

VELKRA

Small or Medium • Fiend • Neutral Evil

Armor Class 15

Initiative +6 (16)

Hit Points 99 (18d6 + 36)

Speed 30 ft.



STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	14 (+2)	16 (+3)	17 (+3)	15 (+2)

Saving Throws Wis +6

Skills Insight +6, Investigation +6, Perception +9

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses truesight 60 ft., passive Perception 19

Languages Abyssal, Infernal; telepathy 60 ft.

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

Displacement. Attack rolls against the velkra have disadvantage, since it projects an illusion that makes it appear to be near its actual location. This trait is suppressed while the velkra is incapacitated. A creature is unaffected by this trait if it has blindsight or truesight.

Eidetic Memory. The velkra never forgets a creature it has interacted with for more than 1 minute. It can perfectly recall anything it noticed about that creature: appearance, voice, mannerism, or similar.

Perfect Mimicry. The velkra can perfectly mimic any creature it remembers through its Eidetic Memory. A hearer can discern the imitations with a successful DC 20 Wisdom (Insight) check.

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

Vigilant. The velkra can't be surprised.

ACTIONS

Multiattack. The velkra makes two Psychic Burst attacks. It can replace one of these attacks with a use of Spellcasting.

Psychic Burst. *Melee or Ranged Spell Attack:* +6, reach 5 ft. or range 120 ft. *Hit:* 25 (4d10 + 3) psychic damage.

VELKRA — WEAKER

Armor Class 14

Initiative +5 (15)

Hit Points 67 (15d6 + 15)

Speed 30 ft.



STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	14 (+2)	15 (+2)	13 (+1)

Saving Throws Wis +5

Skills Insight +5, Investigation +5, Perception +8

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses truesight 60 ft., passive Perception 18

Languages Abyssal, Infernal; telepathy 60 ft.

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

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

At will: *minor illusion*

1/day: *greater invisibility*, *hypnotic pattern*, *major image*, *mislead*, *seeming*, *suggestion*

BONUS ACTIONS

Confusing Gaze (Recharge 4-6). *Wisdom Saving Throw:* DC 14, each creature in a 60-foot Cone. If the velkra sees its reflection in the cone, the velkra must make this save. *Failure:* The target becomes affected by the *confusion* spell until the end of its turn.

REACTIONS

Bewilder. *Trigger:* A creature within 30 feet that the velkra can see rolls the d10 for the *confusion* spell. *Response:* The target rolls two d10 instead, and the velkra chooses the result of one of the dice to determine the confusion effect.

Displacement. Attack rolls against the velkra have disadvantage, since it projects an illusion that makes it appear to be near its actual location. This trait is suppressed while the velkra is incapacitated. A creature is unaffected by this trait if it has blindsight or truesight.

Eidetic Memory. The velkra never forgets a creature it has interacted with for more than 1 minute. It can perfectly recall anything it noticed about that creature: appearance, voice, mannerism, or similar.

Perfect Mimicry. The velkra can perfectly mimic any creature it remembers through its Eidetic Memory. A hearer can discern the imitations with a successful DC 17 Wisdom (Insight) check.

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

Vigilant. The velkra can't be surprised.

ACTIONS

Multiattack. The velkra makes two Psychic Burst attacks. It can replace one of these attacks with a use of Spellcasting.

Psychic Burst. *Melee or Ranged Spell Attack:* +5, reach 5 ft. or range 120 ft. *Hit:* 18 (3d10 + 2) psychic damage.

VELKRA — STRONGER

Armor Class 16

Hit Points 169 (26d6 + 78)

Speed 30 ft.

Initiative +8 (18)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	16 (+3)	18 (+4)	19 (+4)	17 (+3)

Saving Throws Wis +8

Skills Insight +8, Investigation +8, Perception +12

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses truesight 60 ft., passive Perception 22

Languages Abyssal, Infernal; telepathy 60 ft.

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

Displacement. Attack rolls against the velkra have disadvantage, since it projects an illusion that makes it appear to be near its actual location. This trait is suppressed while the velkra is incapacitated. A creature is unaffected by this trait if it has blindsight or truesight.

Eidetic Memory. The velkra never forgets a creature it has interacted with for more than 1 minute. It can perfectly recall anything it noticed about that creature: appearance, voice, mannerism, or similar.

Perfect Mimicry. The velkra can perfectly mimic any creature it remembers through its Eidetic Memory. A hearer can discern the imitations with a successful DC 23 Wisdom (Insight) check.

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

Vigilant. The velkra can't be surprised.

ACTIONS

Multiattack. The velkra makes two Psychic Burst attacks. It can replace one of these attacks with a use of Spellcasting.

Psychic Burst. *Melee or Ranged Spell Attack:* +7, reach 5 ft. or range 120 ft. *Hit:* 36 (5d12 + 4) psychic damage.

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

At will: *minor illusion*

1/day: *hypnotic pattern, major image, mislead, seeming, suggestion*

BONUS ACTIONS

Confusing Gaze (Recharge 5-6). *Wisdom Saving Throw:* DC 13, each creature in a 30-foot Cone. If the velkra sees its reflection in the cone, the velkra must make this save. *Failure:* The target becomes affected by the *confusion* spell until the end of its turn.

REACTIONS

Bewilder. *Trigger:* A creature within 30 feet that the velkra can see rolls the d10 for the *confusion* spell. *Response:* The target rolls two d10 instead, and the velkra chooses the result of one of the dice to determine the confusion effect.



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

At will: *minor illusion*

1/day: *greater invisibility, hypnotic pattern, major image, mislead, seeming, suggestion*

BONUS ACTIONS

Confusing Gaze (Recharge 4-6). *Wisdom Saving Throw:* DC 16, each creature in a 60-foot Cone. If the velkra sees its reflection in the cone, the velkra must make this save. *Failure:* The target becomes affected by the *confusion* spell until the end of its turn.

REACTIONS

Bewilder. *Trigger:* A creature within 60 feet that the velkra can see rolls the d10 for the *confusion* spell. *Response:* The target rolls two d10 instead, and the velkra chooses the result of one of the dice to determine the confusion effect.