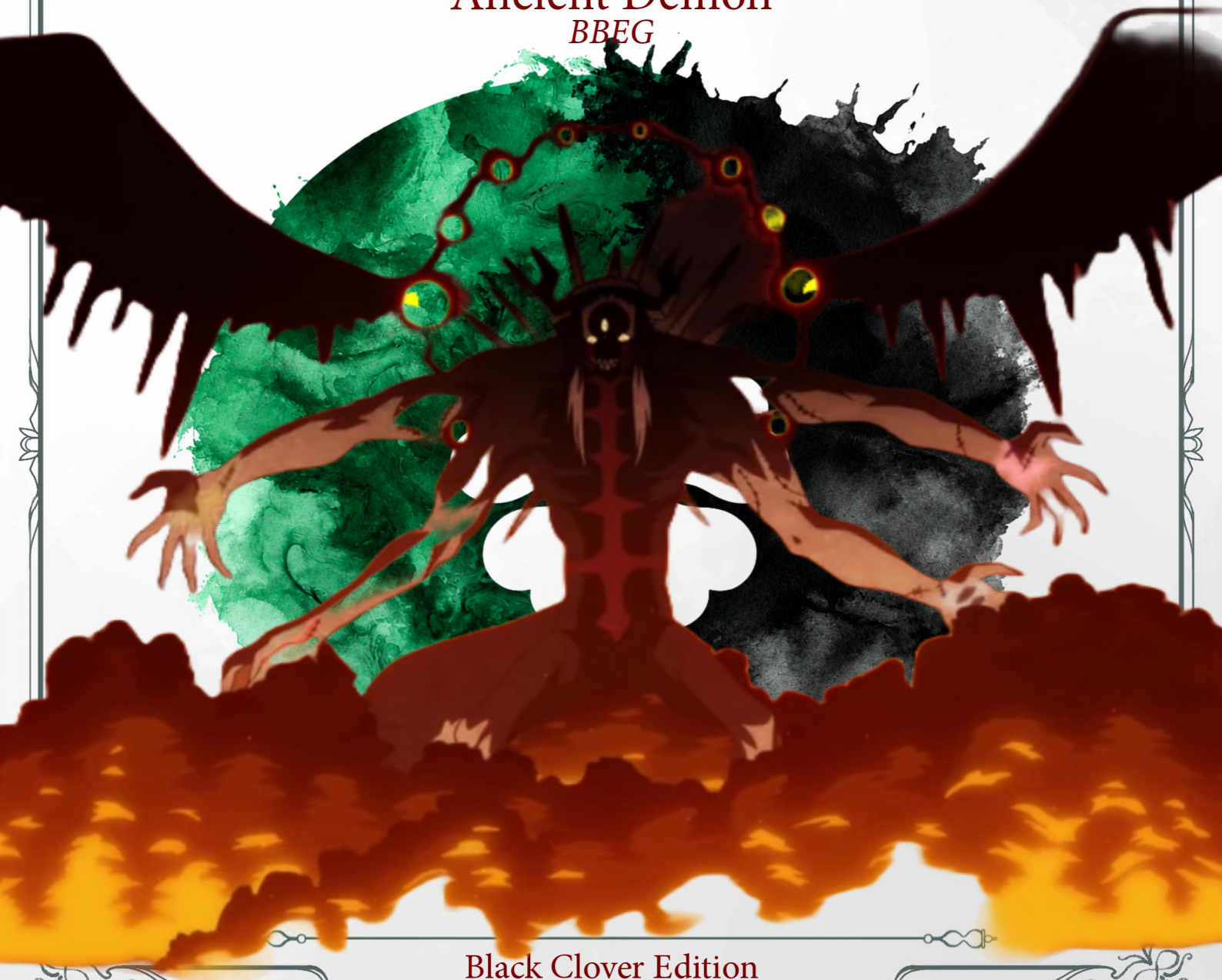
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Ancient Demon

BBEG



Black Clover Edition

Ancient Demon

The Calamity of the Spade Kingdom

Gargantuan monstrosity, unaligned

Armor Class 17 (natural armor)
Hit Points 217 (14d20 + 70)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (−1)	20 (+5)	3 (−4)	10 (+0)	8 (−1)

Saving Throws Str +10, Con +10, Wis +5
Skills Athletics +10, Perception +5
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 15
Languages —
Challenge 16 (15,000 XP)

Legendary Resistance (2/Day). If the Ancient Demon fails a saving throw, it can choose to succeed instead.

Negative Mana. The Ancient Demon's body is saturated with corrupted magical energy, granting it extraordinary physical strength and the ability to unleash devastating magical attacks. Its weapon attacks are magical. The save DC for all of the Ancient Demon's abilities is 18.

Siege Monster. The Ancient Demon deals double damage to objects and structures.

Overwhelming Bulk. The Ancient Demon can move through the spaces of creatures that are Huge or smaller. These spaces count as difficult terrain for it, and it can't end its movement in another creature's space. The first time on each of its

turns that the Ancient Demon enters a creature's space, that creature must succeed on a DC 18 Strength saving throw or be knocked prone. A creature that succeeds on the saving throw isn't affected by this trait again until the start of the Ancient Demon's next turn.

Monstrous Reach. The Ancient Demon's enormous size allows it to strike enemies from considerable distances. Its melee attacks have a reach of 20 feet, as reflected in its attack descriptions.

Primitive Instincts. The Ancient Demon possesses enormous destructive power but very little tactical intelligence. It is immune to the frightened condition and has advantage on saving throws against being charmed. The Ancient Demon can't take the Help action.

Unstable Negative Mana. Immediately after the Ancient Demon uses Desolation Beam or Cataclysmic Desolation, its magical energy becomes unstable. Until the start of its next turn, attack rolls against it have advantage.

Actions

Multiattack. The Ancient Demon makes two Crushing Fist attacks.

Crushing Fist. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 23 (4d8 + 5) bludgeoning damage. If the target is Huge or smaller, it must succeed on a DC 18 Strength saving throw or be pushed up to 10 feet directly away from the Ancient Demon. A creature pushed

into a solid surface takes an additional 7 (2d6) bludgeoning damage. The Ancient Demon can attempt to push a creature using this attack only once on each of its turns.

Earth-Shattering Stomp. The Ancient Demon raises one of its colossal legs and slams it into the ground, creating a violent shockwave that tears through the surrounding terrain. Each creature other than the Ancient Demon on the ground within 20 feet of itself must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 22 (5d8) bludgeoning damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone. The affected ground becomes difficult terrain until it is cleared or repaired. Unattended, nonmagical objects and structures in the area take the full damage.

Desolation Beam (Recharge 5–6). The Ancient Demon gathers an enormous quantity of negative mana into one of its palms before releasing a concentrated beam of destructive magical energy. The beam erupts in a line 120 feet long and 15 feet wide originating from the Ancient Demon. Each creature in the line must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 55 (10d10) force damage. On a successful save, the creature takes half as much damage. Objects and structures caught within the beam take the full damage. The beam ignites flammable objects in its path

that aren't being worn or carried. After using this ability, the Ancient Demon's Unstable Negative Mana trait takes effect.

Bonus Actions

Charging Catastrophe (Phase Two Only; Recharge 6). The Ancient Demon begins concentrating an extraordinary quantity of negative mana into its outstretched palms. Until the start of its next turn, an enormous sphere of dark magical energy surrounds its hands, and its body becomes increasingly unstable. While charging, the Ancient Demon can't take reactions. If the Ancient Demon is incapacitated before the start of its next turn, the gathered magical energy dissipates harmlessly. If the Ancient Demon isn't incapacitated when its next turn begins, it can use Cataclysmic Desolation as an action during that turn. If it doesn't use Cataclysmic Desolation before that turn ends, the gathered energy dissipates harmlessly. The Ancient Demon can't use Charging Catastrophe while Cataclysmic Desolation is already charged.

Reactions

Reflexive Backhand. When a creature the Ancient Demon can see within 20 feet of itself hits it with a melee attack, the demon can swing one of its enormous arms toward the attacker in an instinctive attempt to drive it away. The triggering creature must make a DC 18 Strength saving throw. On a failed save, the creature is pushed up to 15 feet directly away

from the Ancient Demon and knocked prone. On a successful save, the creature isn't pushed or knocked prone.

Legendary Actions

The Ancient Demon 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. The Ancient Demon regains spent legendary actions at the start of its turn.

Lumbering Advance. The Ancient Demon moves up to half its speed.

Crushing Fist (Costs 2 Actions). The Ancient Demon makes one Crushing Fist attack.

Seismic Tremor (Costs 2 Actions). The Ancient Demon strikes the ground with one of its enormous fists, releasing a violent tremor through the surrounding area. Each creature other than the Ancient Demon on the ground within 15 feet of it must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 18 (4d8) bludgeoning damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

Phase Two — Wings of the Underworld

Wings of the Underworld. When the Ancient Demon is first reduced to **108 hit points or fewer**, a pair of enormous wings formed from concentrated negative mana erupts from its back. The transformation

requires no action. The Ancient Demon immediately gains **20 temporary hit points**, which last until it is reduced to 0 hit points or combat ends. Its walking speed remains 40 feet, and it gains a flying speed of 40 feet. The transformation lasts until the Ancient Demon is destroyed. Additionally, Desolation Beam immediately recharges. The Ancient Demon retains all its existing abilities and gains the following benefits.

Phase Two Traits

Mana-Devouring Wings. The Ancient Demon's wings absorb ambient mana, reinforcing its body with supernatural energy. While at least one wing remains intact, the Ancient Demon gains the following benefits:

Mana Absorption: At the start of each of its turns, the Ancient Demon gains 5 temporary hit points if it has no temporary hit points remaining.

Empowered Blows: The first Crushing Fist attack the Ancient Demon hits with on each of its turns deals an additional 7 (2d6) force damage.

These benefits end if both wings are destroyed.

Enormous Wings. The Ancient Demon's wings are physical manifestations of concentrated negative mana and can be targeted by attacks. Each wing is a Large object with AC 16, 25 hit points, and immunity to poison and psychic damage. A wing has vulnerability to force damage. If one wing is

destroyed, the Ancient Demon's flying speed is reduced to 20 feet. If both wings are destroyed, the Ancient Demon loses its flying speed and the benefits of Mana-Devouring Wings. If the Ancient Demon is airborne when it loses its flying speed, it falls unless another effect prevents the fall. Damage dealt to a wing doesn't reduce the Ancient Demon's hit points. A destroyed wing doesn't regenerate during the encounter.

Phase Two Actions

Cataclysmic Desolation. *Requires Charging Catastrophe.* The Ancient Demon releases the enormous sphere of negative mana gathered between its palms, unleashing a devastating magical explosion. The demon chooses a point it can see within 150 feet of itself. A sphere of destructive negative mana erupts in a 30-foot-radius sphere centered on that point. Each creature in the area must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 63 (14d8) force damage. On a successful save, the creature takes half as much damage. Objects and structures within the affected area take the full damage. The explosion tears through the surrounding terrain, leaving the ground within the affected area covered in rubble and broken earth. The affected ground becomes difficult terrain until cleared or repaired. After using Cataclysmic Desolation, the Ancient Demon's Unstable Negative Mana trait takes effect. The Ancient Demon can't use this action again

until it successfully charges the attack using Charging Catastrophe.

Special Weakness — Unstable Negative Mana

The Ancient Demon possesses enormous magical power but lacks the intelligence and control necessary to use that power efficiently. Its most destructive magical attacks temporarily destabilize the energy surrounding its body, leaving it vulnerable to retaliation.

Discovering the Weakness. A creature that witnesses the Ancient Demon use Desolation Beam or Cataclysmic Desolation can use its action to make a DC 16 Intelligence (Arcana) check. On a success, the creature recognizes that the demon's protective negative mana becomes unstable after it releases large quantities of magical energy. The creature learns the following information:

- The Ancient Demon's magical defenses temporarily weaken after its strongest attacks.
- The Ancient Demon can't take reactions while preparing Cataclysmic Desolation.
- Incapacitating the Ancient Demon interrupts the preparation of Cataclysmic Desolation.
- The demon's wings absorb mana and can be destroyed to weaken its second phase.

Exploiting the Weakness. *Attack During Recovery.* After Desolation Beam or Cataclysmic Desolation,

attack rolls against the Ancient Demon have advantage until the start of its next turn.

Interrupt the Catastrophe. Incapacitating the Ancient Demon while it prepares Cataclysmic Desolation prevents the attack from being released.

Destroy Its Wings. During Phase II, destroying the Ancient Demon's wings reduces its mobility and removes the benefits of Mana-Devouring Wings.

Exploit Its Size. The Ancient Demon has difficulty navigating confined spaces, and its enormous body makes it vulnerable to spells and abilities that restrict movement.

Recovery. The vulnerability ends at the start of the Ancient Demon's next turn. It recurs each time the demon uses Desolation Beam or Cataclysmic Desolation; wings stay destroyed for the rest of the encounter.