadvantage on the target's attack.*

### LAIR ACTIONS

**Fire Bolt Shuffle .** *On initiative count 20, if the Devillusionist has at least one Spined Devil nearby and visible, it begins to rapidly juggle Fire Bolts between them. The amount of firebolts equals 1+the number of spined devils alive. The Fire Bolts are then all launched at once, though they may have different targets. These Fire Bolt attacks are made at advantage.*



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