

CERBERUS' GATE

Written by John K. Webb

Cerberus' Gate is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 8, 11, 14, or 17**. This document offers a general guideline on scaling the adventure for each level. After being transported to the darkest depths of the Underworld, the characters must navigate its twisting corridors and find Cerberus' Gate, its fabled entrance.

SCALING THE ADVENTURE

Average Party Level	Recommended Adventure Version	Relative Difficulty
8	8th-Level	Hard
9	8th-Level	Medium
10	8th-Level	Easy
11	11th-Level	Hard
12	11th-Level	Medium
13	11th-Level	Easy
14	14th-Level	Hard
15	14th-Level	Medium
16	14th-Level	Easy
17	17th-Level	Hard
18	17th-Level	Medium
19	17th-Level	Easy

Whims, Boons, & Banes

The Cerberus' Gate Whims, Boons, & Banes table offers some ideas if you don't have a reason for the characters to investigate Cerberus' Gate. Roll a d8 or choose the one you like best. If you need to motivate the party with a monetary reward, their patrons offer 500 gp per level of the adventure.

Each patron also bestows a boon upon the characters for the duration of the adventure—however, should the characters disappoint or anger their patron somehow, that boon becomes a bane!

A boon persists until the patron decides to inflict its bane upon the characters. Any boon or bane bestowed dissipates 24 hours after the adventure ends. Whether or not the

characters can regain the patron's favor (and their boon) is up to the GM.

Background

Dolos, the spirit (or “daemon”) of mischief, often delights in architecting intricate schemes designed to make an individual succumb to their own hubris—or, put simply: he enjoys delivering just deserts to the prideful and powerful. Since the characters' arrival to the area, Dolos has turned his baleful eye upon them, despising their raw power and carefree attitude toward wanton violence.

The daemon sought to punish the characters; and what better way to do so than tossing them into the Underworld, from which only the likes of demigods such as Heracles and King Theseus have ever returned?

Through deceit, magic, and manipulation, Dolos successfully lured the characters into the jaws of death itself. Now their only recourse is to scour the Underworld in search of the one way back to the land of the living: Cerberus' Gate.

The Underworld

The Underworld is a demiplane of endless shadow where the spirits of the dead linger in an eternal limbo. It is ruled by the god Hades, a cold-hearted and stern being who prizes order above all things. Those who find themselves in his Underworld are not allowed to return to the land of the living, as it would disturb the balance of the cosmos. Historically, Hades has made very few (and very conditional) exceptions to this rule, and only to the most extraordinary of beings, such as the aforementioned Heracles. In fact, most ordinary people who enter the Underworld find their strength and wit sapped to nothing—their souls are capable of neither thought nor want, and so escape is simply inconceivable.

CERBERUS' GATE WHIMS, BOONS, & BANES

d8	Patron	Whim	Boon	Bane
1	Aphrodite	Aphrodite is fascinated with the black ichor lake of Thetis' Lament and asks the characters to collect some of its water. She warns the characters of listening too closely to Thetis' dirge.	Once per day, one character can cast the <i>charm person</i> spell without components.	The characters magically become hideous; they have disadvantage on all Charisma (Persuasion) checks.
2	Apollo	Apollo wishes to see the labyrinth of the Underworld conquered. He warns the characters of the beasts lurking within.	Once per day, one character can cast the <i>hunter's mark</i> spell without components.	Each character is struck by Apollo's arrow; they immediately take 1d10 poison damage and must succeed on a DC 15 Constitution saving throw or contract sight rot.
3	Athena	Athena wishes to see Achilles challenged—and defeated—in fair combat.	The characters gain a +2 bonus to their initiative rolls.	The characters have disadvantage on initiative rolls.
4	Dionysus	Dionysus desires mushroom spores from the Dreamer's Cavern. He warns the characters of the spores' deleterious effects in that accursed chamber.	Once per day, one character can cast the <i>create food and water</i> spell without components; when cast in this way, the water created is instead highly alcoholic wine.	The characters each come down with an awful hangover; they immediately take 1d10 psychic damage and have disadvantage on all Intelligence checks and saving throws.
5	Hades	Hades finds the characters' predicament amusing. He challenges them to escape the Underworld.	Each character gains darkvision out to a range of 30 feet; if a character already has darkvision, its range increases by 30 feet.	The characters' eyes turn milky white; while in sunlight, they have disadvantage on Wisdom (Perception) checks that rely on sight.
6	Hermes	Hermes would like a message delivered to Thetis, the mother of Achilles: a kiss.	Each character can cast the <i>message</i> cantrip at will.	Each character's feet become leaden; their speed is reduced by 5 feet.
7	Poseidon	Poseidon asks the characters to drop a single mote of pure water—provided by Poseidon himself—into the River Styx. He warns the characters not to cross the river without Charon's permission.	Once per day, one character can cast the <i>control water</i> spell without components.	The characters' thirst is all but unquenchable; they must drink three times as much water each day or suffer one level of exhaustion.
8	Zeus	Zeus wishes to see Hades punished, and he can think of no better opportunity than slaying the god's favorite pet: Cerberus.	The characters' weapons are infused with Zeus' wrath; once on each of their turns when they deal damage with a weapon attack, the target takes an extra 1d4 lightning damage.	Zeus casts <i>call lightning</i> centered over the characters, which lasts for 1 minute. The storm cloud appears even if the characters aren't outdoors, and it moves wherever they move for the spell's duration. If Zeus remains disappointed or angered, he can repeat this effect once each day at a time of his choosing.

While there are a few ways to enter and leave the Underworld according to myth, the most well-known route is guarded by Cerberus, a gargantuan three-headed beast. Cerberus is eternally tasked with watching the gate to the Underworld at the behest of his master, who treats the beast like one would their favorite pet. If the characters wish to escape the Underworld, they will have to locate Cerberus and defeat it in combat.

General Features

Unless stated otherwise, the Underworld has the following features.

Size and Dimensions. The ceilings within each area of the Underworld are infinitely high and infinitely dark.

Illumination. Treat each area as having no light unless stated otherwise.

Surface Detail. The Underworld is “the unseen place,” a demiplane of shadows;

everything has the appearance of being wreathed in black smoke. And when light does find its way here, it reveals only a monochromatic wasteland.

Demiplane Rules. The Underworld is its own demiplane, and as such, it is subject to its own unique logic. First, treat each area of the Underworld as being under the effects of a permanent private sanctum spell, which confers the following benefits:

- Sound can't pass through the Underworld's walls.
- Sensors created by divination spells can't appear inside the Underworld or pass through its walls.
- Divination spells can't target creatures in the Underworld.
- Nothing can teleport into or out of the Underworld.
- Planar travel is blocked within the Underworld (including via spells like *magnificent mansion*).
- The spell is permanent; not even *dispel magic* will end its effects.
- Note: the god-patrons themselves are not subject to these rules.

Second, areas within the Underworld have the following qualities:

- **Weird Time.** Time doesn't pass normally in the Underworld. Whenever the characters enter a new area, roll 2d20. The result represents the number of hours spent navigating the Underworld's endless shadows. Depending on this result, characters may suddenly be starving or thirsty; apply exhaustion as needed.
- **Weighted Spirits.** The characters have disadvantage on all Charisma checks and saving throws while in the Underworld.
- **Eternal Restlessness.** Due to the nature of the Underworld, the characters cannot manage to take long rests. They are plagued by nightmares, ghostly whispers, etc. This effect is nullified while on hallowed or consecrated ground, or if the spell is magically induced.

Finally, creatures within the Underworld share the following qualities:

- **Shadowy.** Creatures native to the Underworld have a shadowy and semitranslucent appearance, as if wreathed in a cloud of smoke.
- **Shadebound.** Creatures native to the Underworld that are slain on this demiplane are reconstituted 1d4 days later. Creatures not native to the Underworld that are slain on this demiplane are immediately raised as sentient **shadows**. If the creature is extraordinary (such as the player characters) it retains the memories and knowledge it had in life—including the ability to read, speak, and understand any languages they knew—and can act independently; all other creatures that are turned into shadows simply wander the demiplane aimlessly. These shadows are considered native to the Underworld. Only the judgment of Hades can restore such creatures to life.
- **Damage Modification.** While in the Underworld, a creature has vulnerability to radiant damage and resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Keyed Locations

The following locations are keyed to the map of the Underworld on page 7.

1 – Dead Pit

As the characters enter the area, read or paraphrase the following:

You suddenly find yourself at the bottom of a black pit; the earth below is wet and writhing.

Hazard: Dead Pit. The dead pit is approximately 90-foot deep and 90-foot wide; it is composed entirely of writhing corpses and is difficult terrain, but can be

climbed easily with or without tools. When the characters enter the area, they must roll initiative. On initiative count 20 each round, the corpses attempt to pull the characters into the pit; each creature in the area must make a DC 15 Strength saving throw. On a failure, a creature progresses to the next stage of the hazard, as detailed below:

- **Stage One:** A character that fails its saving throw and isn't yet affected by the pit takes 2d4 slashing damage and becomes restrained by grasping hands. The grasping hands have 5 hit points, vulnerability to radiant damage, and immunity to poison and psychic damage. Dealing damage to the hands doesn't harm the character (unless the character is also subjected to the damage, such as by a spell with an area of effect), and destroying the hands frees the character.
- **Stage Two:** A character that fails its saving throw and is already restrained by the grasping hands takes 3d4 slashing damage and is partially pulled into the pit. Corpses fill the character's space; they have 15 hit points, vulnerability to radiant damage, and immunity to poison and psychic damage. Dealing damage to the corpses in the character's space also damages the character, and destroying the corpses frees the character.
- **Stage Three:** A character that fails its saving throw and is already partially pulled into the pit takes 4d4 slashing damage and is fully enveloped by the pile of corpses. The character is pulled through the depths of the dead pit for 1d4 rounds, taking 4d4 slashing damage on initiative count 20 each round, before finally emerging somewhere in area 5 (see Obstacle: The Labyrinth on page 6).

Encounter: Grasping Undead. Each round, undead creatures emerge from the dead pit to waylay the characters' escape. These undead act on initiative count 10, are unaffected by the Dead Pit hazard as described above, and can't leave the dead pit. Once the characters have exited the dead pit, these

undead vanish into the pit. The nature of the encounter depends on the level of the adventure, as shown in the Area 1 Encounter table.

AREA 1 ENCOUNTER

Adventure Level	Encounter
8th	2 ghouls
11th	2 ghosts
14th	2 mummies
17th	2 wights

Exits. Climbing out of the pit leads to the northeast entrance of area 2. Succumbing to the dead pit leads to area 5.

2 – Styxian Tunnels

As the characters enter the area, read or paraphrase the following:

An ankle-deep layer of black ichor covers the cavern floor. Shadows dance along the walls.

Deepening Ichor. The passage follows a gentle slope downward to the southwest, and as it slopes, the ichor gets deeper: it begins no deeper than a puddle at the tunnel's northeast entrance and ends 5 feet deep at the southwest exit. The ichor is approximately 3 feet deep at the tunnel's center.

Encounter: Styxian Shadows. When the characters reach the middle of the passage, they are ambushed by a number of mocking **styxian shadows**. A styxian shadow uses the **shadow** stat block, but it can speak and understand Common, and it can cast *vicious mockery* at will (spell save DC 10). The number of styxian shadows encountered depends on the level of the adventure, as shown in the Area 2 Encounter table.

AREA 2 ENCOUNTER

Adventure Level	Encounter
8th	3 styxian shadows
11th	4 styxian shadows
14th	6 styxian shadows
17th	8 styxian shadows

Hazard: Dark Lament. Creatures that travel beyond the center of the passage can hear Thetis' singing and lyre-playing to the southwest (see area 3).

Exits. To the northeast lies area 1. To the southwest lies the north entrance of area 3.

3 – Thetis' Lament

As the characters enter the area, read or paraphrase the following:

The cavern is submerged in a lake of black ichor. An otherworldly, eerie song fills the air; its despair is almost palpable.

Black Ichor Lake. The entire floor of the cavern is submerged in a 30-foot-deep lake of thick black ichor—the tears that Thetis has shed in the afterlife. The lake is difficult terrain.

Hazard: Dark Lament. Thetis, devastated by her sorrow, sings an eternal dirge for her fallen son, Achilles, to the accompaniment of a self-playing lyre. When the characters enter the area, they must roll initiative. On initiative count 20 each round, each character must succeed on a DC 10 Wisdom saving throw against Thetis' dark lament or be compelled to sink to the bottom of the lake; a character that is immune to the charmed condition has advantage on this saving throw.

A character compelled in this way must spend its turns trying to move toward the bottom of the lake. For its action, the character can use only the Dash action or try to escape from an effect that prevents it from moving; it otherwise ignores everything else around it. This effect can only be broken if Thetis herself ends it, or if she is slain.

Encounter: Thetis, Achilles' Mother. Thetis lies atop a 5-foot-diameter stone cairn that protrudes 5 feet above the surface of the center of the lake. A character that succeeds on a DC 13 Intelligence (History or Religion) check recognizes her as Achilles' mother. Thetis sings her dark lament while an

enchanted lyre plays itself nearby; her tears fall into the black ichor lake below.

- Thetis pays no mind to the characters' plight and will not stop playing the dark lament. Only the mention of Achilles gives her pause: she tells the characters about Achilles' torment at the hands of the spear, *rageheart* (see the appendix), and asks that they free him. If the characters agree, Thetis ends the dark lament.
- If combat is initiated, Thetis calls upon the dead of the black ichor lake to assist her. These undead servants emerge from the bottom of the lake and prioritize drowning spellcasters; they have a swimming speed equal to their walking speed, and they ignore the lake's difficult terrain. The nature of the encounter depends on the level of the adventure, as shown in the Area 3 Encounter table.

AREA 3 ENCOUNTER

Adventure Level	Encounter
8th	Thetis (night hag), the lyre (flying sword), and 2 ghouls
11th	Thetis (night hag), the lyre (flying sword), and 2 mummies
14th	Thetis (night hag), the lyre (flying sword), and 3 mummies
17th	Thetis (night hag), the lyre (flying sword), and 4 mummies

Exit. The south passage leads to the north entrance of area 4.

4 – Dreamer's Cavern

As the characters enter the area, read or paraphrase the following:

Motes of soft light dance about the cavern; there's a sweet scent in the air.

Illumination. The area is dimly lit by permanent dancing lights, though the lit area is monochromatic.

Development: Taunting Illusions. As the characters enter the area, they are

confronted by taunting illusions of people and objects that are important to them (at the GM's discretion). These illusions function identically to those created by *major image* except they're permanent.

Hazard: Dreamer's Cavern. The air here is filled with translucent spores, which shimmer in direct light. When the characters enter the area, they must roll initiative. On initiative count 20 each round, the dreamer's cavern attempts to put creatures occupying it into a maddening slumber; each creature in the area must make a DC 13 Wisdom saving throw. A creature that doesn't need to breathe automatically succeeds on the saving throw. On a failure, a creature progresses to the next stage of the hazard, as follows:

- **Stage One:** A creature that fails its saving throw and isn't yet affected by the cavern takes 2d4 psychic damage and falls unconscious, suffering a nightmarish sleep. The creature can repeat the saving throw at the end of each of its turns, waking up on a success.
- **Stage Two:** A creature that fails its saving throw and is already unconscious instead takes 3d4 psychic damage and gains a random form of short-term madness as the nightmares become night terrors. The creature can repeat the saving throw at the end of each of its turns. A creature in this stage must succeed on two consecutive saving throws to wake up. Any short-term madness effects afflicting the creature remain for 1d10 minutes after waking up.
- **Stage Three:** A creature that fails its saving throw and is already unconscious and suffering from short-term madness instead takes 4d4 psychic damage and gains an additional random form of short-term madness. The creature can repeat the saving throw at the end of each of its turns. A creature in this stage must succeed on three consecutive saving throws to wake up. Any short-term madness effects afflicting the

creature remain for 3d10 minutes after waking up.

Exits. The north passage leads to the south entrance of area 3. The east passage leads to the southwest entrance of area 6. The west passage leads to area 7.

5 – The Labyrinth

As the characters enter the area, read or paraphrase the following:

The walls of this place twist and turn in seemingly nonsensical patterns.

Obstacle: The Labyrinth. Whenever a creature enters this area via the dead pit (see area 1), it's deposited in a random location on the Labyrinth's outer rim (at the GM's discretion). Once inside the Labyrinth, the only way to exit it is to reach the stone staircase at its center. The walls of the Labyrinth are also secured with permanent *walls of force*. Only a *disintegrate* spell or similar effect can penetrate them.

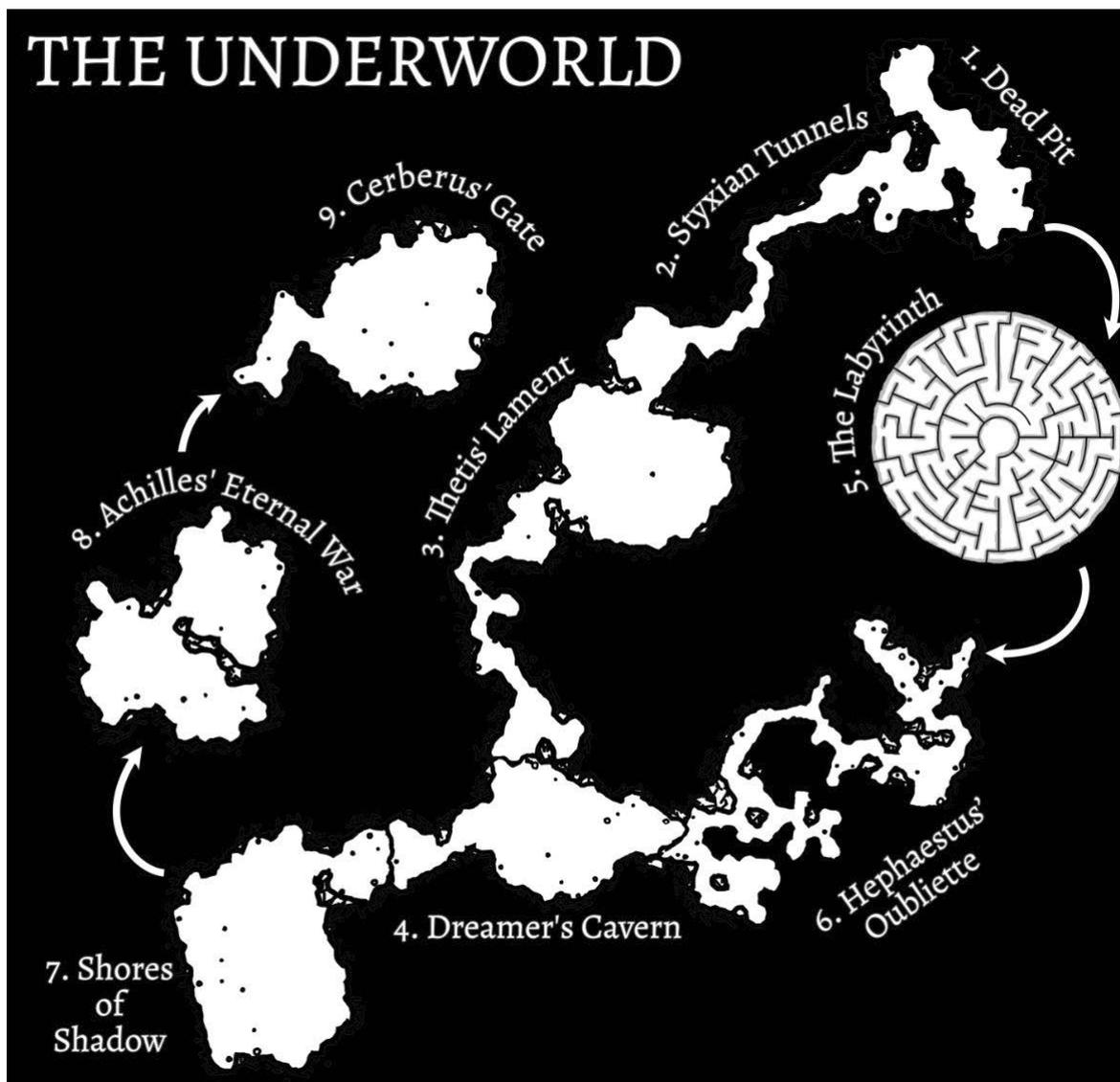
The Labyrinth's solution has been included on page 8 for the GM's reference.

Encounter: Minotaurs. The Labyrinth is guarded by a number of **minotaurs**. The minotaurs begin at the Labyrinth's center; alternatively, the creatures can be placed at random locations on the Labyrinth's outer rim. Either way, the minotaurs begin hunting characters as soon as they enter the area. A minotaur that is slain reappears at the Labyrinth's center after 1d10 minutes. The nature of the encounter depends on the level of the adventure, as shown in the table below.

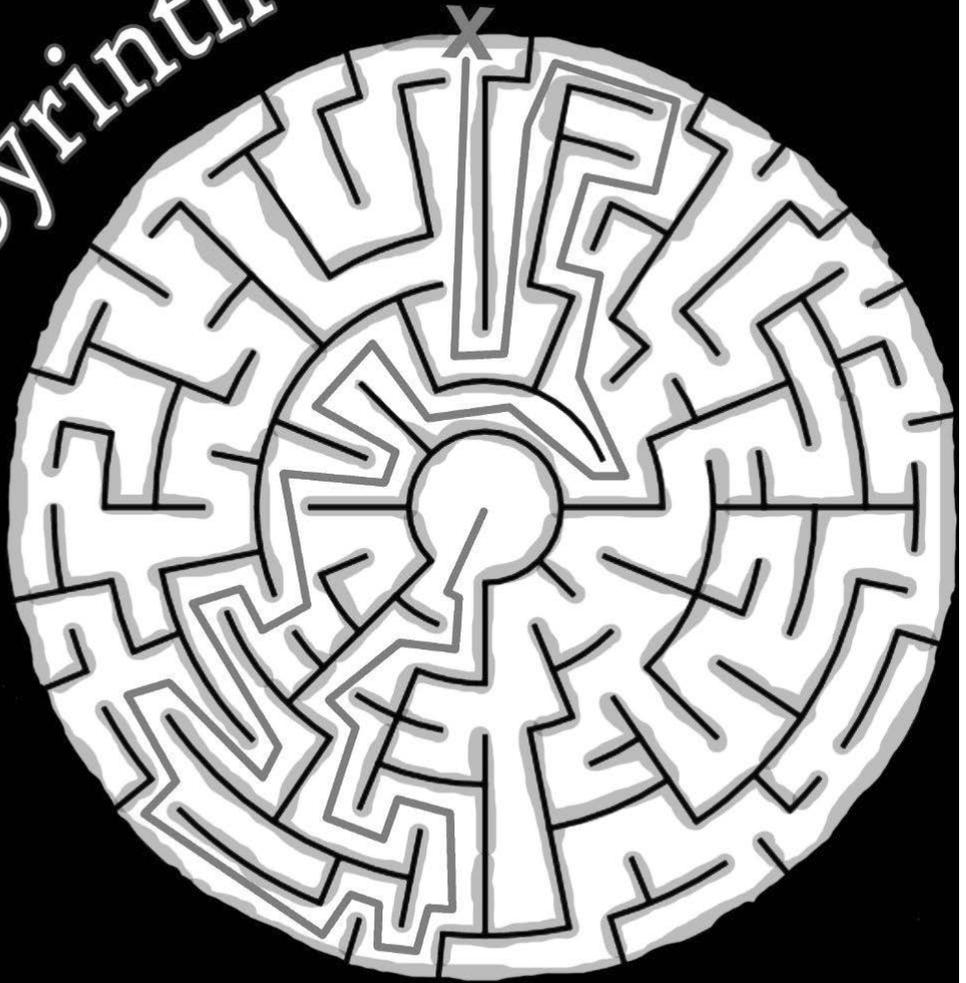
AREA 5 ENCOUNTER

Adventure Level	Encounter
8th	2 minotaurs
11th	2 minotaurs
14th	3 minotaurs
17th	3 minotaurs

THE UNDERWORLD



5. The Labyrinth



Treasure: Theseus' Cloak. At the top of the stone staircase in the Labyrinth's center is the gored and bloodied royal cloak of King Theseus (a *cloak of protection*).

Exit. The stone staircase at the Labyrinth's center leads down into the northeast corridor of area 6.

6 – Haphaestus' Oubliette

As the characters enter the area, read or paraphrase the following:

The very air here sizzles with heat; narrow rivers of lava crisscross the cavern floor in spidering patterns.

Illumination. The area is dimly lit by lava, though the lit area is monochromatic.

Hazard: Debilitating Heat. For every minute that passes, creatures in the area must succeed on a DC 15 Constitution saving throw or take 1d10 fire damage; a creature that fails its saving throw by 5 or more also suffers one level of exhaustion. Creatures that are well adapted to hot climates or have resistance to fire damage make this saving throw with advantage, and creatures that have immunity to fire damage automatically succeed.

Development: Hephaestus. In the central cavern of this area lies Hephaestus' Oubliette, a great stone forge built into the volcanic flows of the Underworld. Merged with the forge is Hephaestus himself; lava falls over his shoulders and into his lap.

- Hephaestus is ecstatic to have someone to talk to; he's desperate for company, and begs the characters not to leave. He complains that "nobody weeps for me."
- The more upset Hephaestus gets, the hotter the area becomes: add 1d10 fire damage to the Debilitating Heat hazard above.
- If the characters find a way to cool the forge, Hephaestus promises to craft something "strong enough to harm even Achilles." Normal water and magic won't work. This can only be accomplished by

pouring the black ichor (Thetis' tears) from areas 2 and 3 into the forge. Once done, the Debilitating Heat hazard ends, and Hephaestus reveals the bronze-shafted *Paris' arrow* (an indestructible *arrow of humanoid slaying*) and gifts it to the characters.

7 – Shores of Shadow

As the characters enter the area, read or paraphrase the following:

The cavernous earth transitions to something like black sand—a beach. Dark water laps against the shore.

Hazard: The River Styx. A creature that doesn't possess one of Charon's obols (see below) and ends its turn in the water of this area takes 4d10 necrotic damage.

Development: Charon's Obols. Shortly after the characters arrive, they are approached by Charon (a **lich**) on his ferry, accompanied by two psychopomps (**magas**).

- Charon is a surprisingly jolly fellow. He's quite entertained by the characters' predicament.
- He offers to take the characters as close to Cerberus' Gate as the River Styx allows, but not without a toll: the royal cloak of Theseus (see area 5). Once the cloak is delivered, Charon gives each character an obol (worth 2,000 gp each), allowing them to safely touch the River Styx.
- Charon also warns the characters that they'll have to get past Achilles, who believes he's still alive; he fights an endless battle against a horde of illusory shades. Charon theorizes that if Achilles were to hear his mother's lyre (see area 3), he might be momentarily freed from his torment. He also suggests paying a visit to Hephaestus (see area 6), to see if he can forge something capable of hurting Achilles.
- If Thetis' lyre was destroyed, Charon can repair it.

Exit. The east passage leads to the west entrance of area 4.

8 – Achilles’ Eternal War

As the characters enter the area, read or paraphrase the following:

At the top of a hill, brilliantly lit by a roaring funeral pyre, is a bronze-clad warrior wielding a bloodied spear. The warrior appears to be fighting phantoms.

Illumination. The area is well lit by a 20-foot-tall, 15-foot-wide magical funeral pyre, though the lit area is monochromatic.

Encounter: Achilles. Achilles believes he’s still alive, and cannot distinguish between the characters and the illusory shades he’s battling. Treat Achilles as a **gladiator**, except he has the following modifications:

- He wields the spear, *rageheart* (see the appendix).
- He automatically succeeds on all Intelligence, Wisdom, and Charisma saving throws.
- He can only be harmed by striking his heel. Whenever a creature targets Achilles with an attack or a damaging effect, he makes a DC 15 Dexterity saving throw; if Thetis’ lyre is playing within earshot of Achilles, he becomes distracted and automatically fails this saving throw. On a failed save, the attack or effect successfully strikes Achilles’ heel, dealing damage to him as normal. On a successful save, Achilles is unaffected by the attack or effect.

Rageheart and the Path Forward. Once Achilles is defeated, his spirit bequeaths *rageheart* to the character that landed the killing blow—with both a promise of its power and a warning about its cursed nature. Then, his spirit cleaves the darkness of the Underworld with a path of light, revealing the way to Cerberus’ Gate.

9 – Cerberus’ Gate

As the characters enter the area, read or paraphrase the following:

Before you lies a great portal of shimmering light. Your faintest memories bubble on the portal’s surface, beckoning you home. At the foot of this portal, silhouetted against its warming glow, is the shadow of some monstrous beast.

Illumination. While the portal is open, the area is dimly lit, though the lit area is monochromatic.

Hades’ Intervention. In the 11th-, 14th-, and 17th-level versions of this adventure, the disembodied voice of Hades booms out from beyond the veil. Hades declares that it would be too easy for the characters to defeat Cerberus alone, and conjures a second, semitranslucent beast to aid in guarding the portal; this beast vanishes in a burst of flames when defeated.

Regardless of the level of the adventure, if Hades is the players’ god-patron, he halts the encounter when Cerberus reaches one-third of its hit points. He doesn’t relish the thought of seeing his prized pet slain (even if only temporarily), and allows the players to escape through the gate.

Encounter: Cerberus. Cerberus guards the entrance to the Underworld. The great beast attacks any who dare approach; the portal behind it snaps shut, and will only open again once Cerberus is defeated. The nature of the encounter depends on the level of the adventure, as shown in the table below. Creatures marked with an asterisk are new creatures featured in the appendix.

AREA 9 ENCOUNTER

Adventure Level	Encounter
8th	1 Cerberus*
11th	1 Cerberus* and 1 hell hound
14th	2 Cerberi*
17th	2 Cerberi*

Aftermath

If the characters successfully defeat Cerberus, they earn the right to leave the Underworld: Hades restores the characters to full strength—resurrecting any dead characters who became shadows in the process—and congratulates them on their heroism. He then promises to punish Dolos for his mischief “with a little torment of his own.”

Additionally, if the characters ended the adventure in good standing with their god-patron, they are rewarded by having *rageheart* purified, ending its curse and transforming it into *battle purity*. Ω

threatening illusions all around you, and you must use your action each round to attack the creature nearest to you with the spear, making your attack rolls with disadvantage. If you can make extra attacks as part of the Attack action, you use those extra attacks, moving to attack the next nearest creature after you fell your current target. If you have multiple possible targets, you attack one at random. You are berserk until you start your turn with no creatures within 60 feet of you that you can see or hear.

Appendix

Rageheart/Battle Purity

Weapon (spear), artifact (requires attunement)

This spear is a remnant of Achilles’ endless war and a symbol of the demigod’s torment. Until the weapon is purified, neither it nor its wielder can find peace.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, while wielding this weapon, your Strength score changes to a certain number based on the level of the adventure: 19 (8th level), 21 (11th level), 23 (14th level), or 25 (17th level). This change has no effect on you if your Strength is already higher than that number.

Curse (Rageheart Only). This spear is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are physically unable and unwilling to let go of the spear (even when sleeping) until defeated in combat. You also have disadvantage on attack rolls with weapons other than this one, unless no foe is within 60 feet of you that you can see or hear.

Whenever a hostile creature damages you while the spear is in your possession, you must succeed on a DC 15 Wisdom saving throw or go berserk. While berserk, you see

<h2>Cerberus</h2> <p><i>Gargantuan Fiend, Lawful Neutral</i></p>						
<p>Armor Class 16 (natural armor) Hit Points 174 (12d20 + 48) Speed 50 ft.</p>						
STR	DEX	CON	INT	WIS	CHA	
21 (+5)	14 (+2)	19 (+4)	6 (-2)	20 (+5)	15 (+2)	
<p>Skills Intimidation +6, Perception +13 Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities fire, poison Condition Immunities exhaustion, poisoned Senses truesight 120 ft., passive Perception 28 Languages understands Abyssal and Infernal but can't speak Challenge 11 (7,200 XP) Proficiency Bonus +4</p>						
<p>Legendary Resistance (2/Day). When Echidna fails a saving throw, she can choose to succeed instead.</p> <p>Magic Resistance. Echidna has advantage on saving throws against spells and other magical effects.</p> <p>Magic Weapons. Echidna's weapon attacks are magical.</p> <p>Rejuvenation. If it dies, Cerberus returns to life in 1d12 hours and regains all its hit points. Only a wish spell can prevent this trait from functioning.</p> <p>Three Heads. Cerberus has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.</p> <p>Wakeful. When one of Cerberus's heads is asleep, its other heads are awake.</p>						
<h3>ACTIONS</h3> <p>Multiattack. Cerberus can use its Menacing Presence. It then makes three Bite attacks.</p> <p>Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) piercing damage.</p> <p>Menacing Presence. Each creature of Cerberus' choice that is within 60 feet of Cerberus and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened until the end of Cerberus's next turn. If the saving throw fails by 5 or more, the target's speed is also reduced to 0 for the same duration.</p> <p>Hellfire Breath (Recharge 5–6). Cerberus exhales hellish flames in a 60-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. This damage ignores resistance to fire damage.</p>						
<h3>LEGENDARY ACTIONS</h3> <p>Cerberus 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. Cerberus regains spent legendary actions at the start of its turn.</p> <p>Bite. Cerberus makes one Bite attack.</p> <p>Move. Cerberus moves up to its speed.</p> <p>Pounce (Costs 2 Actions). Cerberus leaps up to its speed without provoking opportunity attacks. Up to four Large or smaller creatures in the space where Cerberus lands must make a DC 17 Strength saving throw. On a failed save, a target takes 10 (3d6) bludgeoning damage and is knocked prone and restrained until Cerberus moves; the restrained target or another creature within its reach can make a DC 15 Strength check as an action, freeing the target on a success. On a successful save, a creature takes half as much damage and isn't knocked prone or restrained.</p>						