

HULAY

When the dulons' first creation, the titans, failed to live up to their expectations, they created their second race, the danaavrakti. Born from the blood of the hydra-titan, Grihoo, danaavrakti were bred to serve as the ultimate conjurers and within each danaavrakti exists a fragment of true Kalapatr. With this power, the danaavrakti could stop the foretold destruction of Casar. Unfortunately, the danaavrakti were cruel, evil creatures, and had no interest in furthering their creators' goals. The danaavrakti chose Hulay, the most powerful danaavrakti of them all, to lead them. Hulay led the danaavrakti to a new realm away from Casar and The Real, which he and his brethren dubbed The Cruel. The only way into The Cruel was through a single gate built into a large limestone butte in central Ditimaya, the tower Shred.

HULAY'S GOALS

Hulay believes that The Cruel's dimensional walls are powerful enough to withstand the collapse of Omeria and Casar. Thus, he spends most of his time amassing power within his realm. Ultimately, Hulay enjoys discovering strange and wonderful new creatures which he can use against the dulons' other creations, the elves and humans. He also seeks to better understand the titans. Hulay knows that each titan contains a shard of original creation. A dulon-created creature that comes in possession of one such shard, in theory, could become as powerful as the titans—and possibly even the dulons or the true elementals.

Immortal Nature. Hulay does not require food, drink, or sleep. Even if he is destroyed, he will inevitably return, reformed within The Cruel.

HULAY AS A MYTHIC ENCOUNTER

Hulay serves as an extraordinarily dangerous threat both on and off the battlefield. A master manipulator, it's rare that characters will ever actually face Hulay in combat. But when they do, they will quickly discover that he's extraordinarily difficult to kill thanks to his Invincible Mythic Trait.

You might foreshadow Hulay using his mythic trait by describing how reality seems to bend in his presence, especially after he suffers a wound. Read or paraphrase the following text when Hulay uses his Invincible trait:

The very substance of reality seems to bend and bow around the danaavrakt's form. You watch in horror as his wounds repair themselves and his flesh hardens, granting additional protection.

Fighting Hulay as a mythic encounter is equivalent to fighting a number of challenge rating 20 creatures equal to the number of times Hulay the party reduces Hulay to 0 hit points. Award a party 33,000 XP for each time they reduce Hulay to 0 hit points.



HULAY

Large fiend (danaavrakt), lawful evil

Armor Class 20 (natural armor)

Hit Points 230 (20d10 + 120)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	22 (+6)	19 (+4)	18 (+4)	24 (+7)

Saving Throws Dex +10, Int +11, Wis +11, Cha +14

Skills Deception +14, Insight +11, Perception +11

Damage Vulnerabilities piercing from magic weapons wielded by good creatures

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Senses truesight 120 ft., passive Perception 21

Languages Abyssal, Beste, Celestial, Common, Infernal
Challenge 21 (33,000 XP)

Invincible (Mythic Trait; Recharge 6). When Hulay is reduced to 0 hit point, he doesn't die or fall unconscious. Instead, reality alters around him, repairing Hulay and making him stronger. Hulay regains 230 hit points. In addition, Hulay gains a +2 bonus to his AC, which lasts for 1 hour after he uses this trait or until he uses this trait again. Hulay can only be destroyed if his hit points are reduced to 0 and this trait has not yet recharged.

Limited Magic Immunity. Hulay can't be affected or detected by spells of 7th level or lower unless he wishes to be. He has advantage on saving throws against all other spells and magical effects.

Innate Spellcasting. Hulay's innate spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). Hulay can innately cast the following spells, requiring no material components:

At will: *detect thoughts, disguise self, mage hand, minor illusion, misty step*
3/day each: *charm person, detect magic, invisibility, major image, suggestion*
1/day each: **dominate person, fly, plane shift*

Actions

Multiattack. Hulay makes two claw attacks. If both claw attacks hit the same target, Hulay can use his Alter Thoughts effect against it.

Claw. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a *remove curse* spell or similar magic.

Alter Thoughts. Hulay targets one creature he can see

within 30 feet of him. The target must succeed on a DC 22 Charisma saving throw or become cursed. Until the curse is removed, the target has disadvantage on Wisdom, Intelligence, and Charisma saving throws.

Reality Warp (Recharge 6). Hulay targets up to four creatures that he can see within 60 feet of him. Each creature is teleported to an unoccupied space of Hulay's choice within 30 feet of him. A creature that does not wish to be teleported must succeed on a DC 22 Wisdom saving throw to avoid this effect. Hulay then teleports up to 30 feet to an unoccupied space that he can see.

Reaction

Bend Reality. If Hulay takes damage from an attack or spell, he instead takes no damage and teleports to a location that he can see within 30 feet of him.

Legendary Actions

Hulay 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. Hulay regains spent legendary actions at the start of his turn.

Attack. Hulay makes a claw attack.

Move (Costs 2 Actions). Hulay moves up to his full movement speed without provoking attacks of opportunity.

Spell (Costs 3 Actions). Hulay uses one of his innate spells.

Drain Life (Costs 3 Actions). Hulay targets a creature that he can see within 30 feet of him. The target must make a DC 22 Constitution saving throw. The target takes 22 (4d10) necrotic damage on a failed saving throw, or half as much damage on a successful one. Hulay then regains a number of hit points equal to that necrotic damage.

Mythic Actions

If Hulay's mythic trait is active, he can use the options below as legendary actions for 1 hour after using Invincible.

Ravage. Hulay makes four attacks with his claws.

Erase from Reality (1/Day; Costs 3 Actions). Hulay targets one creature that he can see within 30 feet of him. The target must succeed on a DC 22 Charisma saving throw, or be erased from reality. While erased, the creature is incapacitated. Another creature can use its action to make a DC 15 Wisdom check. On a success, the target is willed back into existence, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. If the target is not willed back into existence before 1 minute passes, all creatures that ever knew of the creature forget that it ever existed in the first place as if affected by the *modify memory* spell. After this occurs, only a *wish* spell can return the creature.