

FREYBUG

Gargantuan monstrosity, chaotic evil

Armor Class 20 (natural armor)

Hit Points 350 (20d20 + 140)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	18 (+4)	25 (+7)	20 (+5)	11 (+0)	18 (+4)

Saving Throws Dex +11, Con +14, Wis +7

Skills Perception +14, Stealth +11

Damage Immunities fire; bludgeoning, piercing, and slashing from nonmagical attacks

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24

Languages understands Abyssal, Common, and Infernal but can't speak

Challenge 24 (62,000 XP)

Enduring. If the freybug is reduced to 0 hit points, it returns to life in 1d8 days and regains all hit points. Only a *wish* spell can prevent this trait from functioning.

Keen Hearing and Smell. The freybug has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Legendary Resistance (3/Day). If the freybug fails a saving throw, it can choose to succeed instead.

Mist Stalker. The freybug is invisible when within an area of mist or fog larger than its own size, unless it is within 10 feet of another creature.

Actions

Multiattack. The freybug makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit* 33 (4d12 + 7) piercing damage plus 14 (4d6) fire damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit* 20 (3d8 + 7) slashing damage.

Fire Breath (Recharge 5–6). The freybug exhales fire in a 60-foot-cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The freybug 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. The freybug regains spent legendary actions at the start of its turn.

Dash. The freybug moves up to its speed without provoking opportunity attacks.

Claw Attack. The freybug makes a claw attack.

Frightening Glare (Costs 2 Actions). One creature the freybug can see within 60 feet must succeed on a DC 19 Wisdom saving throw or fall prone and become frightened for 1 minute. While frightened in this way, a creature is unable to get or stand up. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

YOUNG FREYBUG

Huge monstrosity, chaotic evil

Armor Class 18 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	17 (+3)	9 (-1)	16 (+3)

Saving Throws Dex +8, Con +10, Wis +4

Skills Perception +9, Stealth +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19

Languages understands Abyssal, Common, and Infernal but can't speak

Challenge 14 (11,500 XP)

Enduring. If the freybug is reduced to 0 hit points, it returns to life in 1d8 days and regains all hit points. Only a *wish* spell can prevent this trait from functioning.

Keen Hearing and Smell. The freybug has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Mist Stalker. The freybug is invisible when within an area of mist or fog larger than its own size, unless it is within 10 feet of another creature.

Actions

Multiattack. The freybug makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit* 25 (3d12 + 6) piercing damage plus 10 (3d6) fire damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit* 15 (2d8 + 6) slashing damage.

Fire Breath (Recharge 6). The freybug exhales fire in a 30-foot-cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.