

MULAGIRR

Small • Fiend (Devil) • Lawful Evil

Armor Class 18

Initiative +12 (22)

Hit Points 157 (21d6 + 84)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	22 (+6)	18 (+4)	20 (+5)	19 (+4)	21 (+5)

Saving Throws Dex +12, Int +11

Skills Investigation +11, Perception +10, Stealth +12

Damage Resistances psychic

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 20

Languages Infernal, telepathy 120 ft.

CR 17 (XP 18,000; PB +6)



Alert. The mulagirr can't be surprised.

Evasion. If the mulagirr is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the mulagirr instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it is incapacitated.

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

ACTIONS

Multiattack. The mulagirr makes two Claws attacks and one Sting attack. It can replace each of those Claw attacks for a use of Spellcasting to cast an at-will spell. Before or after these attacks, the mulagirr can use its Soul Link, if available.

Claw. *Melee Weapon Attack:* +12, reach 5 ft. *Hit:* 13 (2d6 + 6) slashing damage.

Sting. *Melee Weapon Attack:* +12, reach 5 ft. *Hit:* 10 (1d8 + 6) piercing damage plus 13 (3d8) necrotic damage, and the target becomes poisoned until the end of its next turn. While poisoned, the target can't regain hit points.

Soul Link (Recharge 6). Charisma Saving Throw: DC 19, one creature within 30 feet of the mulagirr. Failure: The target becomes linked to the mulagirr. While linked that way, the mulagirr takes only half the damage dealt to it, and the linked creature takes the other half. This effect lasts until the mulagirr's concentration ends (as if concentrating on a spell) or the target is further away than 90 feet from the mulagirr.

Spellcasting. The mulagirr casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 19):

At will: *blindness/deafness*, *ray of sickness* (level 4)

1/day: *feeblemind*, *force cage*, *maze*

REACTIONS

Mirror Linked. Trigger: The creature affected by the mulagirr's Soul Link uses an action to make an attack roll, cast a spell, use an ability, or use one of the standard actions. **Response:** The mulagirr magically copies that action immediately afterwards. If the action chooses a target, the mulagirr can choose its own target. If the action forces a saving throw, the mulagirr's target makes its own save. If the action was an attack, the mulagirr makes its own attack.

MULAGIRR — WEAKER

Armor Class 17

Initiative +10 (20)

Hit Points 136 (21d6 + 63)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	16 (+3)	18 (+4)	17 (+3)	19 (+4)

Saving Throws Dex +10, Int +9

Skills Investigation +9, Perception +8, Stealth +10

Damage Resistances psychic

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Infernal, telepathy 120 ft.

CR 14 (XP 11,500; PB +5)



Alert. The mulagirr can't be surprised.

Evasion. If the mulagirr is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the mulagirr instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it is incapacitated.

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

ACTIONS

Multiattack. The mulagirr makes two Claws attacks and one Sting attack. It can replace each of those Claw attacks for a use of Spellcasting to cast an at-will spell. Before or after these attacks, the mulagirr can use its Soul Link, if available.

Claw. *Melee Weapon Attack:* +10, reach 5 ft. *Hit:* 8 (1d6 + 5) slashing damage.

Sting. *Melee Weapon Attack:* +10, reach 5 ft. *Hit:* 9 (1d8 + 5) piercing damage plus 9 (2d8) necrotic damage, and the target becomes poisoned until the end of its next turn. While poisoned, the target can't regain hit points.

MULAGIRR — STRONGER

Armor Class 19

Hit Points 178 (21d6 + 105)

Speed 30 ft., fly 80 ft.

Initiative +13 (23)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	24 (+7)	20 (+5)	22 (+6)	21 (+5)	23 (+6)

Saving Throws Dex +13, Int +12

Skills Investigation +12, Perception +11, Stealth +13

Damage Resistances psychic

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 21

Languages Infernal, telepathy 120 ft.

CR 20 (XP 25,000; PB +6)

Alert. The mulagirr can't be surprised.

Evasion. If the mulagirr is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the mulagirr instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it is incapacitated.

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

ACTIONS

Multiattack. The mulagirr makes two Claws attacks and one Sting attack. It can replace each of those Claw attacks for a use of Spellcasting to cast an at-will spell. Before or after these attacks, the mulagirr can use its Soul Link, if available.

Claw. *Melee Weapon Attack:* +13, reach 5 ft. *Hit:* 17 (3d6 + 7) slashing damage.

Sting. *Melee Weapon Attack:* +13, reach 5 ft. *Hit:* 16 (2d8 + 7) piercing damage plus 13 (3d8) necrotic damage, and the target becomes poisoned until the end of its next turn. While poisoned, the target can't regain hit points.

Soul Link (Recharge 5-6). Charisma Saving Throw: DC 17, one creature within 30 feet of the mulagirr. Failure: The target becomes linked to the mulagirr. While linked that way, the mulagirr takes only half the damage dealt to it, and the linked creature takes the other half. This effect lasts until the mulagirr's concentration ends (as if concentrating on a spell) or the target is further away than 90 feet from the mulagirr.

Spellcasting. The mulagirr casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17):

At will: *blindness/deafness*, *ray of sickness* (level 3)

1/day: *feeblemind*, *force cage*, *maze*

REACTIONS

Mirror Linked. Trigger: The creature affected by the mulagirr's Soul Link uses an action to make an attack roll, cast a spell, use an ability, or use one of the standard actions. **Response:** The mulagirr magically copies that action immediately afterwards. If the action chooses a target, the mulagirr can choose its own target. If the action forces a saving throw, the mulagirr's target makes its own save. If the action was an attack, the mulagirr makes its own attack.



Soul Link (Recharge 6). Charisma Saving Throw: DC 20, one creature within 30 feet of the mulagirr. Failure: The target becomes linked to the mulagirr. While linked that way, the mulagirr takes only half the damage dealt to it, and the linked creature takes the other half. This effect lasts until the mulagirr's concentration ends (as if concentrating on a spell) or the target is further away than 90 feet from the mulagirr.

Spellcasting. The mulagirr casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 20):

At will: *blindness/deafness*, *ray of sickness* (level 5)

1/day: *feeblemind*, *force cage*, *maze*

REACTIONS

Mirror Linked. Trigger: The creature affected by the mulagirr's Soul Link uses an action to make an attack roll, cast a spell, use an ability, or use one of the standard actions. **Response:** The mulagirr magically copies that action immediately afterwards. If the action chooses a target, the mulagirr can choose its own target. If the action forces a saving throw, the mulagirr's target makes its own save. If the action was an attack, the mulagirr makes its own attack.