

# Glabrezu CR 9



## GLABREZU

*Large fiend (demon), chaotic evil*

**Armor Class** 17 (natural armor)  
**Hit Points** 157 (15d10 + 75)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	21 (+5)	19 (+4)	17 (+3)	16 (+3)

**Saving Throws** Str +9, Con +9, Wis +7, Cha +7  
**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons  
**Damage Immunities** poison  
**Condition Immunities** poisoned  
**Senses** truesight 120 ft., passive Perception 13  
**Languages** Abyssal, telepathy 120 ft.  
**Challenge** 9 (5,000 XP)

**Innate Spellcasting.** The glabrezu's spellcasting ability is Intelligence (spell save DC 16). The glabrezu can innately cast the following spells, requiring no material components:

At will: *darkness*, *detect magic*, *dispel magic*  
1/day each: *confusion*, *fly*, *power word stun*

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

### ACTIONS

**Multiattack.** The glabrezu makes four attacks: two with its pincers and two with its fists. Alternatively, it makes two attacks with its pincers and casts one spell.

**Pincer.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). The glabrezu has two pincers, each of which can grapple only one target.

**Fist.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.