

CERBERUS

At the gates of the Underworld stands Cerberus, the great hound of Hades, whose presence marks the boundary between the realm of the living and the domain of the dead. This monstrous guardian, with his three heads ever watchful, ensures that the dead do not escape and the living do not enter the shadows uninvited. Each head represents an aspect of his guardianship: past, present, and future, a triad that oversees all souls' journey into the afterlife.

Cerberus's howl is a mournful sound that accompanies the passage of souls, a lamentation for the lives that were, and a solemn acknowledgment of the cycles of life and death. His eyes, burning with a ghostly light, pierce through the shadows, a beacon for the newly deceased and a warning for those who would dare to tread where they do not belong.



Cerberus

Gargantuan Fiend, lawful evil

Armour Class 19 (natural armor)

Hit Points 170 (11d20 + 55)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	20 (+5)	6 (-2)	16 (+3)	6 (-3)

Saving Throws Str +12, Dex +8, Con +10

Skills Perception +13

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

Condition Immunities exhaustion, frightened

Senses darkvision 60 ft., passive Perception 23

Languages understands Infernal but can't speak it

Challenge 16 (15,000 XP)

Guardian of Hell. Cerberus can make opportunity attacks against creatures who have taken the disengage action.

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

Magic Resistance. Cerberus has advantage on saving throws against spells and other magical effects.

Legendary Resistance (3/day). If Cerberus fails a saving throw, it can choose to succeed instead.

Three-Headed. Cerberus has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, stunned, and knocked unconscious.

Actions

Multiattack. Cerberus makes three attacks.

Bite. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: 33 (4d12 + 7) piercing damage, and the creature is grappled (escape DC 20). While grappled in this way, the creature is restrained. Cerberus can only have three creatures grappled at once.

Combined Breath (Recharge 5-6). The hound exhales fire in a 30-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 21 (6d6) cold damage, 21 (6d6) fire damage and 21 (6d6) poison on a failed save, or half as much damage on a successful one.

Bonus Actions

Serpentine Tail. Ranged Weapon Attack: +12 to hit, range 120/180 ft., one target. Hit: 20 (3d8 + 7) poison damage. If the target is a creature, it must succeed on a DC 20 Constitution saving throw or become poisoned for 1 minute. A creature poisoned in this way suffers a level of exhaustion at the start of each of its turns. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Legendary Actions

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.

Detect. Cerberus makes a Wisdom (Perception) check.

Chase Interlopers (Costs 2 Actions). Cerberus moves up to its full speed and makes a bite attack against a creature within range.

Horrible Howl (Costs 3 Actions). Each creature within 60 feet of Cerberus must succeed on a DC 20 Wisdom saving throw or become frightened until the end of its next turn. While frightened in this way, a creature is paralyzed.