

GHORVIX

Medium • Fiend (Demon) • Chaotic Evil

Armor Class 15

Initiative +3 (13)

Hit Points 78 (12d8 + 24)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Wis +4

Skills Perception +7

Damage Resistances cold, fire, lightning, psychic

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Abyssal

CR 6 (XP 2,300; PB +3)



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

Twisted Perception. The ghorvix twists the perception of creatures it can see within 60 feet of it and imposes disadvantage on Wisdom (Perception) checks and attack rolls against it. Creatures that use a different sense to perceive the ghorvix, such as blindsight or truesight, are immune to this effect.

ACTIONS

Multiattack. The ghorvix makes two Confusing Rend attacks. If Maddening Howl is available, it can use it before or after these attacks.

Confusing Rend. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 10 (2d6 + 3) slashing damage plus 9 (2d8) psychic damage, and the target is affected by the confusion spell until the end of its next turn. Once affected, a creature is immune to the confusion effect for 2 rounds.

GHORVIX — WEAKER

Armor Class 14

Initiative +3 (13)

Hit Points 44 (8d8 + 8)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	10 (+0)	10 (+1)	12 (+1)

Saving Throws Wis +3

Skills Perception +5

Damage Resistances cold, fire, lightning, psychic

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Abyssal

CR 3 (XP 700; PB +2)



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

Twisted Perception. The ghorvix twists the perception of creatures it can see within 60 feet of it and imposes disadvantage on Wisdom (Perception) checks and attack rolls against it. Creatures that use a different sense to perceive the ghorvix, such as blindsight or truesight, are immune to this effect.

ACTIONS

Multiattack. The ghorvix makes two Confusing Rend attacks. If Maddening Howl is available, it can use it before or after these attacks.

Confusing Rend. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) slashing damage plus 5 (1d10) psychic damage, and the target is affected by the confusion spell until the end of its next turn. Once affected, a creature is immune to the confusion effect for 2 rounds.

GHORVIX — STRONGER

Armor Class 16

Hit Points 112 (15d8 + 45)

Speed 40 ft., climb 30 ft.

Initiative +3 (13)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	16 (+3)	10 (+0)	14 (+2)	16 (+3)

Saving Throws Wis +6

Skills Perception +10

Damage Resistances cold, fire, lightning, psychic

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 20

Languages Abyssal

CR 9 (XP 5,000; PB +4)

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

Twisted Perception. The ghorvix twists the perception of creatures it can see within 60 feet of it and imposes disadvantage on Wisdom (Perception) checks and attack rolls against it. Creatures that use a different sense to perceive the ghorvix, such as blindsight or truesight, are immune to this effect.

ACTIONS

Multiattack. The ghorvix makes two Confusing Rend attacks. If Maddening Howl is available, it can use it before or after these attacks.

Confusing Rend. *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 14 (3d6 + 4) slashing damage plus 9 (2d8) psychic damage, and the target is affected by the confusion spell until the end of its next turn. Once affected, a creature is immune to the confusion effect for 2 rounds.

Maddening Howl (Recharges after Rest). *Intelligence Saving Throw:* DC 11, each creature (except Fiends) that isn't deafened in a 30-foot emanation originating from the ghorvix. *Failure:* 9 (2d8) psychic damage, and the target becomes affected by a short-term madness until the end of its next turn. *Success:* Half damage.

REACTIONS

Fracture Will. *Trigger:* A creature the ghorvix can see within 30 feet of it rolls to determine the effects of the confusion spell on it. *Response:* The target rerolls the d10 using the new roll instead.



Maddening Howl (Recharge 6). *Intelligence Saving Throw:* DC 15, each creature (except Fiends) that isn't deafened in a 30-foot emanation originating from the ghorvix. *Failure:* 27 (5d10) psychic damage, and the target becomes affected by a short-term madness until the end of its next turn. *Success:* Half damage.

REACTIONS

Fracture Will. *Trigger:* A creature the ghorvix can see within 30 feet of it rolls to determine the effects of the confusion spell on it. *Response:* The target rerolls the d10 using the new roll instead.