



CORNUGONS (HORNED DEVILS)

RUNE-SCARRED DEMON
MICHAEL KOMARCK

As the first step a devil takes into the greater ranks of the hells, cornugons display less rigid adherence to any one temperament or form, and this relative diversity is reflected in the range of roles they fill within the hells, assigned on the basis of which devilish virtue the cornugon best exemplifies.

Those filled with the purest and most unrelenting hatred of chaos are granted bastion commands on the marches of the blood war, while those of greatest pride and vigilance are much-sought by pit fiends and gelugons as personal houseguards, and those of exception cunning and ruthlessness may find their way into the vaunted ranks of the 108 cornugons that attend and advise The Dark Eight themselves.

CORNUGON BRIMGARD TACTICS

Cornugons in the service of greater devils attempt to lock enemies into melee and drag them away from their charge and into the air. If their charge flees, they flee the following turn. If it is killed, they typically will not leave the battlefield without first avenging it.

CORNUGON POLEMARCH TACTICS

Polemarchs stay at medium range, typically raining fire down and using their Forced March each turn; if they have advantage on an attack they will dip down to make an attack with their Wounding Warfork, but otherwise stay far from melee when they can avoid it.

CORNUGON LORE

Arcana DC 15: The fiend-slaying innovations of Canian researchers are often granted to spellcasting cornugons for their first battle-tests.

Though not considered the most naturally talented of mages, the inherent danger of such spells makes restricting them to only the most loyal and reliable devils an overriding priority.

History DC 20: Cornugons are frequently the sole survivors of the infernal units they command, lending them a reputation for cowardice and dishonor among their underlings, though few would dare to say so out loud.

Nevertheless, cornugons have proven some of the most fearsome and effective commanders of the Blood War, perhaps because their instinct for survival allows them to accrue experience their more reckless counterparts never have the chance to.

Religion DC 10: While cornugons, or horned devils as they are sometimes known, are technically a form of greater devil, there are relatively few lesser devils who trace their line of fealty through one.

Rather, among the hells the position of horned devil is understood as one that demands a devil's utmost focus upon its assigned duties, and is thus left relatively free from the politicking of the infernal machine.

Indeed, the form is often treated as something of a proving ground, where devils receive their first tasks of true import, and promotion or demotion come swiftly as the fiend's true quality is revealed.

CORNUGON BRIMGARD

Large fiend (devil), lawful evil

Armor Class 18 (Natural Armor)
Hit Points 157 (15d10 + 75)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	20 (+5)	11 (+0)	18 (+4)	17 (+3)

Damage Resistances Cold; Bludgeoning, Piercing, and Slashing from Nonmagical, Nonsilvered Sources

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft (penetrates Magical Darkness), Passive Perception 14

Languages Infernal (High, Low), Telepathy 120 ft.

Challenge 8 (3,900 XP)

Crimson Vigil. The cornugon cannot be Surprised by any creature it can see.

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

Actions

Multiattack. The cornugon makes three attacks.

Argent Soulspear. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) piercing plus 4 (1d8) radiant damage.

This attack scores a critical on a 18-20 if it targets a devil.

Strangletail Grasp. Melee Weapon Attack: +10 to hit, reach 10 ft., one Medium or Small target. Hit: The target is grappled (escape DC 18).

While suspended above the ground by this grapple, the target is [Choking](#).

Reactions

Punishing Sting. When a creature grappled by the cornugon makes an attack or casts a spell, the cornugon can deal 10 (3d6) poison damage to it.

Swear Death. When the cornugon sees a creature reduce a friendly devil of CR greater than the cornugon's to 0 hit points, it can gain advantage on attacks against that creature until the end of its next turn.

CORNUGON POLEMARCH

Large fiend (devil), lawful evil

Armor Class 18 (Natural Armor)
Hit Points 199 (19d10 + 95)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	21 (+5)	12 (+1)	16 (+3)	17 (+3)

Damage Resistances Cold; Bludgeoning, Piercing, and Slashing from Nonmagical, Nonsilvered Sources

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft (penetrates Magical Darkness), Passive Perception 13

Languages Infernal (High, Low), Telepathy 120 ft.

Challenge 11 (7,200 XP)

Crimson Vigil. The cornugon cannot be Surprised by any creature it can see.

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

Actions

Multiattack. The cornugon makes three attacks, one of which it can replace with a use of its Forced March.

Wounding Warfork. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 15 (2d8 + 6) piercing damage.

If this attack was made with advantage, the target begins [Bleeding](#) (3d6), or has its Bleeding Value increase by 1d6 if it was already Bleeding.

Strangletail Grasp. Melee Weapon Attack: +10 to hit, reach 10 ft., one Medium or Small target. Hit: The target is grappled (escape DC 18).

While suspended above the ground by this grapple, the target is [Choking](#).

Hurl Flame (2nd Level Spell). Ranged Spell Attack: +7 to hit, range 150 ft., one target. Hit: 14 (4d6) fire damage. On a critical hit, the target begins [Burning](#) (1d10).

Forced March. The cornugon telepathically goads up to two friendly devils of CR lower than the cornugon's within 120 feet.

Each target takes 7 (2d6) psychic damage, then can use its reaction to move up to half its speed and make a melee attack.

Reactions

Punishing Sting. When a creature grappled by the cornugon makes an attack or casts a spell, the cornugon can deal 10 (3d6) poison damage to it.

CORNUGON HELLDRIVER

Large fiend (devil), lawful evil

Armor Class 18 (Natural Armor)

Hit Points 294 (28d10 + 140)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	21 (+5)	16 (+3)	17 (+3)	18 (+4)

Saving Throws STR +11, DEX +9, WIS +8, CHA +9

Damage Resistances Cold; Bludgeoning, Piercing, and Slashing from Nonmagical, Nonsilvered Sources

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft (penetrates Magical Darkness), Passive Perception 13

Languages Infernal (High, Low), Telepathy 120 ft.

Challenge 16 (15,000 XP)

Crimson Vigil. The cornugon cannot be Surprised by any creature it can see.

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

Diabolical Mastery (2/Day). When the cornugon would fail a saving throw, it can choose to succeed.

If it does, one friendly devil within 30 feet loses 25 hit points. If a devil is killed in this way, the cornugon immediately regains a use of this ability.

Actions

Multiattack. The cornugon makes three attacks, one of which it can replace with a use of its Forced March or its Infernal Incursion, if available.

9-Tongued Lash. Melee Weapon Attack: +10 to hit, reach 15 ft., one target. Hit: 16 (3d6 + 6) slashing damage.

A creature hit with this attack for the second time on a turn must succeed on a DC 16 Wisdom saving throw or be Frightened until the end of its next turn.

Forced March. The cornugon telepathically goads up to two friendly devils of CR lower than the cornugon's within 120 feet.

Each target takes 7 (2d6) psychic damage, then can use its reaction to move up to half its speed and make a melee attack.

Infernal Incursion (4th Level Spell, 3/Day). The cornugon summons a **Barbazu Dredgeblade** to an unoccupied space it can see within 30 feet.

Fiendrot Flood (1/Day, 6th Level Spell). A wave of caustic ichor crashes out from the cornugon in a 60 foot cone, forcing each creature in the area to succeed on a DC 16 Constitution saving throw or take 18 (4d8) acid plus 22 (4d10) necrotic damage, or half as much on a success.

A fiend affected by this spell cannot gain advantage on its saving throw, and takes an additional 22 (4d10) necrotic damage on a failure.

Reactions

Sacrifice Ploy. When a friendly devil the cornugon can see within 60 feet is targeted with an attack, the cornugon can use its Devilish Transposition, choosing that devil as one of the spell's targets.

The creature that exchanges places with the devil becomes the new target of the triggering attack.

Curse of the Horned Siege (1/Day, 5th Level Spell). When a creature the cornugon can see within 60 feet fails a saving throw against being Frightened, the cornugon can force it to succeed on a DC 16 Charisma saving throw or be Cursed with a mark of cowardice.

The Cursed creature has disadvantage on saving throws against being Frightened, and while it is Frightened attacks against it have advantage.

Legendary Actions

The cornugon can take two legendary actions, choosing from the options below.

Bloody Lather Drive. The cornugon moves up to half its speed and can make an attack with its 9-Tongued Lash.

On a hit against a friendly devil, the target gains advantage on melee attacks it makes before the end of its next turn.

Devilish Transposition (2nd Level Spell). The cornugon teleports two friendly devils of the same size category that it can see within 60 feet to switch places with one another.

Rotate Reserves. The cornugon wrests the life force from a friendly devil of CR 5 or lower it can see within 120 feet, killing it and regaining a use of its Infernal Incursion.

CORNUGON HELLDRIVER TACTICS

Helldrivers save their fiendrot flood for when it can affect 3-4 enemies; they will kill weak allies with it, but will avoid hitting any underlings of CR 5 or above.

They use their Infernal Incursion at each opportunity early in a fight, then their Rotate Reserves whenever an eligible devil is on death's door to regain uses of it.

With Devilish Transposition and their Sacrifice Ploy, they try to continually move ranged attackers away from the front lines and to swap highly mobile creatures on the front lines with those who have more difficulty reaching melee. They're typically more interested in positioning than in damage allocation with their Sacrifice Ploy, but will switch a higher AC monster into the attack's path if available.

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