

Marilith CR 16



"THE TEMPLE WAS STREWN WITH BODY PARTS. WE CONCLUDED THAT THE CULTISTS HAD SUMMONED A POWERFUL DEMON AND NOT LIVED TO REGRET IT. NOT WANTING TO GET HACKED TO PIECES OURSELVES, WE CUT SHORT OUR EXPEDITION AND RETURNED TO THE VILLAGE OF MOMMLET WITH OUR TAILS BETWEEN OUR LEGS. RUFUS AND BURNE HAD A GOOD LAUGH AT OUR EXPENSE, LET ME TELL YOU."
—NELUMÉ, A YOUNG HALF-ELF WIZARD, CHRONICLING HER ONE AND ONLY VISIT TO THE TEMPLE OF ELEMENTAL EVIL

MARILITH

Large fiend (demon), chaotic evil

Armor Class 18 (natural armor)
Hit Points 189 (18d10 + 90)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Str +9, Con +10, Wis +8, Cha +10
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 16 (15,000 XP)

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

Magic Weapons. The marilith's weapon attacks are magical.

Reactive. The marilith can take one reaction on every turn in a combat.

ACTIONS

Multiattack. The marilith makes seven attacks: six with its longswords and one with its tail.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 15 (2d10 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, the marilith can automatically hit the target with its tail, and the marilith can't make tail attacks against other targets.

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

REACTIONS

Parry. The marilith adds 5 to its AC against one melee attack that would hit it. To do so, the marilith must see the attacker and be wielding a melee weapon.

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