

# Balor CR 19



## BALOR

Huge fiend (demon), chaotic evil

**Armor Class** 19 (natural armor)  
**Hit Points** 262 (21d12 + 126)  
**Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	22 (+6)	20 (+5)	16 (+3)	22 (+6)

**Saving Throws** Str +14, Con +12, Wis +9, Cha +12

**Damage Resistances** cold, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** truesight 120 ft., passive Perception 13

**Languages** Abyssal, telepathy 120 ft.

**Challenge** 19 (22,000 XP)

**Death Throes.** When the balor dies, it explodes, and each creature within 30 feet of it must make a DC 20 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried, and it destroys the balor's weapons.

**Fire Aura.** At the start of each of the balor's turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the balor or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

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

**Magic Weapons.** The balor's weapon attacks are magical.

### ACTIONS

**Multiattack.** The balor makes two attacks: one with its longsword and one with its whip.

**Longsword.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage plus 13 (3d8) lightning damage. If the balor scores a critical hit, it rolls damage dice three times, instead of twice.

**Whip.** *Melee Weapon Attack:* +14 to hit, reach 30 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage plus 10 (3d6) fire damage, and the target must succeed on a DC 20 Strength saving throw or be pulled up to 25 feet toward the balor.

**Teleport.** The balor magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

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