

# INGRIMM

*Vulturous Punishers of Sadistic Souls.*



The pits of the Nine Hells are a place of punishment and pain. For the sins they committed, the souls dragged below are punished for an eternity both as victims of devils or by becoming devils themselves. When they reach the nine, the fate of those who found pleasure in inflicting pain on others is to become Ingrim; insatiable inflictors of suffering to those who did so in life.

## TRANSFORMED TORMENTORS.

Especially cruel souls who take pleasure in inflicting pain on others are dragged to the Nine Hells and tortured for their sins. Pain is the punishment for pain, and they are hooked and burned with searing chains and trapped in blazing iron masks, never given a moment's solace. However, some souls eventually grow numb to the constant pain, their bodies twisting into new devilish forms. Imbued with newfound strength they free themselves and stalk for more wicked souls with whom they can share their pain.

## SEERING STALKERS.

The Ingrim have gained power over chains, allowing them to animate and even ignite them at will. Chains are in abundance in the Hells and Ingrim will perch atop the highest points of the desolate wastes, seeking out those who share their sin, waiting for the perfect moment to strike. Ingrim can sense when a target has enjoyed violent acts upon others, marking them for punishment. They will isolate a sinful soul and indulge in their instinct, sharing their new understanding of suffering with their kindred spirits.

## CHAINED CONFLAGRATION.

The Ingrim have transformed their punishment into their greatest weapons. Alighting their chains, they can inflict immense harm upon their enemies. They are incredibly skilled, using their chains as an extension of their own bodies. When attacking a target they can constrict them with a wrapped chain, maim them with the taloned tips, and even burn their wounds to ready them for new suffering. They are also adept acrobats, using the chains to move themselves with unsettling speed and accuracy. It is nearly impossible to escape an Ingrim once you have been marked, better to live your life free of wanton violence.



# Ingrimm

*Medium Fiend (Devil), Lawful Evil*

**Armor Class** 17 (Natural Armor)

**Hit Points** 104 (13d8 + 52)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+2)	18 (+4)	11 (+0)	12 (+1)	14 (+2)

**Saving Throws** CON +8, WIS +5, CHA +6

**Skills** Acrobatics +7

**Damage Resistances** Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

**Damage Immunities** Fire, Poison

**Condition Immunities** Poisoned

**Senses** Darkvision 120 ft., Passive Perception 11

**Languages** Infernal, Telepathy 120 ft.

**Challenge** 11 (7,200 XP)

**Proficiency Bonus** +4

**Devil's Sight.** Magical darkness doesn't impede the ingrimm's darkvision.

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

**Flame Body.** When a creature ends its turn within 5 feet of the ingrimm, that creature takes 1d6 fire damage.

**Speed Boost.** At the end of each round of combat, the Ingrimm adds 1 to its initiative score.

**Chain Slinger.** If there is a sturdy object or surface within 15 feet of the ingrimm that is between the ingrimm and the surface it wishes to jump to, its jump height or distance is doubled.

## Actions

**Multiattack.** The ingrimm makes two attacks with its chains or makes one attack with its chains and uses Get Over Here.

**Chain.** Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 11 (2d6 + 5) slashing damage and the ingrimm can choose to inflict an additional effect from the following choices:

**Crush.** The target is grappled (escape DC 17) if the ingrimm isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 (2d6) bludgeoning damage at the start of each of its turns.

**Pounce.** The ingrimm immediately moves to an unoccupied space within 5 feet of the target. Any opportunity attacks made against the ingrimm when it moves this way are made with disadvantage.

**Maim.** The target is inflicted with a grisly wound, losing 5 (1d10) hit points at the start of each of its turns. Each time the ingrimm hits the wounded target with this attack using its maim ability, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 16 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

**Cauterize (while chains are ignited).** If the target has been maimed, the ingrimm can deal an additional 7 (2d6) fire damage for each time the target has been maimed. If it does, the target's wounds are sealed and it is no longer maimed.

**Get Over Here.** The ingrimm pulls a creature it is grappling into an unoccupied space within 5 feet of the ingrimm.

**Animate Chains (Recharges after a Short or Long Rest).** Up to four chains the ingrimm can see within 60 feet of it magically sprout hooked blades and animate under the ingrmm's control, provided that the chains aren't being worn or carried.

Each animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to fire, psychic and thunder damage. When the ingrimm uses multiattack on its turn, it can use each animated chain to make one additional chain attack. An animated chain can grapple one creature of its own but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hit points or if the ingrimm is incapacitated or dies.

## Bonus Actions

**Ignite Chains.** The ingrimm ignites the chains it is holding or one chain it can see within 60 feet of it for up to 1 minute. For the duration, the chains deal an additional 7 (2d6) additional fire damage on a hit, and 4 (1d6) additional fire damage at the start of a grappled creature's turn.

## Reactions

**Fire of Retribution (Recharge 5-6).** When a creature damages the ingrimm, it can use its reaction to cast hellish rebuke using Charisma as the spellcasting ability (spell save DC 16).

**Read Out.** As you walk the arid wastes, the burning air scorches your lungs. Looking around you see the husks of barren trees, chains falling from the blackened branches like iron willows. There are screaming figures, chained to the trees, bellowing from heated iron masks. As you take in the horrid sight, you hear the rattle of chains above you. Staring up you meet the gaze of another iron-masked being, freely perched on a branch as chains dangle from its clawed limbs. The creature cocks its avian-masked head, staring through burning cinders. You know it's staring into you. It knows what

you've done. As you are filled with a burning fear, the chains of the devil ignite and pierce the ground at your feet, and it launches itself at you, slashing down with a blazing hook gripped between its taloned toes.