



LADY OF ANGUISH

HUGE FIEND, NEUTRAL EVIL

Armour Class 18 (Fungal Flesh)

Hit Points 273 (23d12+104)

Speed 40 ft., 60 ft. fly

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	19 (+4)	16 (+3)	14 (+2)	16 (+3)

Saving Throws STR +12, CON +9

Skills Athletics +12, Deception +8, Insight +7, Intimidation +8, Perception +7, Persuasion +8

Damage Resistances acid, bludgeons, cold, lightning, spells, necrotic

Damage Immunities poison, psychic

Damage Vulnerabilities fire

Condition Immunities charmed, diseased, frightened, grappled, poisoned

Senses truesight 120 ft., Passive Perception 17

Languages Abyssal, Common

Challenge 14 (11,500 XP)

Proficiency Bonus +5

Magic Resistance. A Lady of Anguish has advantage on saving throws against spells and other magical effects.

Miasma of Decay. Creatures within a 10 ft. radius emanating from the Lady of Anguish must succeed on a DC 15 Constitution saving throw against poison or be stunned. Stunned creatures can repeat the saving throw at the end of each of their turns, recovering with a successful save. This save only has to be taken once per encounter.

Fungal Discharge. Any creature that is in within 10 feet of the Lady of Anguish when it is damaged by a Melee Attack must succeed on a DC 15 Constitution saving throw or gain 1 level of Exhaustion. Creatures that die from Exhaustion or have been killed by the Lady of Anguish change their profile to the Child of Ruin profile, and are under the control of the Lady of Anguish. A Lady of Anguish is always accompanied by 11 (4d3+3) Children of Ruin.

ACTIONS

Multiattack. A Lady of Anguish makes three Blades of Chuul attacks.

Blades of Chuul. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 16 (2d8+7) slashing damage.

A disturbing blend of the horrific and the beautiful, the Lady of Anguish is a bizarre combination of wasted flesh and fungal growth. She is a winged garden of rot, possessing truly terrifying power. Flying out of reach of her enemies on moth-like wings, the growths on her body disperse spores into the air that infect any organic material that they touch.

At first virtually undetectable, the spores branch out beneath the flesh of any sentient victim unlucky enough to inhale them. The infection grows in the warm damp of the lungs, forming an interlinked mycelium network that wraps around the host's central nervous system. By releasing

assorted hormones and chemicals, the demonic fungus can seize control of the body it inhabits, turning it into a meat puppet that is completely obedient to the Lady of Anguish.

A helpless marionette, the victim turns on former comrades, their movements uncoordinated, erratic, and disturbing. It is then that the Lady of Anguish strikes, dropping from the skies with viscera trailing from her ravaged body. Her disturbing countenance resembles a courtier of old, and it is with a mocking flourish that she invites her foes to the dance of blades.