

DEVALUER

Medium • Aberration • Neutral

Armor Class 13

Initiative -1 (9)

Hit Points 71 (11d8 + 22)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	14 (+2)	6 (-2)	12 (+1)	9 (-1)

Saving Throws Str +5, Int +0

Skills Athletics +5, Investigation +0

Senses darkvision 60 ft., passive Perception 11

Languages understands Common and Deep Speech but can't speak

CR 3 (XP 700; PB +2)



Devalue. The devaluer can touch a Medium or smaller object to reduce its value. After 1 minute of time for a Tiny object, 10 minutes for a Small object, or 1 hour for Medium object, the object magically becomes worthless. For example, gold turns to lead, a painting's color fades, or ornaments distort as if made by a child's hand. If the object is magical with a rarity of common or uncommon, the devaluer can turn it into a mundane object by requiring ten times the amount of time to do so.

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

ACTIONS

Multiattack. The devaluer makes two Slam attacks. It can replace one attack with a use of Stupefying Bite or Steal.

DEVALUER — WEAKER

Armor Class 12

Initiative -1 (9)

Hit Points 38 (7d8 + 7)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	9 (-1)	13 (+1)	6 (-2)	12 (+1)	9 (-1)

Saving Throws Str +4, Int +0

Skills Athletics +4, Investigation +0

Senses darkvision 60 ft., passive Perception 11

Languages understands Common and Deep Speech but can't speak

CR 1 (XP 200; PB +2)



Devalue. The devaluer can touch a Medium or smaller object to reduce its value. After 1 minute of time for a Tiny object, 10 minutes for a Small object, or 1 hour for Medium object, the object magically becomes worthless. For example, gold turns to lead, a painting's color fades, or ornaments distort as if made by a child's hand. If the object is magical with a rarity of common or uncommon, the devaluer can turn it into a mundane object by requiring ten times the amount of time to do so.

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

ACTIONS

Multiattack. The devaluer makes two Slam attacks. It can replace one attack with a use of Stupefying Bite or Steal.

Slam. Melee Weapon Attack: +5, reach 5 ft. *Hit:* 13 (3d6 + 3) bludgeoning damage. A Medium or smaller creature is grappled (escape DC 13).

Stupefying Bite. Intelligence Saving Throw: DC 12, one creature the devaluer is grappling. *Failure:* The target takes 9 (2d8) psychic damage and becomes stunned until the end of the devaluer next turn. *Success:* The target becomes immune to this effect for the next hour.

Steal. Strength Saving Throw: DC 13, one creature within 5 feet that the devaluer can see. *Failure:* The devaluer steals one object from the target's possession.

BONUS ACTIONS

Leap (Recharge 4-6). The devaluer jumps up to its speed without provoking attacks of opportunity.

Slam. Melee Weapon Attack: +4, reach 5 ft. *Hit:* 5 (1d6 + 2) bludgeoning damage. A Medium or smaller creature is grappled (escape DC 12).

Stupefying Bite. Intelligence Saving Throw: DC 11, one creature the devaluer is grappling. *Failure:* The target takes 4 (1d8) psychic damage and becomes stunned until the end of the devaluer next turn. *Success:* The target becomes immune to this effect for the next hour.

Steal. Strength Saving Throw: DC 12, one creature within 5 feet that the devaluer can see. *Failure:* The devaluer steals one object from the target's possession.

BONUS ACTIONS

Leap (Recharge 5-6). The devaluer jumps up to its speed without provoking attacks of opportunity.

DEVALUER — STRONGER

Armor Class 14

Initiative -1 (9)

Hit Points 105 (14d8 + 42)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	16 (+3)	6 (-2)	12 (+1)	9 (-1)

Saving Throws Str +6, Int +1

Skills Athletics +6, Investigation +1

Senses darkvision 60 ft., passive Perception 11

Languages understands Common and Deep Speech but can't speak

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



Devalue. The devaluer can touch a Medium or smaller object to reduce its value. After 1 minute of time for a Tiny object, 10 minutes for a Small object, or 1 hour for Medium object, the object magically becomes worthless. For example, gold turns to lead, a painting's color fades, or ornaments distort as if made by a child's hand. If the object is magical with a rarity of common or uncommon, the devaluer can turn it into a mundane object by requiring ten times the amount of time to do so.

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

ACTIONS

Multiattack. The devaluer makes two Slam attacks. It can replace one attack with a use of Stupefying Bite or Steal.

Slam. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 19 (3d10 + 3) bludgeoning damage. A Medium or smaller creature is grappled (escape DC 14).

Stupefying Bite. *Intelligence Saving Throw:* DC 14, one creature the devaluer is grappling. *Failure:* The target takes 16 (3d10) psychic damage and becomes stunned until the end of the devaluer next turn. *Success:* The target becomes immune to this effect for the next hour.

Steal. *Strength Saving Throw:* DC 14, one creature within 5 feet that the devaluer can see. *Failure:* The devaluer steals one object from the target's possession.

BONUS ACTIONS

Leap (Recharge 4-6). The devaluer jumps up to its speed without provoking attacks of opportunity.