

Jorgoras

March 28, 2023



Large fiend (devil), lawful evil

- **Armor Class** 15 (natural armor)
- **Hit Points** 189 (18d10 + 90)
- **Speed** 40 ft., swim 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 22 (+6) | 14 (+2) | 20 (+5) | 16 (+3) | 16 (+3) | 22 (+6) |

- **Saving Throws** Int +8, Wis +8, Cha +11
- **Skills** Deception +11, Insight +8, Perception +8, Persuasion +11
- **Damage Immunities** fire, poison
- **Condition Immunities** poisoned
- **Senses** darkvision 120 ft., truesight 120 ft., passive Perception 18
- **Languages** Common, Infernal, telepathy 120 ft.
- **Challenge** 14 (11,500 XP)

Innate Spellcasting. Jorgoras's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It can innately cast the following spells, requiring no material

components:

At will: [Detect Magic](#), [Dispel Magic](#), [Disguise Self](#), [Suggestion](#)

3/day each: [Dominate Person](#), [Invisibility](#) (self only)

1/day each: [Modify Memory](#), [Telekinesis](#)

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

Shapechanger. Jorgoras can use its action to [polymorph](#) into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

True Form. Jorgoras's true form is that of a large, tadpole-like devil with sharp teeth and small horns on its chin. Its forearms end without hands or claws, and a long tail constantly thrashes about. In this form, Jorgoras is unable to use weapons or manipulate objects that require fingers or claws. Its true form is revealed when it attacks or is attacked.

Actions

Multiattack. Jorgoras makes two attacks: one with its bite or sticky tongue and one with its tail.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 19 (3d8 + 6) piercing damage.

Sticky Tongue. Ranged Weapon Attack: +11 to hit, range 30 ft., one target. Jorgoras can use its bonus action to make an attack with its sticky tongue. On a hit, the target is [grappled](#) (escape DC 19). Until this grapple ends, the target is [restrained](#). While the target is grappled, Jorgoras can only use its bite attack against the grappled target but automatically hits. Jorgoras can

use its action to release the grapple and fling the target up to 30 feet away, dealing 15 (2d8 + 6) bludgeoning damage to the target and any creature in the target's path.

Tail. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 16 (3d6 + 6) bludgeoning damage.

Frightful Presence. Each creature of Jorgoras's choice that is within 120 feet of Jorgoras and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Jorgoras's Frightful Presence for the next 24 hours.

Jorgoras is a feared and respected devil in the Hells, known for its ability to manipulate and corrupt even the strongest of wills. Higher-ranking devils often use it to carry out their schemes and missions, and it takes great pleasure in doing so. Jorgoras is also feared by the other denizens of the Hells, who know to stay out of its way lest they become its next victim.

Jorgoras is a cunning and malevolent devil, always seeking to corrupt and manipulate those around it. It often disguises itself as a humanoid to better deceive its targets and lure them into its grasp. Once it has its prey, it revels in the fear and pain it inflicts, often toying with them before delivering the final blow. Jorgoras takes pleasure in causing suffering and relishes in the power it wields over others.

Jorgoras prefers to strike from a distance, using its sticky tongue to grapple its targets and then its powerful bite attack to deal damage. It is also able to cast spells to inflict pain and fear, and it is not above using deception and trickery to gain an advantage in combat. Jorgoras is intelligent and

strategic, always looking for weaknesses in its opponents to exploit.

Estevot the Gentle

March 28, 2023



Estevot the Gentle ([Paladin](#))

Medium humanoid ([human](#)), lawful good
cisgender man, he/him

- **Armor Class** 20 (plate, shield)
- **Hit Points** 157 (15d10 + 60)
- **Speed** 24 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 20 (+5) | 10 (+0) | 16 (+3) | 8 (-1) | 14 (+2) | 18 (+4) |

- **Saving Throws** Wis +7, Cha +9
- **Skills** Athletics +10, Insight +7, Intimidation +9,

Medicine +7, Persuasion +9, Religion +4

- **Senses** passive Perception 12
- **Languages** Celestial, Common

Aura of Protection. Estevot and friendly creatures within 10 feet of him gain a bonus to their saving throws equal to his Charisma modifier (4).

Divine Sense. As an action, Estevot can detect the presence of any fiend or undead within 60 feet of him. He can use this feature a number of times equal to 1 + his Charisma modifier (4) and regains all expended uses after a long rest.

Gait Difference [IE 1]. Estevot's left leg was severely injured in a battle against a powerful demon, leaving him with a pronounced limp. As a result, his movement speed is reduced by twenty percent, and he has a -1 penalty on all Dexterity (Acrobatics) checks and Strength (Athletics) checks involving legs.

Lay on Hands. Estevot can use his action to touch a creature and restore a number of hit points equal to his paladin level (15). Alternatively, he can expend 5 hit points to cure a target of one disease or neutralize one poison affecting it.

Actions

Multiattack. Estevot makes two attacks.

Longsword. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

Divine Smite. When Estevot hits a creature with a melee weapon attack, he can expend one [paladin spell](#) slot to deal additional radiant damage to the target. The extra damage is 2d8 for a 1st-

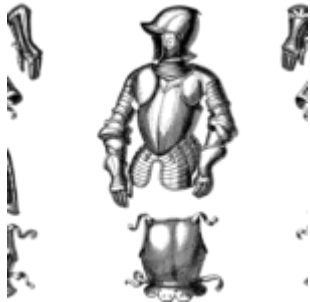
level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. Estevot has a total of 27 spell slots. The damage increases by 1d8 if the target is an undead or fiend.

Bonus Actions

Gentle Touch. As a bonus action, Estevot can choose to make a non-lethal melee weapon attack against a creature. If the attack hits, the creature takes no damage, but instead, Estevot heals the creature for an amount equal to his paladin level (15). This ability can be used a number of times equal to Estevot's Charisma modifier (4) and regains all expended uses after a long rest.

Adamantine Armor

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Armor (medium or heavy, but not hide), uncommon

Ammunition, +1, +2, or +3

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Weapon (any ammunition), uncommon (+1), rare (+2), or very rare (+3)

Amulet of Health

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Wondrous item, rare (requires attunement)

Amulet of Proof against Detection and Location

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Wondrous item, uncommon (requires attunement)

Amulet of the Planes

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Wondrous item, very rare (requires attunement)

Animated Shield

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Armor (shield), very rare (requires attunement)

Apparatus of the Crab

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Wondrous item, legendary

Armor, +1, +2, or +3

March 28, 2023



Armor (light, medium, or heavy), rare (+1), very rare (+2), or legendary (+3)