



QIPHON

A qiphon is a small, evil demon that seeks to destroy everything that is good. Standing between 3 and 4 feet tall and weighing 40 to 50 pounds, their diminutive stature belies their destructive power. Their leathery skin ranges in hue from light violet to almost black purple, and their burning eyes are ever-present reminders of the chaotic eldritch energy within. Qiphons have been known to raze entire villages to the ground, leaving smoldering ruins and death in their wake. They are prized for their ferocity by evil warlocks but are hard to control. Usually, a rampaging qiphon results from a warlock losing control before it destroys them.

Wrecking Ball. Qiphons charge recklessly into and through whatever is in front of them, goring enemies with their horns or bursting through walls just for fun.

Eldritch Blasters. Chaotic energy burns in a qiphon's eyes and flashes brightly just before shooting out as eldritch blasts.

Rotting Presence. A qiphon corrupts everything around it with necrotic energy, slowly killing anything living that comes within close range.

QIPHON

Small fiend (demon), chaotic evil

Armor Class 13
Hit Points 7 (3d4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	11 (+0)	10 (+0)	8 (-1)	12 (+1)

Skills Deception +3, Perception +1

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, Common

Challenge 1 (200 XP)

Proficiency Bonus: +2

Charge. If the qiphon moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Innate Spellcasting. The qiphon's innate spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *eldritch blast*

1/day each: *hunter's mark*

Reckless. At the start of his turn, the qiphon can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Rotting Presence. Any creature that isn't a demon that starts its turn within 10 feet of the qiphon must succeed on a DC 13 Constitution saving throw or take 3 (1d6) necrotic damage.

ACTIONS

Gore. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Chain Flail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

VARIANT: QIPHON FAMILIAR

Qiphons are powerful servants for mortal spellcasters interested in extraplanar familiars but are extremely difficult to control. These qiphons are perpetually tugging at their chains, eager to destroy everything around them. They regularly test their summoner's willpower to break their control and wreak havoc. Such qiphons have the following traits.

Familiar. The qiphon can serve another creature as a familiar, forming a telepathic bond with its willing master. While the two are bonded, the master can sense what the qiphon senses as long as they are within 1 mile of each other. While the qiphon is within 10 feet of its master, the master is immune to the effects of its rotting presence trait.

Unwilling Servant. At the beginning of each day, the qiphon makes a Charisma saving throw against its master's spell save DC plus their spellcasting ability modifier. The demon has disadvantage on this saving throw if its master says its true name. On a failed save, the demon continues to obey its master. On a successful save, the master's control of the demon ends, and it begins to attack all non-demons in sight.