

THE FURIES

There are those who know that to sin is to be a sinner, and to be a sinner is to be wicked. The wicked, they know, are to be struck down. Born from the primordial darkness, these avatars of retribution move silently through the realms of mortals and gods alike, their presence heralding the fulfillment of curses and the execution of vengeful divine justice. Cloaked in midnight feathers, with eyes that gleam with the cold light of judgment, they are the relentless pursuers of those who have sworn false oaths and committed unforgivable sins.

The Furies are requiem itself. They are the judge of the betrayers and the murderers. When anyone, be they man or god, performs evil tasks, the Furies descend upon them with great vengeance and furious anger. Theirs is a justice that knows no bounds, a punishment that is both cruel and, in their eyes, eminently just.

GM NOTE: The Furies can only take legendary actions when all three are within the same combat encounter. They share the same number of legendary actions and perform the actions together.

Legendary Actions

Alecto, Maegara, and Tisiphone can take 3 legendary actions together, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Alecto, Maegara and Tisiphone regain spent legendary actions at the start of its turn.

Furious Strike. Each Fury makes a claw attack.

Sister's Call (Costs 2 Actions). Each Fury within 90 feet of another Fury moves within 5 feet of another Fury. This movement does not provoke opportunity attacks.

Synchronous Screech (Costs 3 Actions). All Furies screech together with viciousness. Each creature within 30 feet of at least two Furies must make a DC 15 Constitution saving throw. On a failed save, a creature takes 16 (3d10) thunder damage and is stunned until the end of its next turn. On a successful save, a creature takes half as much damage and isn't stunned.



Tisiphone, Fury of Murder

Medium Fiend (devil), lawful neutral

Armour Class 18 (plate)

Hit Points 136 (16d8 + 64)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	18 (+4)	14 (+2)	14 (+2)	18 (+4)

Saving Throws Dex +6, Con +8, Wis +6, Cha +8

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 11 (7,200 XP)

Blood Frenzy. Tisiphone has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Hellish Weapons. Tisiphone's weapon attacks are magical and deal an extra 13 (3d8) poison damage on a hit (included in the attacks).

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

Murderous. Whenever Tisiphone rolls a 20 on an attack roll, the damage is tripled.

Pack Tactics. Tisiphone has advantage on an attack roll against a creature if at least one of Tisiphone's allies is within 5 feet of the creature and the ally isn't incapacitated.

Unified Vengeance. If two or more Furies target the same creature with an attack or spell during the same round, that creature has disadvantage on all saving throws until the start of the next round.

Actions

Multiattack. Tisiphone makes three attacks.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage plus 13 (3d8) poison damage.

Screech. Ranged Spell Attack: +6 to hit, range 120/300 ft., one target. Hit: 16 (4d6 + 2) thunder damage.

Reactions

Vengeant. When Tisiphone sees an allied creature taking damage from an attacker within 5 feet of her, she makes a Claw attack against the attacker.



Maegara, Fury of Jealousy

Medium Fiend (devil), lawful neutral

Armour Class 18 (plate)

Hit Points 136 (16d8 + 64)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	18 (+4)	14 (+2)	14 (+2)	18 (+4)

Saving Throws Dex +6, Con +8, Wis +6, Cha +8

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 11 (7,200 XP)

Blood Frenzy. Maegara has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Hellish Weapons. Maegara's weapon attacks are magical and deal an extra 13 (3d8) poison damage on a hit (included in the attacks).

Jealous Rage. Whenever a hostile creature within 5 feet of Maegara targets a Fury other than Maegara with a spell or attack, they take 16 (3d10) psychic damage.

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

Unified Vengeance. If two or more Furies target the same creature with an attack or spell during the same round, that creature has disadvantage on all saving throws until the start of the next round.

Actions

Multiattack. Maegara makes three attacks.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage plus 13 (3d8) poison damage.

Screech. Ranged Spell Attack: +6 to hit, range 120/300 ft., one target. Hit: 16 (4d6 + 2) thunder damage.

Reactions

Vengeant. When Maegara sees an allied creature taking damage from an attacker within 5 feet of her, she makes a Claw attack against the attacker.



Alecto, Fury of Anger

Medium Fiend (devil), lawful neutral

Armour Class 18 (plate)

Hit Points 136 (16d8 + 64)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	18 (+4)	14 (+2)	14 (+2)	18 (+4)

Saving Throws Dex +6, Con +8, Wis +6, Cha +8

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 11 (7,200 XP)

Blood Frenzy. Tisiphone has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Hellish Weapons. Tisiphone's weapon attacks are magical and deal an extra 13 (3d8) poison damage on a hit (included in the attacks).

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

Murderous. Whenever Tisiphone rolls a 20 on an attack roll, the damage is tripled.

Pack Tactics. Tisiphone has advantage on an attack roll against a creature if at least one of Tisiphone's allies is within 5 feet of the creature and the ally isn't incapacitated.

Unified Vengeance. If two or more Furies target the same creature with an attack or spell during the same round, that creature has disadvantage on all saving throws until the start of the next round.

Actions

Multiattack. Alecto makes three attacks.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage plus 13 (3d8) poison damage.

Screech. Ranged Spell Attack: +6 to hit, range 120/300 ft., one target. Hit: 16 (4d6 + 2) thunder damage.

Reactions

Vengeant. Whenever Alecto sees an allied creature taking damage from an attacker within 5 feet of her, she can make a Claw attack against the attacker.

