

VROCK'DAKAR

Huge • Fiend (Demon) • Chaotic Evil

Armor Class 18

Initiative +8 (18)

Hit Points 175 (14d12 + 84)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	22 (+6)	10 (+0)	15 (+2)	9 (-1)

Saving Throws Wis +6, Cha +3

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, frightened, poisoned, stunned, unconscious

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, telepathy 120 ft.

CR 12 (XP 8,400; PB +4)



Aura of Spores. *Constitution Saving Throw:* DC 18, each creature starting its turn in a 30-foot emanation originating from the vrock'dakar (demons succeed automatically). *Failure:* The target becomes poisoned until the start of its next turn. While poisoned, the target is blinded and has disadvantage on saving throws. Emptying a flask of holy water on the target ends the effect early.

Magical Resistance. The vrock'dakar has advantage on saving throws against spells and other magical effects.

Multiple Heads. The vrock'dakar can't be surprised and can take two reactions per round.

ACTIONS

Multiattack. The vrock'dakar makes three Shred attacks.

Shred. *Melee Weapon Attack:* +9, reach 10 ft. *Hit:* 14 (2d8 + 5) slashing damage plus 13 (3d8) poison damage.

VROCK'DAKAR — WEAKER

Armor Class 16

Initiative +7 (17)

Hit Points 126 (11d12 + 55)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	20 (+5)	10 (+0)	13 (+1)	9 (-1)

Saving Throws Wis +5, Cha +3

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, frightened, poisoned, stunned, unconscious

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, telepathy 120 ft.

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



BONUS ACTIONS

Unending Screech (2/Day). *Constitution Saving Throw:* DC 18, one creature within 15 feet of the vrock'dakar. *Failure:* The target is stunned until the vrock'dakar concentration ends (as if concentrating on a spell) or until the vrock'dakar is further away than 20 feet from the target. The vrock'dakar can maintain concentration on this ability to keep up to two creatures stunned at the same time. If it loses concentration in that case, the effect ends for both targets.

REACTIONS

Wing Strike (Recharge 5-6). *Trigger:* A creature the vrock'dakar can see moves within 5 feet of the vrock'dakar. *Response - Strength Saving Throw:* DC 17, the attacker. *Failure:* The target is knocked prone. *Failure or Success:* The vrock'dakar moves up to half its speed without provoking opportunity attacks from the target.

Aura of Spores. *Constitution Saving Throw:* DC 17, each creature starting its turn in a 20-foot emanation originating from the vrook'dakar (demons succeed automatically). *Failure:* The target becomes poisoned until the start of its next turn. While poisoned, the target is blinded and has disadvantage on saving throws. Emptying a flask of holy water on the target ends the effect early.

Magic Resistance. The vrook'dakar has advantage on saving throws against spells and other magical effects.

Multiple Heads. The vrook'dakar can't be surprised and can take two reactions per round.

ACTIONS

Multiattack. The vrook'dakar makes three Shred attacks.

Shred. *Melee Weapon Attack:* +8, reach 10 ft. *Hit:* 9 (1d10 + 4) slashing damage plus 10 (3d6) poison damage.

VROCK'DAKAR — STRONGER

Armor Class 19

Hit Points 229 (17d12 + 119)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	20 (+5)	24 (+7)	10 (+0)	17 (+3)	11 (+1)

Saving Throws Wis +8, Cha +6

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, frightened, poisoned, stunned, unconscious

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, telepathy 120 ft.

CR 15 (XP 13,000; PB +5)

BONUS ACTIONS

Unending Screech (2/Day). *Constitution Saving Throw:* DC 17, one creature within 10 feet of the vrook'dakar. *Failure:* The target is stunned until the vrook'dakar concentration ends (as if concentrating on a spell) or until the vrook'dakar is further away than 20 feet from the target. The vrook'dakar can maintain concentration on this ability to keep up to two creatures stunned at the same time. If it loses concentration in that case, the effect ends for both targets.

REACTIONS

Wing Strike (Recharge 5-6). *Trigger:* A creature the vrook'dakar can see moves within 5 feet of the vrook'dakar. *Response - Strength Saving Throw:* DC 16, the attacker. *Failure:* The target is knocked prone. *Failure or Success:* The vrook'dakar moves up to half its speed without provoking opportunity attacks from the target.



Initiative +10 (20)

Aura of Spores. *Constitution Saving Throw:* DC 20, each creature starting its turn in a 30-foot emanation originating from the vrook'dakar (demons succeed automatically). *Failure:* The target becomes poisoned until the start of its next turn. While poisoned, the target is blinded and has disadvantage on saving throws. Emptying a flask of holy water on the target ends the effect early.

Magic Resistance. The vrook'dakar has advantage on saving throws against spells and other magical effects.

Multiple Heads. The vrook'dakar can't be surprised and can take two reactions per round.

ACTIONS

Multiattack. The vrook'dakar makes three Shred attacks.

Shred. *Melee Weapon Attack:* +11, reach 10 ft. *Hit:* 14 (2d8 + 5) slashing damage plus 18 (3d8) poison damage.

BONUS ACTIONS

Unending Screech (2/Day). *Constitution Saving Throw:* DC 20, one creature within 20 feet of the vrook'dakar. *Failure:* The target is stunned until the vrook'dakar concentration ends (as if concentrating on a spell) or until the vrook'dakar is further away than 20 feet from the target. The vrook'dakar can maintain concentration on this ability to keep up to two creatures stunned at the same time. If it loses concentration in that case, the effect ends for both targets.

REACTIONS

Wing Strike (Recharge 4-6). *Trigger:* A creature the vrook'dakar can see moves within 5 feet of the vrook'dakar. *Response - Strength Saving Throw:* DC 19, the attacker. *Failure:* The target is knocked prone. *Failure or Success:* The vrook'dakar moves up to half its speed without provoking opportunity attacks from the target.