

YOPALOTH

Large • Fiend (Yugoloth) • Neutral Evil

Armor Class 15

Initiative +1 (11)

Hit Points 60 (8d10 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	16 (+3)	14 (+2)	12 (+1)

Skills Arcana +5, Perception +4

Damage Resistances cold, fire, lightning

Damage Immunities acid, poison

Condition Immunities poisoned

Senses blindsight 60 ft., passive Perception 14

Languages Abyssal, Infernal, telepathy 60 ft.

CR 4 (XP 1,100; PB +2)



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

ACTIONS

Multiattack. The yopaloth makes two Acid Blast attacks. It can replace one of these attacks with a use of Spellcasting.

Acid Blast. *Melee or Ranged Spell Attack:* +5 (with advantage if the target is grappled by the yopaloth), reach 5 ft. or range 60 ft. *Hit:* 10 (2d6 + 3) acid damage.

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

At will: detect thoughts, minor illusion

2/day: hold person, dispel magic

BONUS ACTIONS

Pincers. *Melee Weapon Attack:* +5, reach 10 ft. *Hit:* 12 (2d8 + 3) bludgeoning damage, and the target is grappled (escape DC 13).

REACTIONS

Alter Spell (2/Day). *Trigger:* A creature the yopaloth can see within 30 feet casts a spell. *Response:* The target must cast a different spell of the same level or upcast a different spell to that level. Otherwise, the target wastes the spell and spell slot.

YOPALOTH — WEAKER

Armor Class 14

Initiative +0 (10)

Hit Points 26 (4d10 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	14 (+2)	12 (+1)	11 (+0)

Skills Arcana +4, Perception +3

Damage Resistances cold, fire, lightning

Damage Immunities acid, poison

Condition Immunities poisoned

Senses blindsight 60 ft., passive Perception 13

Languages Abyssal, Infernal, telepathy 60 ft.

CR 1 (XP 200; PB +2)



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

ACTIONS

Acid Blast. *Melee or Ranged Spell Attack:* +4 (with advantage if the target is grappled by the yopaloth), reach 5 ft. or range 60 ft. *Hit:* 7 (1d6 + 2) acid damage.

Spellcasting. The yopaloth casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 12):

At will: detect thoughts, minor illusion

1/day: hold person, dispel magic

BONUS ACTIONS

Pincers. *Melee Weapon Attack:* +4, reach 10 ft. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12).

REACTIONS

Alter Spell (1/Day). *Trigger:* A creature the yopaloth can see within 30 feet casts a spell. *Response:* The target must cast a different spell of the same level or upcast a different spell to that level. Otherwise, the target wastes the spell and spell slot.

YOPALOTH — STRONGER

Armor Class 16

Initiative +2 (12)

Hit Points 85 (10d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	18 (+4)	16 (+3)	14 (+2)

Skills Arcana +7, Perception +6

Damage Resistances cold, fire, lightning

Damage Immunities acid, poison

Condition Immunities poisoned

Senses blindsight 60 ft., passive Perception 16

Languages Abyssal, Infernal, telepathy 60 ft.

CR 7 (XP 2,900; PB +3)



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

ACTIONS

Multiattack. The yopaloth makes two Acid Blast attacks. It can replace one of these attacks with a use of Spellcasting.

Acid Blast. *Melee or Ranged Spell Attack:* +7 (with advantage if the target is grappled by the yopaloth), reach 5 ft. or range 60 ft. *Hit:* 14 (3d6 + 4) acid damage.

Spellcasting. The yopaloth casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 15):

At will: detect thoughts, minor illusion

3/day: hold person, dispel magic

BONUS ACTIONS

Pincers. *Melee Weapon Attack:* +7, reach 10 ft. *Hit:* 17 (3d8 + 4) bludgeoning damage, and the target is grappled (escape DC 15).

REACTIONS

Alter Spell (3/Day). *Trigger:* A creature the yopaloth can see within 30 feet casts a spell. *Response:* The target must cast a different spell of the same level or upcast a different spell to that level. Otherwise, the target wastes the spell and spell slot.