

# Lemure

March 8, 2023



Medium fiend (devil), lawful evil

**Armor Class** 7

**Hit Points** 13 (3d8)

**Speed** 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	5 (-3)	11 (+0)	1 (-5)	11 (+0)	3 (-4)

**Saving Throws**

**Skills**

**Damage Resistances** cold

**Damage Immunities** fire, poison

**Condition Immunities** charmed, frightened, poisoned

**Senses** darkvision 120 ft., passive Perception 10

**Languages** understands Infernal but can't speak

**Challenge** 0 (10 XP)

**Devil's Sight.** Magical darkness doesn't impede the lemure's darkvision.

**Hellish Rejuvenation.** A lemure that dies in the Nine Hells comes back to life with all its hit points in 1d10 days unless it is killed by a good-aligned creature with a "" spell cast on that

creature or its remains are sprinkled with holy water.

## Actions

**Fist.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target.  
Hit: 2 (1d4) bludgeoning damage.