

The Opera Demon

Medium Humanoid, lawful evil

Armor Class 13 (natural armor)

Hit Points 150 (16d10 + 62)

Speed 30 ft., swim speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	10 (+0)	14(+2)	19 (+4)	22 (+6)

Skills Casting Modifier: Charisma

Saving Throws Adds proficiency (+2) to Intelligence and Wisdom saving throws.

Senses blindsight 60 ft., passive Perception 14

Resistances Bludgeoning, Piercing and slashing from nonmagical attacks

Languages Common, Elven, Abyssal, Draconic, Sylvan

Challenge 10 (5,900 XP)

Keen Hearing. The creature has advantage on Wisdom (Perception) checks that rely on hearing.

Roleplaying Info. The Opera Demon is the rare product of a human and a succubus, and enjoys the benefits of both. When he speaks, it's in a haunting voice that holds a soft musicality, rising and lilting in a way that could lull someone to sleep. His compulsion to drain and kill drives him into obscurity, but he's found a situation that is beneficial to him in the opera house and is keen to keep it. He is obsessed with Adelaide because of her voice and wants to keep her as his own, teaching her to harness its power and use it to further prey on the unsuspecting populace. He is hauntingly beautiful, with red eyes that glow in the darkness.

Actions

Attack. Rapier, +5 to hit. 1d8+3 damage.

Legendary Actions. The demon can take one legendary action per turn to perform Siren.

Siren. The demon performs Siren as a legendary action. A humanoid the demon can see within 30 feet of it must succeed a DC 16 Charisma saving throw or be charmed by the song of the demon for 1 day. The charmed target obeys the demon's commands until it takes damage or is commanded to do something harmful to itself. The charmed creature may repeat their saving throw at the end of each turn. A creature who has been charmed and saved cannot be charmed again.

Drain Essence. If a creature is charmed by the demon, he can summon the creature and use his voice as a bonus action to drain their essence. The creature will make a DC 12 Wisdom saving throw. On a failed save, the creature will take 2d6 psychic damage. The Demon will heal the amount taken. On a successful save, the damage is halved. For both outcomes, half of the overall damage is subtracted from their max HP until they complete a long rest. The target dies if this effect reduces its hit point maximum to 0.

Casting

The Demon uses Charisma (attack +8, save DC 16) as his casting modifier. He is a fifth level spellcaster. His known spells are as follows:

Cantrips: Vicious Mockery, Blade Ward, True Strike

1st level: Dissonant Whispers(can be cast at a higher level slot), Tasha's Hideous Laughter, Disguise Self, Thunderwave(can be cast at higher levels)

2nd level: Hold Person, Cloud of Daggers(can be cast at higher levels)

3rd level: Fear, Bestow Curse