DESPAIR CRIMSON

Medium • Fiend • Neutral Evil



Armor Class 16
Initiative +7 (17)
Hit Points 150 (20d8 + 60)
Speed 30 ft., fly 60 ft.

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

Saving Throws Dex +7, Con +7, Cha +8
Skills Arcana +6, Acrobatics +7, Performance +8, Perception +7
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 17
Languages Common, Abyssal, Infernal, telepathy 120 ft.
CR 10 (XP 5,900; PB +4)

Fighting Tactics. The despair crimson and the despair azure roll their Initiative check together as one roll. Then one adds 5 to the result, and the other subtracts 5 from the result. They decide which of the two adds/substracts.

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

Our Lives As One. When the despair azure drops to 0 hit points, the despair crimson absorbs their essence and instantly reappears as **despair diarch**, in an unoccupied space within 30 feet of her. The despair diorant assumes the initiative count of the despair crimson.

Synchronized. While the despair crimson is within 5 feet of the despair azure, she is synchronized and gains the following benefits:

- Whenever despair azure moves, she can move with him (no reaction required) while staying within 5 feet of her.
- The despair crimson can use the despair azure's at-will spells.
- The despair crimson regains 15 hit points at the start of her turn.

ACTIONS

Multiattack. The despair crimson makes two Claw attacks. She can replace one of those attacks with a use of Spellcasting.

Claw. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 10 (2d6 + 3) slashing damage plus 18 (4d8) psychic damage.

Wave of Despair (Recharges after a Rest). The despair crimson begins channeling until her concentration ends (as if concentrating on a spell). While channeling, she must remain synchronized with the despair azure. If they are no longer synchronized at any point, the channeling immediately ends, and the ability fails. If the despair azure is already channeling this ability, the despair crimson can instead complete the channeling, immediately unleashing the magic. *Constitution Saving Throw:* DC 16, each creature in a 60-foot cone. *Failure:* 27 (6d8) force damage plus 27 (6d8) psychic damage, and the target is incapacitated, falls prone, and is unable to stand up until the end of its next turn. *Success:* Half damage.

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

> At will: *minor illusion*, *charm person, command*, *vicious mockery* (3d4 damage)
>
> 1/day: *compulsion, confusion, irresistible dance, mass suggestion, phantasmal killer, seeming*

REACTIONS

Protective Magic (3/Day). The despair crimson casts *counterspell* in response to the spell's trigger, using the same spellcasting ability as Spellcasting.

Stay United (While Synchronized). *Trigger:* The despair azure is subjected to an ability check or saving throw that would move him against his will away from the despair crimson. *Response:* The despair azure gains advantage on the roll.

DESPAIR CRIMSON — WEAKER



Armor Class 15
Initiative +5 (15)
Hit Points 123 (19d8 + 38)
Speed 30 ft., fly 60 ft.

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

Saving Throws Dex +5, Con +5, Cha +6
Skills Arcana +4, Acrobatics +5, Performance +6, Perception +5
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 15
Languages Common, Abyssal, Infernal, telepathy 120 ft.
CR 7 (XP 2,900; PB +3)

Fighting Tactics. The despair crimson and the despair azure roll their Initiative check together as one roll. Then one adds 5 to the result, and the other subtracts 5 from the result. They decide which of the two adds/substracts.

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

Our Lives As One. When the despair azure drops to 0 hit points, the despair crimson absorbs their essence and instantly reappears as **despair diarch**, in an unoccupied space within 30 feet of her. The despair diorant assumes the initiative count of the despair crimson.

Synchronized. While the despair crimson is within 5 feet of the despair azure, she is synchronized and gains the following benefits:

- Whenever despair azure moves, she can move with him (no reaction required) while staying within 5 feet of her.
- The despair crimson can use the despair azure's at-will spells.
- The despair crimson regains 10 hit points at the start of her turn.

ACTIONS

Multiattack. The despair crimson makes two Claw attacks. She can replace one of those attacks with a use of Spellcasting.

Claw. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 9 (2d6 + 2) slashing damage plus 13 (3d8) psychic damage.

Wave of Despair (Recharges after a Rest). The despair crimson begins channeling until her concentration ends (as if concentrating on a spell). While channeling, she must remain synchronized with the despair azure. If they are no longer synchronized at any point, the channeling immediately ends, and the ability fails. If the despair azure is already channeling this ability, the despair crimson can instead complete the channeling, immediately unleashing the magic. *Constitution Saving Throw:* DC 14, each creature in a 60-foot cone. *Failure:* 18 (4d8) force damage plus 18 (4d8) psychic damage, and the target is incapacitated, falls prone, and is unable to stand up until the end of its next turn. *Success:* Half damage.

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

> At will: *minor illusion*, *charm person, command*, *vicious mockery* (2d4 damage)
>
> 1/day: *compulsion, confusion, phantasmal killer, seeming*

REACTIONS

Protective Magic (2/Day). The despair crimson casts *counterspell* in response to the spell's trigger, using the same spellcasting ability as Spellcasting.

Stay United (While Synchronized). *Trigger:* The despair azure is subjected to an ability check or saving throw that would move him against his will away from the despair crimson. *Response:* The despair azure gains advantage on the roll.

DESPAIR CRIMSON — STRONGER

Armor Class 17 **Initiative** +9 (19)
Hit Points 187 (22d8 + 88)
Speed 30 ft., fly 60 ft.

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

Saving Throws Dex +9, Con +9, Cha +10
Skills Arcana +8, Acrobatics +9, Performance +10, Perception +9
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 19
Languages Common, Abyssal, Infernal, telepathy 120 ft.
CR 13 (XP 10,000; PB +5)



Fighting Tactics. The despair crimson and the despair azure roll their Initiative check together as one roll. Then one adds 5 to the result, and the other subtracts 5 from the result. They decide which of the two adds/substracts.

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

Our Lives As One. When the despair azure drops to 0 hit points, the despair crimson absorbs their essence and instantly reappears as **despair diarch**, in an unoccupied space within 30 feet of her. The despair diorant assumes the initiative count of the despair crimson.

Synchronized. While the despair crimson is within 5 feet of the despair azure, she is synchronized and gains the following benefits:

- Whenever despair azure moves, she can move with him (no reaction required) while staying within 5 feet of her.
- The despair crimson can use the despair azure's at-will spells.
- The despair crimson regains 20 hit points at the start of her turn.

ACTIONS

Multiattack. The despair crimson makes two Claw attacks. She can replace one of those attacks with a use of Spellcasting.

Claw. *Melee Weapon Attack:* +9, reach 5 ft. *Hit:* 14 (3d6 + 4) slashing damage plus 27 (5d10) psychic damage.

Wave of Despair (Recharges after a Rest). The despair crimson begins channeling until her concentration ends (as if concentrating on a spell). While channeling, she must remain synchronized with the despair azure. If they are no longer synchronized at any point, the channeling immediately ends, and the ability fails. If the despair azure is already channeling this ability, the despair crimson can instead complete the channeling, immediately unleashing the magic. *Constitution Saving Throw:* DC 18, each creature in a 60-foot cone. *Failure:* 38 (7d10) force damage plus 38 (7d10) psychic damage, and the target is incapacitated, falls prone, and is unable to stand up until the end of its next turn. *Success:* Half damage.

Spellcasting. The despair crimson casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18):

> At will: *minor illusion*, *charm person, command*, *vicious mockery* (4d4 damage)
>
> 2/day: *compulsion, confusion, irresistible dance, mass suggestion, phantasmal killer, seeming*

REACTIONS

Protective Magic (4/Day). The despair crimson casts *counterspell* in response to the spell's trigger, using the same spellcasting ability as Spellcasting.

Stay United (While Synchronized). *Trigger:* The despair azure is subjected to an ability check or saving throw that would move him against his will away from the despair crimson. *Response:* The despair azure gains advantage on the roll.