

# LADY OF CHAOS

Within the furthest regions of Yhtar, where chaos reigns supreme, the Lady of Chaos emerges as a harvester of souls and an embodiment of unbridled destruction. Whispers in the infernal winds tell of a dark connection between her and the Lord of Malice, a rumored twin sibling whose ties bind them across the realm.

Whether true kinship or mere speculation, the Lady of Chaos is a force to be feared and revered.

A towering figure, she stands with an imposing and otherworldly grace, her form wreathed in the flickering flames of her demonic essence. Her carapace, akin to an insect's armor, offers both protection and a testament to the monstrous strength within.

The Lady of Chaos is an unsettling blend of brutal martial prowess and intellectual cunning. Behind her bestial visage lies a keen intellect, appreciating the artistry of combat with a bloodlust that mirrors the chaos she seeks to spread. Her predatory eyes gleam with an unholy intelligence, challenging the notion of mindless aggression commonly associated with more martial demons.

A mistress of torment, the Lady of Chaos is relentless in her pursuit of souls. Those unfortunate enough to fall beneath her sword wreathed in spirits are condemned to an eternity of burning agony. Capturing their essence, she transforms them into soul flame, which she wields as both a weapon and a grim demonstration of the infernal suffering she orchestrates. The burning souls cling to her intended victims, a spectral torment that immolates flesh and bone with relentless anguish.

As she stalks the battlefield, the Lady of Chaos exudes an air of confidence and malevolence. Her ultimate desire is whispered across Yhtar — the day when all existence succumbs to the cleansing fires. On that fateful day, she envisions stepping into her own pyre of souls, becoming an avatar of annihilation that brings an end to all things.

Among the demons of Discord, the Lady of Chaos stands only to demonstrate the boundless horrors that emerge from the depths of Yhtar. Those who encounter her know that they face not only a physical menace but a strategic and intellectual adversary, but a demonic force that hungers for the fiery demise of all creation.





# LADY OF CHAOS

## HUGE FIEND, NEUTRAL EVIL

**Armour Class** 18 (Natural Armour)

**Hit Points** 250 (20d12+120)

**Speed** 40 ft, 60 ft. fly

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	22 (+6)	20 (+5)	18 (+4)	22 (+6)

**Saving Throws** STR +12, INT +10

**Skills** Deception +11, Insight +9, Perception +9

**Damage Resistances** cold, fire, lightning, spells

**Damage Vulnerabilities** radiant

**Condition Immunities** poisoned

**Senses** truesight 120 ft., Passive Perception 19

**Languages** Common, Abyssal, Infernal

**Challenge** 14 (11,500 XP)

**Proficiency Bonus** +5

**Magic Resistance.** The Lady of Chaos has advantage on saving throws against spells and other magical effects.

**Soul Harvest.** When a Lady of Chaos reduces a creature to 0 hit points with a melee attack, it can use a bonus action to capture the creature's soul. The captured soul is bound to her, and she can unleash it as a soul fire against her enemies. A Lady of Chaos can have a maximum of 6 captured souls at a time.

### ACTIONS

**Multiattack.** Lady of Chaos makes two Claws attacks, and one Tooth of Mhaelok attack.

**Tooth of Mhaelok.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. Hit: 29 (4d10+7) necrotic damage.

**Claws.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 18 (2d10+7) slashing damage.

**Grasp of Darkness.** The Lady of Chaos can use her bonus action to unleash a darkness enshrouded grasp on a creature within 60 feet that she has captured with Soul Harvest. The target must make a DC 17 Dexterity saving throw, taking 35 (10d6) necrotic damage on a failed save, or half as much on a successful one. The Grasp of Darkness consumes one captured soul.

**Spectral Torrent.** The Lady of Chaos releases all captured souls in a

torrent of soul flame in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 72 (16d8) necrotic damage on a failed save, or half as much on a successful one. The Lady of Chaos loses all captured souls after using this ability.

**Soul Fire (Recharge 5-6).** The Lady of Chaos releases searing soul fire in a 60-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 63 (18d6) necrotic damage on a failed save, or half as much on a successful one.

### LEGENDARY ACTIONS

Lady of Chaos 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. Lady of Chaos regains spent legendary actions at the start of its turn.

**Spectral Grasp.** The Lady of Chaos uses her Grasp of Darkness.

**Discordant Flight.** The Lady of Chaos moves up to her flying speed without provoking attacks of opportunity.

**Discordant Flames (Costs 2 Actions).** The Lady of Chaos uses her Soul Fire ability.

OF NAKED SOULS I MANY  
FLOCKS BEHELD,  
WHO ALL WEPT VERY SORELY, WHILE ON EACH,  
A DIFFERENT LAW APPEARED TO BE IMPOSED.  
A FEW LAY ON THE GROUND UPON THEIR BACKS;  
AND SOME WERE SEATED CUDDLED UP TOGETHER;  
WHILE OTHERS MOVED ABOUT CONTINUALLY.  
MOST NUMEROUS WERE THOSE THAT MOVED  
AROUND, AND LEAST SO THOSE THAT UNDER  
TORMENT LAY, BUT ALL THE FREER HAD THEIR  
TONGUES TO WAIL."  
- DANTE'S INFERNO