



INFERNAL SEEKER

*“Click and clack goes the Seeker’s blade,
To make a snack of the wicked mage.
Through the ghostly veil, they come,
To steal the magic for their fun.”*

—Snippet of infernal seeker summoning ritual

Infernal Seekers come in all shapes and sizes from the lower planes with no two alike. They are often cloaked in midnight robes and decked in mementos of past battles, including bones and other ornaments. These fiends are natural enemies of magic users and expert assassins due to their innate ability to nullify magic.

Ghostly Killers. Infernal Seekers enjoy taking their targets by surprise, often materializing behind them out of the ethereal realm. With a flick of their corrupted blades, they will disappear again with a giggle of joy.

Spell Breaker. Magic users are the main targets of Infernal Seekers because they can counter their spells with a single strike.

Solitary Hunters. It is rare to see Infernal Seekers working together. If they believe another Seeker is after their target, they will often shift to removing their competition.

INFERNAL SEEKER

Medium fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 63 (14d8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (+0)	17 (+3)	12 (+1)	10 (+0)

Saving Throws Dex +6, Int +6

Skills Arcana +6, Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common, Infernal

Challenge 5 (1,800 XP)

Proficiency Bonus: +3

Assassinate. During its first turn, the infernal seeker has advantage on attack rolls against any creature that hasn’t taken a turn. Any hit the infernal seeker scores against a surprised creature is a critical hit.

Ethereal Jaunt. As a bonus action, the infernal seeker can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Magic Resistance. The infernal seeker has advantage on saving throws against spells and other magical effects.

Magic Weapons. The infernal seeker’s weapon attacks are magical.

Sense Magic. The infernal seeker senses magic within 120 feet of it at will. This trait otherwise works like the detect magic spell but isn’t itself magical.

ACTIONS

Multiattack. The infernal seeker makes two Corrupted Dagger attacks.

Corrupted Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) Piercing damage, and the creature must succeed on a DC 15 Constitution saving throw or take 11 (2d10) poison damage and become Poisoned for 1 minute.

REACTIONS

Nullify Magic. When a creature within 5 feet of the infernal seeker casts a spell, the infernal seeker can use its reaction to make a melee weapon attack against that creature. On a hit, the infernal seeker’s attack hits before the spell is cast, and the creature must make a Constitution saving throw as though it were maintaining concentration on the spell. On a failed save, the creature’s spell fails and has no effect.

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