

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.

Ice Devil

March 28, 2023



fiend (devil)

Pit Fiend

March 28, 2023



fiend (devil)

Lemure

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fiend (devil)

Imp

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fiend (devil)

Erinyes

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fiend (devil)

Horned Devil

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fiend (devil)

Bearded Devil

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fiend (devil)

Bone Devil

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fiend (devil)

Chain Devil

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fiend (devil)