



DUNGEONS & LAIRS #25: PAZUZU'S AERIE

Pazuzu's Aerie is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 11, 14, 17, or 20**. This document offers details for each level and makes adjustments accordingly. The characters must travel to The Endless, a realm of chaos and evil, to battle a gruesome demon prince.

PLUG-IN ADVENTURE

As a plug-in adventure, the adventure content serves as drop-in material for game masters who wish to add a dungeon to a preexisting campaign or need a side quest. If you need a hook for this adventure or already have a similar hook, the Pazuzu's Aerie Hooks table below offers details for introducing this adventure to your players.

Gold Rewards. To further incentivize the party to enter The Endless and risk the dangers therein, the party's patron might offer them a gold reward. If you aren't sure how much to reward the party for completing the adventure, pay them a total of 2,000 gp per level of the adventure, assuming their patron is wealthy enough to afford such a price.

OMERIA PLACEMENT

This adventure takes place in The Endless, an infinite realm of chaos and evil. The Endless is not just a single plane, but a collection of gruesome realms crudely connected by various portals, conduits, and other extraplanar channels. To reach this plane from Omeria, the characters will need to have a magical method of extraplanar travel such as the *gate* or *plane shift* spells. Alternatively, they can travel to The Endless via The Narrow Path, the details of which are included in the Appendix.

PAZUZU'S AERIE HOOKS

d8	Side Quest Type	Details
1	Fetch Quest	Pazuzu holds the soul of one of his recent possessions. To free the child of Pazuzu's influence, the characters must take it back from Pazuzu.
2	Recover Stolen Item	Pazuzu stole the <i>Skull of Envy</i> from its previous owner. While Pazuzu has no interest in using the item, he hopes to use it to corrupt others.
3	Receive Information	Pazuzu knows a path that leads to a specific layer of The Endless. The characters must convince Pazuzu to depart with this information.
4	Rescue Mission	An archmage ally of the characters recently fell into one of Pazuzu's traps. The archmage is currently being held on the bottom-most layer of Pazuzu's aerie.
5	Find a Missing NPC	Lord Reverence of the Planes vanished somewhere in The Endless. Pazuzu might know where he went.
6	Monster Hunt	Pazuzu possessed and killed six Omerian children; he must be stopped.
7	Supernatural Investigation	An old well in the desert is actually a portal to Pazraelia.
8	Secure Aid	Only Pazuzu knows how to defeat the demon prince Orcus, ruler of Aqen. The characters must convince Pazuzu to assist them.

RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. If you don't have these books, you can access a free basic ruleset from the official source.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

Spells and nonmagical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the Appendix.

LEVEL SELECTION

Before play, be sure to know the level at which you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout the levels. However, most of the encounters, hazards, traps, and treasure scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 11th, 14th, 17th, or 20th, the chart below shows you which version of the adventure you should select for each level. A given version of the adventure might be easier or harder for a given party. It's not recommended that you run this adventure for characters with an average party level of less than 11 as the characters may find it too difficult.

SCALING THE ADVENTURE

Average Party Level	Recommended Adventure Version	Relative Difficulty
11	11th-level	Hard
12	11th-level	Medium
13	11th-level	Easy
14	14th-level	Hard
15	14th-level	Medium
16	14th-level	Easy
17	17th-level	Hard
18	17th-level	Medium
19	17th-level	Easy
20	20th-level	Hard

PAZUZU'S AERIE

Pazuzu lives in the "topmost" level of The Endless, in a realm called Pazraelia. Pazraelia is known for its various pits and chasms, all of which serve as gateways to deeper layers of The Endless. Although other demon lords claim dominance over certain sections of the realm, ultimately, Pazuzu is Pazraelia's ruler. His winged demonic forces fill the skies above Pazraelia.

Pazuzu's fortress is a tall karst that thrusts out of the heart of a grand chasm at the center of the realm. Riddled with holes and jagged passages, this gruesome, black pillar is home to vrocks, abyssal harpies, and other winged dangers who offer their unwavering loyalty to the demon prince.

MAGICAL CONDITIONS

Because the aerie exists within Pazraelia, it possesses features unique to The Endless. The Endless is not friendly towards spellcasters, especially those from beyond The Endless' borders.

Magic Draws Attention. The moment a spell that isn't native to The Endless is used in Pazraelia, Pazuzu immediately knows the location of the spellcaster and the spellcaster's creature type. And if the spellcaster uses a spell of 6th level or higher, Pazuzu also knows the identity of the spellcaster.

Some spells don't cause too much of a stir with Pazuzu. However, he loathes spells that force binding and coercion, such as summoning spells. Such spells may cause Pazuzu to summon 1d6 **vrocks** to challenge the intruder.

Divination. Divination spells work normally in The Endless, but they always draw the attention of the layer's respective demon prince. Furthermore, they open up a direct line of telepathic communication between the demon prince and the spellcaster for 1 hour after a spell is cast. While connected in this way, the demon prince can freely communicate with the spellcaster. Additionally, the demon prince can target the spellcaster with enchantment spells regardless of range for the duration of their telepathic connection so long as the target remains on the layer.

Evocation. The Endless amplifies destructive spells, particularly those that deal cold, fire, or lightning damage. Treat all evocation spells that deal cold, fire, or lightning damage as having been cast 1 level higher than the spell slot used. These spells are also highly destructive. Traits and features that allow spellcasters to avoid targeting certain creatures, such as the evoker's Sculpt Spells feature, fail in The Endless.

Illusion. Illusion magic works the same in The Endless, except the illusion might take on gruesome features that befits the respective layers' ruler. For example, a *minor illusion* spell used to create an illusory boulder might create a boulder that bleeds from its pores or has eyeballs growing out of it.

Necromancy. Necromancy works in The Endless, as demons enjoy the corruptive nature of undeath. However, spells like *animate dead* allow petitioners, lesser demons, and other abyssal creatures to take over the body of the undead creature. The spellcaster must make an Intelligence (Arcana) check with a DC equal to 10 plus the spell's level. On a success, the undead creature is under the spellcaster's

control. Otherwise, it's possessed by a creature loyal to the layer. The possessed undead might serve as a spy for the layer's demon prince or even attack the spellcaster.

Transmutation. Spells that alter and change matter often fail as a result of the corrupting nature of The Endless. Whenever a transmutation spell is attempted, the caster or the recipient (if there is one) must make an Intelligence (Arcana) check with a DC equal to 10 plus the spell's level. On a success, the spell works normally. Otherwise, the spell changes to fit the nature of the layer. For example, a wizard that cast *fly* might cause the recipients to grow feathery or leathery wings like a vrock's. A *flesh to stone* spell might turn the caster themselves to stone. And so forth.

ABYSSAL CREATURES

Multiple creatures throughout the adventure have the "abyssal" prefix. Creatures with this prefix use their normal stat blocks, except with the following changes:

- The creature's type becomes fiend and its alignment becomes chaotic evil.
- The creature loses any vulnerabilities, resistances, and immunities it had before the prefix. It then gains resistance to cold, fire, and lightning damage, as well as bludgeoning, piercing, and slashing damage from nonmagical attacks. The creature also gains immunity to poison and the poisoned condition.
- Unless its darkvision is already greater or it has truesight, the creature gains darkvision out to 120 ft.
- If the creature could previously speak a language, it also knows Abyssal and gains telepathy out to 120 ft. If the creature cannot speak a language, it does not gain this benefit.
- **New Trait: Magic Resistance.** The creature has advantage on saving throws against spells and other magical effects.
- **New Trait: Magic Weapons.** The creature's weapon attacks are magical.

GETTING TO THE AERIE

To reach the aerie, the characters must be in Pazraelia, a layer of The Endless. Of course, The Endless is not an easy place to get to. See the section on Omeria Placement above for details on travel via The Narrow Path.

Once in Pazraelia, the characters need to travel across Pazraelia's blasted landscape to the Great Chasm within which Pazuzu's Aerie rises. The journey won't be easy. Have the characters make a skill challenge (see the sidebar for details on skill challenges).

Time Requirement. This particular skill challenge requires five days of travel.

Primary Checks. The primary checks for traveling through Pazraelia are Intelligence (Arcana), Intelligence (Religion), Wisdom (Perception), and Wisdom (Survival).

Difficulty. The DC for primary checks equals 10 plus half the adventure's level (rounded down). Add 5 to the DC for secondary checks.

Complexity. The characters must achieve 5 successes before they get 3 failures. If they succeed, they find Pazuzu's aerie. Otherwise, they must spend another five days traveling around Pazraelia and make a new series of checks.

Random Encounters. Each time the characters fail a skill check as part of this skill challenge, they experience a random encounter. Roll a d20 to determine what they encounter.

PAZRAELIA ENCOUNTERS

d20 Encounter

1-3	The characters encounter 1d4 + 1 vrocks looking for an easy meal.
4-5	A field of razorvine blocks the characters' passage. If they can't fly over the razorvine, they will need to add 1d4 days to their journey to avoid the field.
6	The characters encounter an abyssal adult black dragon . The black dragon wishes to draw the characters to its cause—the destruction of Pazuzu. Refusal forces the dragon to attack.
7	Six abyssal lizardfolk mounted on abyssal giant lizards lurk in a canyon through which the characters hope to pass. The lizardfolk are interested in trade but thanks to their temperamental nature, they are easily insulted.
8	A balor scours the landscape looking for conscripts for the Infernal War.
9	A sheltering cave during a dust storm is home to a family of 3d10 bloodthirsty abyssal giant spiders .
10-11	Having just escaped from an infernal conflict, a band of 2d10 abyssal centaurs crosses paths with the characters. The centaurs are led by a four-legged hezrou (its speed is 50 ft.)
12-13	A mob of 4d10 abyssal petitioners (commoners) dashes across the plain, eager to escape their loathsome masters.
14	Two mariliths fight each other atop a high mesa, the constant clang of their blades audible for nearly a mile around.
15	Two abyssal giant apes lead a train of twenty chained human slaves (commoners).
16	A glabrezu wielding a +3 <i>longsword</i> that crackles with black energy hunts in the area. The glabrezu's sword deals an extra 1d8 necrotic damage on a hit, and it can replace its fist attacks with longsword attacks. The glabrezu wears a cape made of humanoid scalps to which it hopes to add the characters' own scalps.
17	2d10 dretches sleep around the edge of a bubbling tar pit.
18	A mummy wanders the plain, trying to remember details of its former life.
19	1d10 swarms of abyssal bats blot out the sky above. Thirsty for blood, they attack any living creature they see.
20	Pazuzu (see the Appendix) and a murder of 2d6 vrocks fly overhead. If the characters recently used magic that drew attention to themselves, Pazuzu is specifically looking for the characters.

REGIONAL EFFECTS

The region containing Pazuzu's lair is warped by his magic, creating one or more of the following effects.

- Winged beasts within 6 miles of the lair break are unnaturally aggressive against non-winged creatures.
- Creatures within 1 mile of Pazuzu's lair frequently see a pale-faced human hiding within shadows. The face is an illusion, but still chills those who witness it to the bone.
- If a humanoid spends at least 1 hour within 1 mile of Pazuzu's aerie, that creature must succeed on a DC 21 Wisdom saving throw or descent into a madness determined by the Madness of Pazuzu table. A creature that succeeds on this saving throw can't be affected by this regional effect again for 24 hours.

If Pazuzu dies, these effects fade over the course of 1d10 days.

MADNESS OF PAZUZU

If a creature goes mad in Pazuzu's lair or within line of sight of the demon lord, roll on the Madness of Pazuzu table to determine the nature of the madness, which is a character flaw that lasts until cured.

MADNESS OF PAZUZU

d100 Flaw (lasts until cured)

01-20	"I enjoy corrupting innocents."
21-40	"Nothing gives me greater pleasure than watching the pain and suffering of others; especially if I am the one who caused it."
41-60	"I frequently see a pale-faced stranger hiding in the shadows. When I try to confront them, they disappear."
61-80	"The presence of good-aligned clerics and priests nauseates me."
81-100	"I collect odd trinkets and shiny baubles."



KEYED LOCATIONS

The following locations are keyed to the map of Pazuzu's Aerie on page 4 and 5.

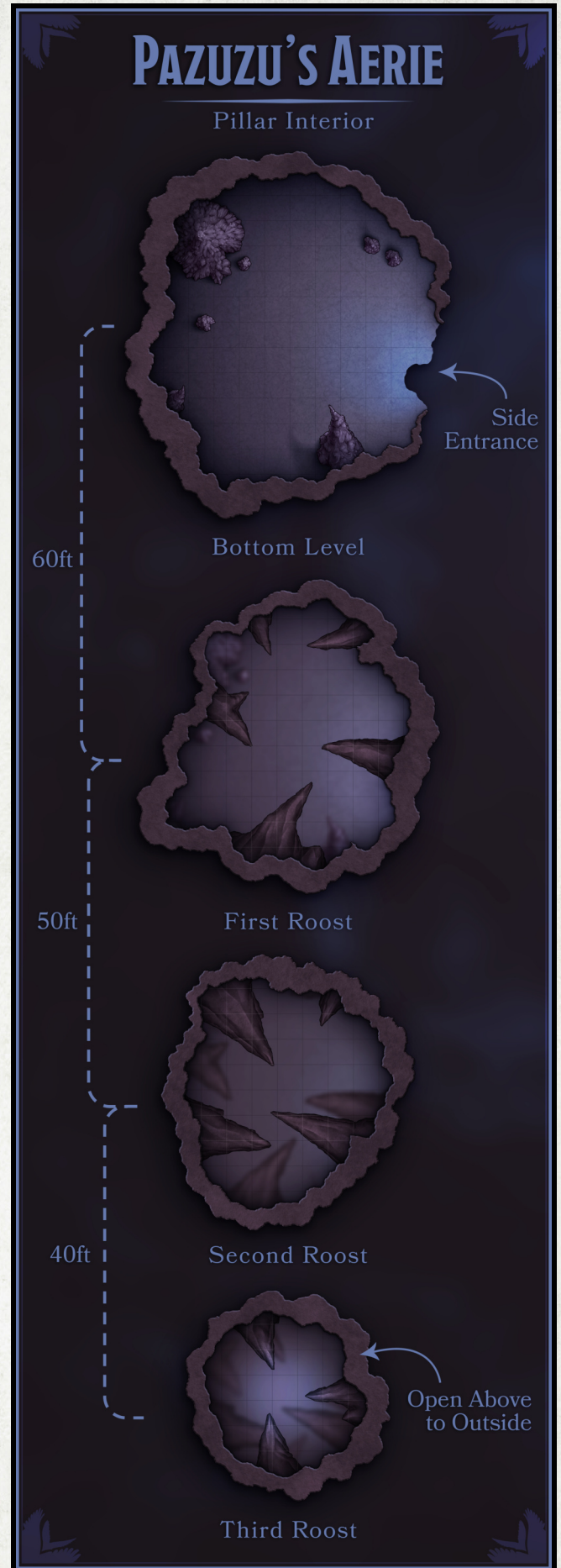
EXTERIOR

The exterior of Pazuzu's aerie is possibly the most dangerous part of the entire complex. The pillar itself stands at the center of a great dark chasm. Characters without flight or other creative means of surpassing the bottomless pit won't be able to reach the aerie. A creature that tumbles into the abyss is immediately transported to a random layer of The Endless. Use the Random Layers of the Endless table below to determine where they go.

RANDOM LAYER OF THE ENDLESS

d100 Layer

01	Air-dominant
02	Earth-dominant
03	Fire-dominant
04	Water-dominant
05-10	Infernal war battleground (demons vs. devils)
11-15	Burning hellscape
16-20	Demonic city
21	Desert of sand
22	Desert of ice
23	Desert of salt
24	Desert of ash
25-30	Grass plain (filled with predators)
31-35	Mountainous
36-37	Negative-dominant (major)
38-39	Negative-dominant (minor)
40-45	Normal (as the Material Plane)
46	Sea of water
47	Sea of acid
48	Sea of insects
49	Sea of magma
50-55	Subterranean
56-60	The Triple Layer of the Dark Prince
61-65	Aqen, Realm of Death
66-70	Domain of the Drider Queen
71-75	Jungles of Revolt
76-80	The Trickster's Oasis
81-85	Zistruenope
86-90	The Kingdom of Filth
91-95	The Endless Maze
96-100	The Night Prison



Heavy Winds. Heavy winds constantly batter the area outside the aerie. Fiends and other abyssal creatures aren't affected by the winds, nor are creatures with magical flight. All ranged weapons attack roll and Wisdom (Perception) check are made with disadvantage outside of the aerie. The winds extinguish open flames, disperse fog, and make flying by nonmagical means nearly impossible.

Guardians. Winged guardians constantly protect the outside of the aerie. The nature of these guardians depends on the level of the adventure, as shown on the table below. These creatures are fiercely loyal to Pazuzu (mostly out of fear) and fight until destroyed.

AERIE EXTERIOR GUARDIANS

Adventure Level Guardian

11th	2 abyssal harpies, 3 vrocks
14th	4 abyssal harpies, 4 vrocks
17th	1 nalfeshnee, 4 abyssal harpies, 2 vrocks
20th	1 nalfeshnee, 4 abyssal harpies, 4 vrocks

BOTTOM LEVEL

An **abyssal ettin** that crawled its way up from the chasm surrounding the aerie lurks in this chamber. The ettin is named Ugan and Ulabag. The left head, Ulabag, is relatively handsome for an ettin, with a strong jaw, straight teeth, and piercing blue eyes tinged with red. Ugan's head is encased in a steel helmet that covers his face, ears, and nose. Only his constantly drooling mouth is visible. Because Ugan's head is encased in a helmet, the ettin loses its Two Heads feature.

Ulabag speaks for both heads with only the occasional grunt given by Ugan. Although they are chaotic evil, the pair don't enjoy toying with non-demons that enter this level of the aerie. They might even be willing to negotiate with the characters if the characters work to earn the pair's trust.

If pushed into combat, the pair attempt to toss targets out of the entrance into the chasm surrounding the abyss. A creature that tumbles into the abyss is immediately transported to a random layer of The Endless. Use the Random Layers of the Endless table above to determine where they go.

If the characters came here looking for their **archmage** ally, they are here, unconscious at 0 hp but stable. They have no spell slots left and are suffering from two levels of exhaustion as well as the Madness of Pazuzu (see above).

Climbing the Spire. There are no proper levels above the bottom one. Instead, large spikes jut out from the aerie's walls. If the characters have no access to flight or short-distance teleportation, they will need to climb the walls with a successful DC 20 Strength (Athletics) check. A character on the next roost can let down a rope to give other characters advantage on this check.

FIRST ROOST

A swarm of **abyssal stirges** crowds this layer of the aerie. Regardless of the characters' level, these creatures serve as a hazard rather than a challenge. This entire section counts as



difficult terrain. When a non-fiend enters this area for the first time or ends its turn in this area, the creature must make a DC 15 Constitution saving throw. A creature takes 22 (4d10) piercing damage on a failed save, or half as much damage on a successful one. *Dispel evil and good* forces the stirge swarm back into their roosts where they remain for an hour after the spell is cast.

SECOND ROOST

Unless encountered elsewhere, this is where the demon lord **Pazuzu** roosts. Chaotic to the extreme, Pazuzu's attitude towards intruders varies from round to round. One moment curiosity might seize him; the next, he may lash out. To determine how Pazuzu reacts to the characters when they enter his aerie, roll a d6 and refer to Pazuzu's Attitude table below. Pazuzu's statistics are included in the Appendix.

If the characters are looking for information (see Adventure Hooks), he knows it, though he is unlikely to share it without receiving information or payment in return. If they are looking for a soul stolen by Pazuzu, he may release it voluntarily if incentivized, or it will be freed if he is destroyed.

If Pazuzu fights the characters, the demon prince fights until destroyed. As a demon prince with a sizable following, nothing short of divine intervention will rid The Endless of his presence. He rejuvenates in The Endless in 1d100 days.

PAZUZU'S ATTITUDE

d6 Pazuzu's Attitude

1-2 **Curious.** Pazuzu wants to learn more about the ones who have entered his aerie. He asks the characters a series of questions before he decides how to handle them best. After he interacts with them for a few rounds, have the characters make a group DC 12 Charisma check. If half of the characters succeed on the check, Pazuzu is willing to parlay and negotiate with them. Otherwise, he turns hostile.

3-4 **Indifferent.** Pazuzu does not seem to care about the characters. He is content to sit on one of the spikes on the wall and watch the characters. If the characters attack Pazuzu or annoy him in some way, he switches to hostile.

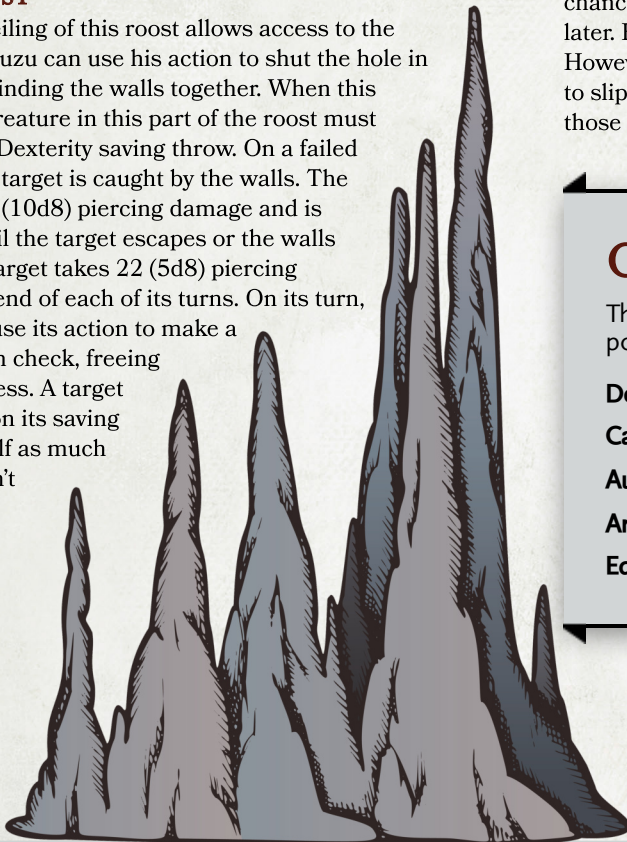
5-6 **Hostile.** The characters' presence annoys Pazuzu. He attacks.

Pazuzu's Treasure. The demon prince doesn't care much for material wealth—in his mind, robbing humanoids of their innocence is a prize that few treasures can top—but does have a collection of trinkets and magic items that he felt were worth keeping around. He keeps 1d8 rubies worth 5,000 gp each, plus one random magic item. Roll on the table below to determine the magic item's nature. If the characters entered the aerie seeking a particular item (see the Adventure Hooks table on page 1 for details), then that item is here among the other items. All magic items were crafted in The Endless.

Pazuzu keeps this treasure in a hardened shell made from clear, gelatinous resin. A creature must use its action to break apart the shell, doing so with a successful DC 15 Strength check. Otherwise, the shell has AC 15, 25 hit points, and immunity to poison and psychic damage.

THIRD ROOST

A hole in the ceiling of this roost allows access to the pillar's top. Pazuzu can use his action to shut the hole in the ceiling by binding the walls together. When this happens, any creature in this part of the roost must make a DC 18 Dexterity saving throw. On a failed saving throw, a target is caught by the walls. The target takes 45 (10d8) piercing damage and is restrained. Until the target escapes or the walls release it, the target takes 22 (5d8) piercing damage at the end of each of its turns. On its turn, the target can use its action to make a DC 18 Strength check, freeing itself on a success. A target that succeeds on its saving throw, takes half as much damage and isn't restrained.



PAZUZU'S TREASURE

d20 Magic Item

1	<i>adamantine plate armor</i>
2	<i>dagger +3</i>
3	<i>demon armor</i>
4	<i>ioun stone of intellect</i>
5	<i>manual of iron golems</i>
6-7	<i>ring of regeneration</i>
8	<i>rod of alertness</i>
9	<i>rod of security</i>
10	<i>scimitar +3</i>
11	<i>spear +3</i>
12	<i>spellguard shield</i>
13	<i>splint armor of fire resistance</i>
14	<i>staff of power</i>
15	<i>staff of thunder and lightning</i>
16	<i>sword of sharpness</i>
17-18	<i>tome of clear thought</i>
19	<i>tome of understanding</i>
20	<i>wand of the war mage +3</i>

AFTERMATH

Pazuzu is a petty demon prince, but he also has a short memory. Even if the characters manage to defeat the demon prince and steal from him, unless Pazuzu considers the encounter a grave insult or wound to his pride, there is a 50% chance that he totally forgets about the encounter a few days later. His love of corruption often steals his attention away. However, if the characters do insult the demon prince or fail to slip from his memory, Pazuzu will spend decades harming those closest to the characters. Ω

CREDITS

The following creators made this adventure possible:

Design and Writing. DMDave

Cartography. Venatus Maps

Audio. McRoMusic

Art. Venatus Maps, Shutterstock

Editing, Proofing, Layout. Laura Jordan

APPENDIX

THE NARROW PATH

The Narrow Path is a planet-sized maelstrom so powerful that it shreds thoughts. Its colossal accretion disks stretch out like the arms of the squid. To even view it is to accept its pull. There is no escape. Every character needs to make six saving throws in the following order.

- A DC 15 Strength saving throw to protect themselves from being pulled apart by The Narrow Path's violent currents.
- A DC 15 Dexterity saving throw to avoid large bits of protomatter sliding towards the gap's event horizon.
- A DC 15 Constitution saving throw to maintain concentration during the descent.
- A DC 15 Intelligence saving throw to recall the sage's directions during the descent.
- A DC 15 Wisdom saving throw to prevent oneself from going mad during the descent.
- A DC 15 Charisma saving throw to avoid total disincorporation.

The fate of each character depends on how many successful saving throws they achieve, as shown on the table below.

THE NARROW PATH SAVING THROWS Successes Outcome

0	The Narrow Path completely eradicates the character. Not even The Great Creator can return them to life.
1-2	The character takes 45 (10d8) force damage, 45 (10d8) necrotic damage, and 45 (10d8) psychic damage. If this drops the character's hit points to 0, they are completely eradicated (see above). Even if they survive, they are forever changed by the event. They gain one form of indefinite madness which can never be cured.
3-4	Same as above, except the character takes half as much damage and does not gain a form of indefinite madness if they survive.
5-6	The character survives the trip through The Narrow Path unscathed.

SKILL CHALLENGES

Skill challenges simulate an attempt to perform a task that takes longer and is usually harder than a single ability check. In its most basic form, the characters make a series of ability checks with the goal of earning a required number of successes before accumulating a maximum number of failed checks (similar to how death saving throws work).

Usually, the players decide which checks they want to contribute to the skill challenge. Typically, the characters may perform a given ability check only one time; if they attempt to repeat an ability check, they make the second check with

disadvantage. The ability checks they make are lumped into two categories: primary and secondary. Both types of ability checks have their own DCs—more often than not, the secondary check DCs are 5 or higher than the primary check DCs. The skill challenges usually list the primary skills used for the challenge. All other skill checks contributed to the challenge are considered secondary. The characters are free to use any skill they like for secondary so long as they can give a good (and creative!) reason why it would help with the overall skill challenge. Any character can contribute a skill check to the challenge, and a character can make more than one check if they like.

So long as the characters achieve the required number of successes before achieving the number of failures for the challenge, the challenge is successful. The results for success and failure are detailed in the skill challenge's description.

PAZUZU

Pazuzu is a powerful demon who specializes in possession. He has recently discovered the demiplane of Casar and is possessing humanoids in the hopes of learning whether he and his abyssal hordes can use Casar as a foothold for his extraplanar interests.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Pazuzu can take a lair action to cause one of the following effects. He can't use the same effect two rounds in a row.

- Pazuzu creates a spike that grows from a nearby wall that he can see within 60 feet of him. One creature within 10 feet of that point must make a DC 21 Dexterity saving throw, taking 33 (6d10) piercing damage on a failed saving throw, or half as much damage on a successful one.
- Pazuzu creates a *gust of wind* (save DC 21), as per the spell, except it originates from a point of Pazuzu's choice that he can see within 60 feet of him.
- Pazuzu can summon a **vrock** to possess a creature that Pazuzu can see within 300 feet of him. That target must succeed on a DC 21 Wisdom saving throw or become possessed by the vrock.

While possessed, the target is incapacitated and loses control of its body. The vrock now controls the body but doesn't deprive the target of awareness. The demon can't be targeted by any attack, spell, or other effect, except ones that affect fiends. The target's alignment becomes chaotic evil, its Intelligence and Charisma scores become 8, and its Wisdom score becomes 13. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the vrock ends it as a bonus action, or the vrock is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the vrock returns to the Endless. The target is immune to the vrock's possession for 24 hours after succeeding on the saving throw or after the possession ends.



PAZUZU

Large fiend (demon), chaotic evil

Armor Class 21 (natural armor)
Hit Points 315 (30d10 + 150)
Speed 30 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	23 (+6)	20 (+5)	25 (+7)	22 (+6)	22 (+6)

Saving Throws Dex +13, Con +12, Wis +13
Skills Deception +13, Insight +13, Perception +20, Persuasion +13
Damage Resistances cold, fire, lightning
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses truesight 120 ft., passive Perception 30
Languages all, telepathy 120 ft.
Challenge 23 (50,000 XP)

Innate Spellcasting. Pazuzu's spellcasting ability is Intelligence (spell save DC 21). He can innately cast the following spells, requiring no material components:

At will: *charm person*, *detect magic*, *detect thoughts*, *dispel magic*
3/day each: *counterspell*, *darkness*, *dominate person*, *telekinesis*, *teleport*
1/day each: *dominate monster*, *foresight*, *greater invisibility*, *magic circle*

Legendary Resistance (3/Day). If Pazuzu fails a saving throw, he can choose to succeed instead.

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

Magic Weapons. Pazuzu's weapon attacks are magical.

Actions

Multiattack. Pazuzu makes four attacks: one with his scimitar, one with his beak, one with his claws, and one with his talons.

Beak. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Scimitar. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 14 (4d6) necrotic damage.

Talons. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one creature. *Hit:* 17 (2d10 + 6) slashing damage and the target is grappled (escape DC 21). Until the grapple ends, Pazuzu has advantage on attacks made against the grappled target and he can't use his talons on another target.

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

Legendary Actions

Pazuzu can take 3 legendary actions, 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. Pazuzu regains spent legendary actions at the start of his turn.

Attack. Pazuzu attacks once with his talons.

Eyes of Pazuzu. Pazuzu targets one creature that he can see within 120 feet of him. That creature has disadvantage on Wisdom saving throws until the end of Pazuzu's next turn. Once Pazuzu uses this legendary action, he can't use it again until the end of his next turn.

Teleport. Pazuzu uses his Teleport action.

Vulgar Display of Power (Costs 2 Actions). Pazuzu casts one of his at will spells.

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