

DREADGUARD

Large • Fiend (Devil) • Lawful Evil

Armor Class 17

Initiative +4 (14)

Hit Points 241 (23d10 + 115)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	20 (+5)	14 (+2)	17 (+3)	18 (+4)

Saving Throws Str +10, Dex +9

Skills Athletics +10, Perception +8, Intimidation +14

Damage Resistances psychic

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft. (unimpeded by magical darkness), passive Perception 18

Languages Abyssal, Infernal, telepathy 120 ft.

CR 13 (XP 10,000, PB +5)



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

Terror Incarnate. *Wisdom Saving Throw:* DC 17 (with disadvantage if the target is frightened), any hostile creature that is aware of the dreadguard starting its turn in a 30-foot emanation originating from dreadguard. *Failure:* The target becomes paralyzed until the end of its turn.

True Fear. Creatures (except Fiends and creatures with Legendary Actions) can't be immune to being frightened of the dreadguard.

DREADGUARD — WEAKER

Armor Class 16

Initiative +3 (13)

Hit Points 180 (19d10 + 76)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	12 (+1)	15 (+2)	16 (+3)

Saving Throws Str +8, Dex +7

Skills Athletics +8, Perception +6, Intimidation +11

Damage Resistances psychic

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft. (unimpeded by magical darkness), passive Perception 16

Languages Abyssal, Infernal, telepathy 120 ft.

CR 10 (XP 5,900, PB +4)



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

Terror Incarnate. *Wisdom Saving Throw:* DC 15 (with disadvantage if the target is frightened), any hostile creature that is aware of the dreadguard starting its turn in a 30-foot emanation originating from dreadguard. *Failure:* The target becomes paralyzed until the end of its turn.

True Fear. Creatures (except Fiends and creatures with Legendary Actions) can't be immune to being frightened of the dreadguard.

ACTIONS

Multiattack. The dreadguard makes three Claw attacks.

Claw. +8, reach 5 ft. *Hit:* 9 (1d10 + 4) slashing damage plus 10 (3d6) psychic damage.

Dread Pulse (Recharge 6). *Wisdom Saving Throw:* DC 15, each creature in a 60-foot emanation originating from dreadguard. *Failure:* 16 (3d10) psychic damage, and the target is frightened until the end of its next turn. *Success:* Half damage.

DREADGUARD — STRONGER

Armor Class 18

Initiative +5 (15)

Hit Points 287 (25d10 + 150)

Speed 30 ft., fly 60 ft.



STR	DEX	CON	INT	WIS	CHA
23 (+6)	20 (+5)	22 (+4)	16 (+3)	19 (+4)	20 (+5)

Saving Throws Str +10, Dex +9

Skills Athletics +11, Perception +9, Intimidation +15

Damage Resistances psychic

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft. (unimpeded by magical darkness), passive Perception 19

Languages Abyssal, Infernal, telepathy 120 ft.

CR 16 (XP 15,000, PB +5)

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

Terror Incarnate. *Wisdom Saving Throw:* DC 18 (with disadvantage if the target is frightened), any hostile creature that is aware of the dreadguard starting its turn in a 30-foot emanation originating from dreadguard. *Failure:* The target becomes paralyzed until the end of its turn.

True Fear. Creatures (except Fiends and creatures with Legendary Actions) can't be immune to being frightened of the dreadguard.

ACTIONS

Multiattack. The dreadguard makes three Claw attacks.

Claw. +11, reach 5 ft. *Hit:* 22 (3d10 + 6) slashing damage plus 10 (3d6) psychic damage.

Dread Pulse (Recharge 5-6). *Wisdom Saving Throw:* DC 18, each creature in a 60-foot emanation originating from dreadguard. *Failure:* 27 (6d8) psychic damage, and the target is frightened until the end of its next turn. *Success:* Half damage.

REMARKS

When you use this creature, you can replace the Dread Pulse action with one of the following abilities to switch up the encounters:

D4 ABILITY

- Frightening Stare (Recharge 4-6).** *Wisdom Saving Throw:* DC 17, one creature within 90 feet of the dreadguard that can see it. *Failure:* 18 (4d8) psychic damage, and the target becomes frightened until the start of the dreadguard's next turn.
- Threatening Command (Recharge 4-6).** *Wisdom Saving Throw:* DC 17, one creature within 120 feet of the dreadguard that can hear it. *Failure:* The target must use its reaction to move up to its towards the dreadguard and then becomes frightened until the start of the dreadguard's next turn.
- Horrific Howl (Recharge 5-6).** *Wisdom Saving Throw:* DC 17, each creature in a 30-foot cone. *Failure:* The target becomes frightened until the start of the dreadguard's next turn. While frightened this way, the target falls prone and can't stand up.
- Terror Jaunt (Recharge 5-6).** *Wisdom Saving Throw:* DC 17, one creature within 60 feet of the dreadguard that can see it. *Failure:* The target becomes frightened until the start of the dreadguard's next turn. *Failure or Success:* The dreadguard teleports to unoccupied space within 5 feet of the target.