

# PRYODARR

Medium • Fiend (Demon) • Chaotic Evil

**Armor Class** 16

**Initiative** +2 (12)

**Hit Points** 90 (12d8 + 36)

**Speed** 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	12 (+1)	13 (+1)	16 (+3)

**Saving Throws** Con +6, Cha +6

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Abyssal, telepathy 120 ft.

**CR** 8 (XP 3,900; PB +3)



**Fire Absorption.** Whenever the pryodarr is subjected to fire damage, it regains a number of hit points equal to the fire damage dealt. This trait doesn't work for fire damage caused by itself or another pryodarr.

## ACTIONS

**Multiattack.** The pryodarr makes two Fire Blast attacks.

**Fire Blast.** *Melee or Ranged Spell Attack:* +6, reach 5 ft. or range 90 ft. *Hit:* 17 (4d6 + 3) fire damage, and creatures in a 5-foot emanation originating from the target take half as much damage.

**Blazing Hands (1/Day).** *Constitution Saving Throw:* DC 14, one creature within 5 feet of pryodarr. *Failure:* 39 (6d12) fire damage. *Success:* Half damage. *Failure or Success:* If this damage reduces the target to 0 hit points, it dies, taking mortal wounds that require a *raise dead* spell or similar magic to resurrect it.

## PRYODARR — WEAKER

**Armor Class** 15

**Initiative** +1 (11)

**Hit Points** 65 (10d8 + 20)

**Speed** 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	10 (+0)	11 (+0)	14 (+2)

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Abyssal, telepathy 120 ft.

**CR** 5 (XP 1,800; PB +3)



**Spellcasting.** The pryodarr casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *heat metal*, *produce flame*

1/day: *fireball*, *fire shield* (only fire), *wall of fire*

## BONUS ACTIONS

**Fiery Step (2/Day).** *Dexterity Saving Throw:* DC 14, each creature in a 5-foot emanation originating from the pryodarr. *Failure:* 7 (2d6) fire damage. *Failure or Success:* The pryodarr then teleports to a point it can see within 30 feet of it.

**Fire Absorption.** Whenever the pryodarr is subjected to fire damage, it regains a number of hit points equal to the fire damage dealt. This trait doesn't work for fire damage caused by itself or another pryodarr.

## ACTIONS

**Multiattack.** The pryodarr makes two Fire Blast attacks.

**Fire Blast.** *Melee or Ranged Spell Attack:* +5, reach 5 ft. or range 90 ft. *Hit:* 12 (3d6 + 2) fire damage, and creatures in a 5-foot emanation originating from the target take half as much damage.

**Blazing Hands (1/Day).** *Constitution Saving Throw:* DC 13, one creature within 5 feet of pryodarr. *Failure:* 26 (4d12) fire damage. *Success:* Half damage. *Failure or Success:* If this damage reduces the target to 0 hit points, it dies, taking mortal wounds that require a *raise dead* spell or similar magic to resurrect it.

## PRYODARR — STRONGER

**Armor Class** 17

**Hit Points** 153 (18d8 + 72)

**Speed** 10 ft., fly 30 ft. (hover)

**Initiative** +3 (13)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	18 (+4)	14 (+2)	15 (+2)	18 (+4)

**Saving Throws** Con +8, Cha +8

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Abyssal, telepathy 120 ft.

**CR** 11 (XP 7,200; PB +4)



**Fire Absorption.** Whenever the pryodarr is subjected to fire damage, it regains a number of hit points equal to the fire damage dealt. This trait doesn't work for fire damage caused by itself or another pryodarr.

## ACTIONS

**Multiattack.** The pryodarr makes two Fire Blast attacks.

**Fire Blast.** *Melee or Ranged Spell Attack:* +8, reach 5 ft. or range 90 ft. *Hit:* 26 (4d10 + 4) fire damage, and creatures in a 5-foot emanation originating from the target take half as much damage.

**Blazing Hands (1/Day).** *Constitution Saving Throw:* DC 16, one creature within 5 feet of pryodarr. *Failure:* 52 (8d12) fire damage. *Success:* Half damage. *Failure or Success:* If this damage reduces the target to 0 hit points, it dies, taking mortal wounds that require a *raise dead* spell or similar magic to resurrect it.

**Spellcasting.** The pryodarr casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *heat metal*, *produce flame*

1/day: *fireball*, *fire shield* (only fire)

## BONUS ACTIONS

**Fiery Step (1/Day).** *Dexterity Saving Throw:* DC 13, each creature in a 5-foot emanation originating from the pryodarr. *Failure:* 3 (1d6) fire damage. *Failure or Success:* The pryodarr then teleports to a point it can see within 30 feet of it.

**Spellcasting.** The pryodarr casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *heat metal*, *produce flame*

2/day: *fireball*, *fire shield* (only fire), *wall of fire*

## BONUS ACTIONS

**Fiery Step (3/Day).** *Dexterity Saving Throw:* DC 16, each creature in a 5-foot emanation originating from the pryodarr. *Failure:* 10 (3d6) fire damage. *Failure or Success:* The pryodarr then teleports to a point it can see within 30 feet of it.