

DEMON OF CATASTROPHES

Huge fiend (demon), chaotic evil

Armor Class 20 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 40 ft., fly 40 ft.

STR
20 (+5)

DEX
14 (+2)

CON
20 (+5)

INT
16 (+3)

WIS
16 (+3)

CHA
20 (+5)

Saving Throws Str +9, Con +9, Wis +7, Cha +9

Skills Arcana +7, Deception +9, Insight +7, Intimidation +9, Persuasion +9, Religion +7

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities frightened, poisoned

Senses truesight 120 ft., passive Perception 13

Languages Abyssal, Common, telepathy 120 ft.

Challenge 12 (8,400 XP)

Innate Spellcasting. The Demon of Catastrophe's spellcasting ability is Charisma (spell save DC 17). The Demon can innately cast the following spells, requiring no material components:

1/day each: *circle of death*, *confusion*, *Evard's black tentacles*

3/day each: *darkness*, *fireball*, *hellish rebuke*

Magic Resistance. The Demon of Catastrophes has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The Demon of Catastrophes makes three attacks, two slams with its fists and one gore with its horns.

Gore. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 40 (6d10 + 10) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 17 (3d8 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15).