

AZALAR

Few people can explore the Abyss with their minds intact. Confronting horror after horror, abomination after abomination, exacts a terrible price, one that drains away all joy and hope for something better, leaving people overcome with sorrow and despair. Planar travelers, however, warn against succumbing to these feelings, for they attract the azalar, demons who feed on hopelessness.

Azalar appear somewhat human, but pale and gaunt, with chalk-white skin. Their glossy black eyes, tear-streaked faces, and open mouths give away their demonic nature. And when they converge on their victims, the wail of their sorrowful moans grows and grows, until it drowns out all other sounds.

HARVESTERS OF SORROW

Azalar crave sadness and grief and can detect these emotions in creatures from miles away. People overwhelmed by their horror and who give in to despair attract the azalar. As they draw closer, they amplify these feelings to enrich their feast on their victims' life force. When the azalar finish feeding, they leave their victims withered corpses, faces contorted into expressions of unfathomable suffering.

AZALAR

Medium fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 150 (20d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	9 (-1)	20 (+5)	22 (+6)

Saving Throws Con +9, Wis +11, Cha +12

Skills Insight +11, Perception +11

Damage Resistances cold, fire, lightning, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 21

Languages Abyssal, telepathy 120 ft.

Challenge 17 (18,000 XP)

Aura of Despair. When a creature starts its turn within 30 feet of the azalar, the creature must make a DC 20 Charisma saving throw. Fiends are immune to this effect. A creature takes 35 (10d6) psychic damage and becomes frightened until the start of its next turn on a failed save, or takes half the damage and becomes immune to this effect for 24 hours on a success.

Feed on Despair. Once per round, when a creature within 30 feet of the azalar takes damage, becomes frightened, or gains a level of exhaustion, the azalar gains 10 (3d6) temporary hit points. If the azalar gains these temporary hit points, each creature within 30 feet of the azalar becomes deafened until the start of the azalar's next turn.

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

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

Sorrowful Moan (Recharge 5–6). As a bonus action, the azalar moans, forcing each creature inside a 60-foot radius to make a DC 20 Constitution saving throw. On a failed save, the creature gains one level of exhaustion.

ACTIONS

Multiattack. The azalar makes two Grieving Touch attacks.

Grieving Touch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 21 (6d6) psychic damage, and the creature must make a DC 20 Constitution saving throw. On a failed save, the creature gains one level of exhaustion.

BORGEG

All foulness has a place in the Abyss, and every dark deed imagined can be reflected in the demonic denizens and in the plane itself. The great, lumbering forms of the borgeg embody the plane's hunger, for it seems nothing can satisfy their hunger, no matter how much or what they consume. Their dread appetites draw them ever onward, and their grasping hands clutch at anything they can reach and shove their victims screaming into their mouths.

Borgeg tower over most other demons, despite being hunched over, bodies dragged down by the weight of their pendulous guts. Thick arms end in small hands, fingers stained from the unspeakable things they've devoured, while their slablike legs gradually taper down to black

[BORGEG]

Huge fiend (demon), chaotic evil

Armor Class 9

Hit Points 216 (16d12 + 112)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	25 (+7)	7 (-2)	11 (+0)	9 (-1)

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal, telepathy 120 ft.

Challenge 13 (10,000 XP)

Aggressive. As a bonus action, the borgeg can move up to its speed toward a hostile creature that it can see.

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

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

ACTIONS

Multiattack. The borgeg makes two slam attacks.

Slam. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage.

Gobble. The borgeg targets one unconscious creature of Medium or smaller size that is within 10 feet of it. The borgeg grabs the creature and stuffs it into its mouth and swallows it down. The creature dies, and the borgeg regains 10 (3d6) hit points.

REACTIONS

Horrid Vomit (1/Day). When the borgeg has half its hit points or fewer, it empties the contents of its gullet from its mouth into a 60-foot-long cone. Each creature in the area must make a DC 20 Dexterity saving throw. A creature takes 65 (10d12) acid damage on a failed save, or half the damage on a successful one. In addition, 1d6 skeletons (see **Skeletons** under **Creature Statistics** in the *Player's Handbook* for more information) land in the area and stand up. The skeletons are hostile to all creatures other than skeletons. They roll initiative as a group and attack on each of their turns.

spikes. A rumbling sound always emanates from their bellies, and when agitated, they release reeking clouds from their nether regions.

CRUN

The Feculent Fen forms an entire layer of the Abyss, a vast, reeking swamp that simmers beneath a garish red sun that never sets. Stunted trees, bark blackened and spotted with toxic growths, break from the waters, their gnarled roots writhing in the filth, and held in the twisted

[CRUN]

Large fiend (demon), chaotic evil

Armor Class 10

Hit Points 73 (7d10 + 35)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	21 (+5)	7 (-2)	10 (+0)	5 (-3)

Skills Perception +3, Stealth +3

Damage Resistances cold, fire, lightning; bludgeoning and piercing from nonmagical attacks

Damage Immunities poison, slashing

Condition Immunities deafened, exhaustion, frightened, poisoned, prone

Senses darkvision 120 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft. (works only on creatures that speak Abyssal)

Challenge 7 (2,900 XP)

Amorphous. The crun can move through a space as narrow as 1 inch without squeezing.

Corrosive Body. A creature that touches the crun or hits it with a melee attack while within 5 feet of it takes 5 (1d10) acid damage.

False Appearance. While the crun remains motionless in water, it is indistinguishable from normal water.

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

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

Slime Trail. For each foot the crun moves, it leaves behind a streak of slippery, corrosive slime that lasts until the start of its next turn. Any creature moving across a surface covered in the slime must succeed on a DC 16 Dexterity saving throw or fall prone.

Stench. Any creature that starts its turn within 10 feet of the crun must succeed on a DC 16 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the crun's stench for 24 hours.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 26 (4d10 + 4) bludgeoning damage plus 10 (3d6) acid damage. If the creature is Medium or smaller, it is also grappled (escape DC 15). While grappled by the crun, the creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the crun's turns. When the crun moves, the grappled creature moves with it. The crun can have one creature grappled at a time.