



CYBERDEMON

Huge fiend (demon), chaotic evil

Armor Class 20 (natural armor)

Hit Points 362 (25d12 + 200)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	9 (-1)	27 (+8)	7 (-2)	14 (+2)	12 (+1)

Saving Throws Str + 15, Dex + 6, Con +15, Wis +9

Skills Perception +9

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120ft., passive Perception 19

Languages Abyssal

Challenge Rating 22 (41,000 XP)

Death Burst. When the cyberdemon dies, it explodes in a burst of fire, shrapnel and electric energy. Each creature within 30 feet of it must make a DC 20 Dexterity saving throw, taking 52 (15d6) fire damage plus 35 (10d6) lightning damage and 17 (5d6) piercing damage on a failed save, or half as much of each damage on a successful one. The explosion ignites flammable objects

The devious engineers of the Abyss are always delighted when they uncover worlds where truly unique technology comes to their fiendish attention. When they encountered an advanced race whose magic was all-but extinguished, the demons discovered the peoples mundane weaponry was every bit as destructive as the most potent of spells.

At the behest of demon lords throughout the layers of the Abyss, demonic tinkerers set to work, learning how to fuse demon flesh with the advanced technology of the conquered and fallen race of star-traveling mortals. Their pinnacle achievement was the creation of the cyberdemon.

Upgraded Fiends. Of all the demonic forms, the only one capable of withstanding the terrible and painful experiments of fusing metal circuitry with living tissue were the minotaur-like goristros. Barely above the intelligence of a well-trained pet, goristros were not only tough enough to live through the excruciating agony of the experiments, but also entirely subservient to their masters, making them the perfect test subjects. The result of this obedience is a demon fused with mechanical parts. Its one most obvious upgrade is also its most devastating improvement - a rocket arm. Able to fire heated blasts of energy, the bulky arm severely off-balances a goristro's center of gravity, meaning any attempts to swing at nearby foes immediately causes them to topple over. However, the rapid-fire nature of their rocket arm means that most opponents have almost no chance of getting close to these walking cannons. And while they lack melee capabilities, their embedded armor usually protects them entirely from nearby blasts. When they perish however, the electrical current powering their arm and armor detonate in an explosion of fire, shrapnel and an electrical wave.

in the area that aren't being worn or carried, and it destroys the cyberdemons weapons along with any devices or weapons within the radius that require electrical power.

Evasive Armor. If the cyberdemon is subjected to an effect that allows it to make a dexterity saving throw to take only half damage, the cyberdemon instead takes no damage if it succeed on the saving throw, and only half damage if it fails.

Labyrinthine Recall. The cyberdemon can perfectly recall any path it has traveled.

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

ACTIONS

Multiattack. The cyberdemon attacks three times with its rocket arm.

Rocket Arm. *Ranged Weapon Attack:* +15 to hit, range 60/120 ft., one target. *Hit:* 28 (8d6) fire damage.