

# Nalfeshnee CR 13



## NALFESHNEE

Large fiend (demon), chaotic evil

**Armor Class** 18 (natural armor)  
**Hit Points** 184 (16d10 + 96)  
**Speed** 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	22 (+6)	19 (+4)	12 (+1)	15 (+2)

**Saving Throws** Con +11, Int +9, Wis +6, 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 11  
**Languages** Abyssal, telepathy 120 ft.  
**Challenge** 13 (10,000 XP)

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

## ACTIONS

**Multiattack.** The nalfeshnee uses Horror Nimbus if it can. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.  
*Hit:* 32 (5d10 + 5) piercing damage.

**Claw.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.  
*Hit:* 15 (3d6 + 5) slashing damage.

**Horror Nimbus (Recharge 5–6).** The nalfeshnee magically emits scintillating, multicolored light. Each creature within 15 feet of the nalfeshnee that can see the light must succeed on a DC 15 Wisdom saving throw or be 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 the nalfeshnee's Horror Nimbus for the next 24 hours.

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

DEMONS

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