

AN EVENTYR GAMES COMPENDIUM

ENHANCED DEMONS



Expanded rules for demons in
5th edition D&D

ENHANCED DEMONS



CREDITS

Writing: J. A. Valeur

Layout: J. A. Valeur

Special Thanks: B. Bregendahl, C. Meldal, C. Svendsen, L. Glader & S. Valeur for editing, input and playtesting.

Cover and Interior Art: Provided by the Dungeon Masters Guild and used with permission under the Community Content Agreement for the DMs Guild.



Eventyrgames.com – [DM's Guild](#) – [Facebook](#) – [Twitter](#)

Join [the mailing list](#) for updates, early access and special offers.

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2020 by Eventyr Games and published under the Community Content Agreement for Dungeon Masters Guild.

ENHANCED DEMONS

DEMONS. DESTRUCTION INCARNATE. CHAOS and slaughter manifest. From the pitiful mane to the mighty balor, the abyss spawns a host of fearsome enemies to throw at your party. Many of these creature offer interesting action choices and tactical puzzles, although some seem to specialize only in mindless slaughter.

In this compendium, we take a look at all the demons presented in the *Monster Manual*, assessing their strong points and shortcomings before enhancing them with alternate features. The point is not to make the demons more powerful, but to make them more exciting. We won't increase their hit points, AC, or damage output, but aim to instead give them new viable options in combat. Of course, increased versatility never makes a monster weaker, but we're fine with that, as long as they are a lot more fun to play with – or against. All changes are **colorized**, and most spells and options are included directly in the statblocks, so that your demons gain more complexity, while still being easy to run at the table.

MANES

Lowliest of low, the common manes offer little in terms of excitement – a single, efficient claw attack is all the wretched fiend can muster. To give it just a bit of an extra option, it now gets the Grotesque Display-feature.

GROTESQUE DISPLAY

This minor debuff allows the mane to take on a supporting role in battles where weakening the characters makes more tactical sense than a weak Claws-attack.

MANES

Small fiend (demon), chaotic evil

Armor Class 9
Hit Points 9 (2d6 + 2)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	13 (+1)	3 (-4)	8 (-1)	4 (-3)

Damage Resistances Cold, Fire, Lightning
Damage Immunities Poison
Condition Immunities Charmed, Frightened, Poisoned
Senses Darkvision 60 ft., Passive Perception 9
Languages Abyssal, understands but can't speak
Challenge 1/8 (25 XP)

ACTIONS

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) slashing damage.

Grotesque Display. The demon lashes itself in a grotesque display of madness. Each creature within 10 ft. of the mane that can see it must make a DC 10 Wisdom saving throw. On a failure, the creature has disadvantage on the next attack roll or ability check it makes until the end of its next turn.

DRETCH

Though only slightly less low than the common mane, the dretch nonetheless comes equipped with a potent non-attack-feature in the Fetid Cloud. To just give it that extra bit of versatility, the enhanced dretch gains the Latch On-feature.

LATCH ON

By climbing onto a bigger creature the dretch can position itself to make more advantageous attacks. Remember also, that if you're using the variant rules for encumbrance (*Player's Handbook* p. 176), the 60-pound dretch might cause a character to become encumbered (-10 move speed) or even heavily encumbered (-20 move speed, disadvantage on all attacks, checks and saves that use Strength, Dexterity or Constitution).

DRETCH

Small fiend (demon), chaotic evil

Armor Class 11 (Natural Armor)
Hit Points 18 (4d6 + 4)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	12 (+1)	5 (-3)	8 (-1)	3 (-4)

Damage Resistances Cold, Fire, Lightning
Damage Immunities Poison
Condition Immunities Poisoned
Senses Darkvision 60 ft., Passive Perception 9
Languages Abyssal, Telepathy 60 ft.
Challenge 1/4 (50 XP)

ACTIONS

Multiattack. The dretch makes one attack with its bite and one attack with its claws.

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft. *Hit:* 3 (1d6) piercing damage.

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft. *Hit:* 5 (2d4) slashing damage.

Latch On. The dretch attempts to climb onto a Medium or larger creature within 5 ft. of it. The target must make a DC 10 Dexterity (Acrobatics) check. On a failure, the dretch successfully moves into the target creature's space and clings to its body. While in the target's space, the dretch moves with the target and has advantage on attack rolls against it. The target can dislodge the dretch as an action by succeeding on a DC 10 Strength (Athletics) check. Immediately after successfully latching on to a creature, the dretch can make one bite attack against that creature as a bonus action.

Fetid Cloud (1/day). A 10-foot radius of disgusting green gas extends out from the dretch. The gas spreads around corners, and its area is lightly obscured. It lasts for 1 minute or until a strong wind disperses it. Any creature that starts its turn in that area must succeed on a DC 11 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions.

QUASIT

As the messenger birds of the abyss, the quasit's abilities are not particularly focused on combat. It has a decent claw attack and the Scare-action can certainly be useful, but to just give it a bit more to do in a combat scenario, the quasit has gained the ability to cast the spell *grease*.

GREASE

This spell offers more utility than raw power, but gives the quasit another thematically fitting way to annoy and hamper its foes in combat. It is particularly useful against clustered enemies or when the quasit needs to dissuade pursuers.

QUASIT

Tiny fiend (demon, shapechanger), chaotic evil

Armor Class 13

Hit Points 7 (3d4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +5

Damage Resistances Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception 10

Languages Abyssal, Common

Challenge 1 (200 XP)

Shapechanger. The quasit can use its action to polymorph into a beast form that resembles a bat (speed 10 ft. fly 40 ft.), a centipede (40 ft., climb 40 ft.), or a toad (40 ft., swim 40 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

ACTIONS

Claws (Bite in Beast Form). *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Scare (1/Day). One creature of the quasit's choice within 20 feet of it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the quasit is within line of sight, ending the effect on itself on a success.

Grease (1/Day). Slick grease covers the ground in a 10-foot square centered on a point within 60 ft. and turns it into difficult terrain for 1 minute. When the grease appears, each creature standing in its area must succeed on a DC 10 Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a DC 10 Dexterity saving throw or fall prone.

Invisibility. The quasit magically turns invisible until it attacks, or uses Scare or Grease, or until its concentration ends (as if concentrating on a spell). Any equipment the quasit wears or carries is invisible with it.



SHADOW DEMON

The shadow demon is the first real combat threat among the demons in the *Monster Manual*— and a flavorful one at that. Equipped with a host of useful resistances, Shadow Stealth and psychic damage, the shadow demon is a capable and dangerous foe. It is, however, also a bit one-dimensional with hit-and-run Claws-attacks being it's only real viable tactic. To flesh the shadow demon out a bit more, we've given it Innate Spellcasting and Shadow Absorption.

INNATE SPELLCASTING

Enemies abound is a fun spell that fits well with the demon's shadowy theme, allowing it to turn its enemies against each other while it strikes from the shadows. Likewise, *silence* makes the shadow demon an even scarier ambusher, giving it the ability to silence a stragglers cries of warning or neutralize spellcasters.

SHADOW ABSORPTION

This feature allows the shadow demon to attack characters' constitution saving throws, while also bolstering itself with temporary hit points. Good for when the shadow demon needs to recuperate and regroup before striking from the shadows again.



SHADOW DEMON

Medium (demon), chaotic evil

Armor Class 13

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	12 (+1)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Dex +5, Cha +4

Skills Stealth +7

Damage Vulnerabilities Radiant

Damage Resistances Acid, Fire, Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Cold, Lightning, Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 120 ft., Passive Perception 11

Languages Abyssal, Telepathy 120 ft.

Challenge 4 (1,100 XP)

Incorporeal Movement. The demon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Innate Spellcasting. The demon's spellcasting ability is Intelligence (spell save DC 12). The demon can innately cast the following spells, requiring no material components:

- 1/day each: *enemies abound*, *silence*

Light Sensitivity. While in bright light, the demon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Stealth. While in dim light or darkness, the demon can take the Hide action as a bonus action.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 10 (2d6 + 3) psychic damage or, if the demon had advantage on the attack roll, 17 (4d6 + 3) psychic damage.

Shadow Absorption (1/day). The demon drains energy from the shadows cast by nearby foes. Up to six creatures of the demon's choice it can see within 30 ft. of it must make a DC 12 Constitution saving throw, taking 10 (2d10) necrotic damage on a failure, or half as much damage on a success. The demon gains temporary hit points equal to half the total necrotic damage dealt this way.

Enemies Abound (1/day). A creature the demon can see within 120 ft. of it must make a DC 12 Intelligence saving throw. A creature automatically succeeds if it is immune to being frightened. On a failed save, the target loses the ability to distinguish friend from foe, regarding all creatures it can see as enemies for 1 minute or until the demon loses its concentration. Each time the target takes damage, it can repeat the saving throw, ending the effect on itself on a success. Whenever the affected creature chooses another creature as a target, it must choose the target at random from among the creatures it can see within range of the attack, spell, or other ability it's using. If an enemy provokes an opportunity attack from the affected creature, the creature must make that attack if it is able to.

Silence (1/day). For 10 minutes or until the demon loses its concentration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point of the demon's choice within 120 ft. of it. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

BARLGURA

Large fiend (demon), chaotic evil

Armor Class 15 (Natural Armor)

Hit Points 68 (8d10 + 24)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	7 (-2)	14 (+2)	9 (-1)

Saving Throws Dex +5, Con +6

Skills Perception +5, Stealth +5

Damage Resistances Cold, Fire, Lightning

Damage Immunities Poison

Condition Immunities Poisoned

Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 15

Languages Abyssal, Telepathy 120 ft.

Challenge 5 (1,800 XP)

Innate Spellcasting. The bargura's spellcasting ability is Wisdom (spell save DC 13). The bargura can innately cast the following spells, requiring no material components:

- 1/day each: *entangle*, *phantasmal force*
- 2/day each: *disguise self*, *invisibility* (self only)

Reckless. At the start of its turn, the bargura can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Running Leap. The bargura's long jump is up to 40 feet and its high jump is up to 20 feet when it has a running start.

ACTIONS

Multiattack. The bargura makes three attacks: one with its bite and two with its fists.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 11 (2d6 + 4) piercing damage.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 9 (1d10 + 4) bludgeoning damage.

Deadly Leap. If the bargura jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 15 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 20 (3d10 + 4) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the bargura's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bargura's space.

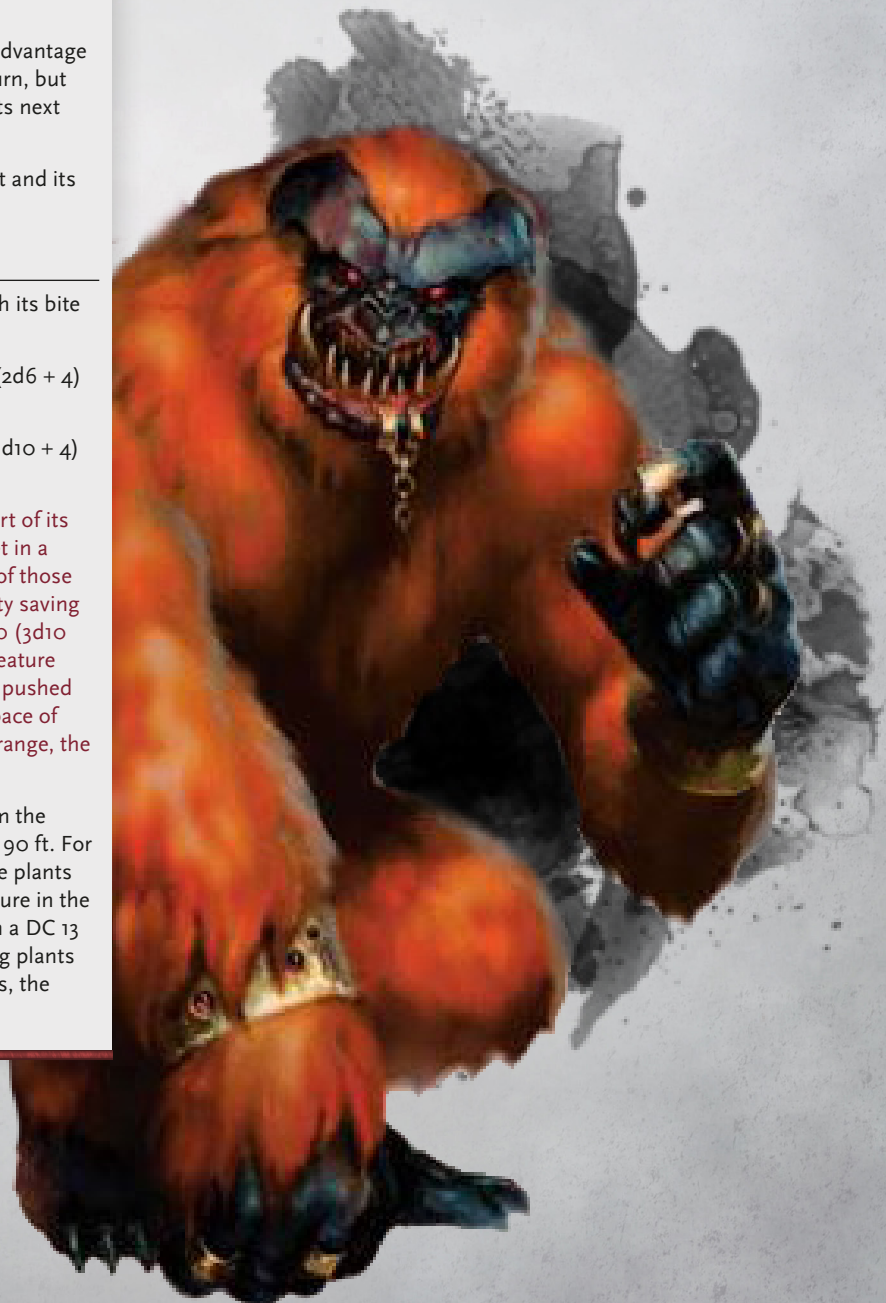
Entangle (1/day). Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within 90 ft. For 1 minute or until the bargura loses concentration, these plants turn the ground in the area into difficult terrain. A creature in the area when the bargura casts the spell must succeed on a DC 13 Strength saving throw or be restrained by the entangling plants until the spell ends (escape DC 13). When the spell ends, the conjured plants wilt away.

BARLGURA

The glorious spellcasting ape that is the Bargura is something of a conundrum. It has low intelligence, but still manages to be one of the most cunning and versatile spellcasters of the demons in the *Monster Manual*. Because it already has quite a few options available to it, all we've done with the bargura is give it the Deadly Leap-feature.

DEADLY LEAP

Mimicking the fearsome bulette, the bargura can use Deadly Leap to launch itself through the air and land to devastating effect on its foes. It's a good opener, putting the bargura right in the middle of things at the very start of combat.



CHASME

Deceptively dangerous, the chasme's Drone-feature can quickly turn what should be an easy fight into a slaughter. Its Proboscis-attack is also quite dangerous, with an average of 40 damage that also reduces maximum hit points. To give the Chasme a bit more versatility, we've given it Innate Spellcasting.

INNATE SPELLCASTING

The chasme gets two simple, but effective spells. *Fear* allows it to repel enemies, while *web* can immobilize foes, keeping them within its Drone-effect or simply readying them for its Proboscis-attack.



CHASME

Large fiend (demon), chaotic evil

Armor Class 15 (Natural Armor)

Hit Points 84 (13d10 + 13)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	11 (+0)	14 (+2)	10 (+0)

Saving Throws Dex +5, Wis +5

Skills Perception +5

Damage Resistances Cold, Fire, Lightning

Damage Immunities Poison

Condition Immunities Poisoned

Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception 15

Languages Abyssal, Telepathy 120 ft.

Challenge 6 (2,300 XP)

Drone. The chasme produces a horrid droning sound to which demons are immune. Any other creature that starts its turn within 30 feet of the chasme must succeed on a DC 12 Constitution saving throw or fall unconscious for 10 minutes. A creature that can't hear the drone automatically succeeds on the save. The effect on the creature ends if it takes damage or if another creature takes an action to splash it with holy water. If a creature's saving throw is successful or the effect ends for it, it is immune to the drone for the next 24 hours.

Innate Spellcasting. The chasme's spellcasting ability is Wisdom (spell save DC 13). The chasme can innately cast the following spells, requiring no material components:

- 1/day each: *fear*, *web*

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

Spider Climb. The chasme can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Proboscis. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 16 (4d6 + 2) piercing damage plus 24 (7d6) necrotic damage, and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction to a creature's hit point maximum lasts until the creature finishes a long rest or until it is affected by a spell like *greater restoration*.

Fear (1/day). Each creature in a 30-foot cone must succeed on a DC 13 Wisdom saving throw or drop whatever it is holding and become frightened for 1 minute, or until the chasme loses concentration. While frightened this way, a creature must take the Dash action and move away from the chasme by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to the chasme, the creature can make a DC 13 Wisdom saving throw, ending the effect on a success.

Web (1/day). The chasme conjures a mass of webbing filling a 20-foot cube centered on a point within 60 ft. for 1 hour or until it loses concentration. The webs are difficult terrain and lightly obscure their area. Webs layered over a flat surface have a depth of 5 feet. The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire. Each creature that starts its turn in the webs or that enters them during its turn must make a DC 13 Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free (escape DC 13).

VROCK

Grotesque and dangerous, the vrock embodies the nasty nature of the abyss – all beak and talons, death and destruction, the vrock is a very capable combatant. It is also quite versatile with the ability to use both Spores and Stunning Screech to disable and diminish its foes. To just give it a bit more options for attacking head-on, we've given the vrock the Wing Attack-feature.

WING ATTACK

Inspired by the fearsome dragons, the vrock's wing attack gives it an AoE-attack that can also temporarily hamper enemies and supply it with a measure of mobility. Perfect for disengaging from a crowd of foes before regrouping to rejoin the fight somewhere else.

VROCK

Large fiend (demon), chaotic evil

Armor Class 15 (Natural Armor)

Hit Points 104 (11d10 + 44)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	8 (-1)	13 (+1)	8 (-1)

Saving Throws Dex +5, Wis +4, Cha+2

Damage Resistances Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception 11

Languages Abyssal, Telepathy 120 ft.

Challenge 6 (2,300 XP)

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

ACTIONS

Multiattack. The vrock makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 10 (2d6 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 14 (2d10 + 3) slashing damage.

Wing Attack. The vrock beats its wings. Each creature within 5 feet of the vrock must succeed on a DC 15 Dexterity saving throw or take 10 (2d6 + 3) bludgeoning damage and be knocked prone. The vrock can then fly up to half its flying speed.

Spores (Recharge 6). A 15-foot-radius cloud of toxic spores extends out from the vrock. The spores spread around corners. Each creature in that area must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect on it.

Stunning Screech (1/day). The vrock emits a horrific screech. Each creature within 20 feet of it that can hear it and that isn't a demon must succeed on a DC 14 Constitution saving throw or be stunned until the end of the vrock's next turn.



HEZROU

The hezrou is basically a big ball of brawny brutality. With the subtlety and versatility of a sledge hammer, the hezrou does nothing else than attack. To make the hezrou just a bit more interesting and dynamic in combat, we've given it the Throwaway and Spew Gall-features.

THROWAWAY

This feature allows the hezrou to create chaos on the battlefield by throwing enemies into one another, dealing minor damage and knocking them prone.

SPEW GALL

This thematically fitting and potent breath attack gives the hezrou a way to inflict serious harm on clustered foes – albeit only once per day.

HEZROU

Large fiend (demon), chaotic evil

Armor Class 16 (Natural Armor)

Hit Points 136 (13d10 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	20 (+5)	5 (-3)	12 (+1)	13 (+1)

Saving Throws Str +7, Con +8, Wis +4

Damage Resistances Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception 11

Languages Abyssal, Telepathy 120 ft.

Challenge 8 (3,900 XP)

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

Stench. Any creature that starts its turn within 10 feet of the hezrou must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the hezrou's stench for 24 hours.

ACTIONS

Multiattack. The hezrou makes three attacks: one with its bite and two with its claws. If the hezrou has grappled a creature, it can use Throwaway in place of one of these attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 11 (2d6 + 4) slashing damage.

Throwaway. The hezrou throws a Medium or smaller creature it has grappled up to 30 ft. horizontally in a direction of the hezrou's choice. As it lands, the target must make a DC 15 Dexterity saving throw. On a failure, the target takes 10 (3d6) bludgeoning damage and is prone. On a success, it takes only half as much damage and isn't prone. If the target creature hits another creature during the throw, both creatures must make the saving throw, taking 7 (2d6) bludgeoning damage on a failure.

Spew Gall (1/day). The hezrou spews the vile contents of its stomach in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 28 (8d6) acid damage on a failed save, or half as much on a successful one.



GLABREZU

Once more we have a demon that doesn't need to much help. Supplied with pincers, fists and powerful spells, the glabrezu is an awesome vehicle of destruction. To just give it a bit more versatility, the glabrezu gains the Rattling Shake-feature.

RATTLING SHAKE

While dealing less damage than an ordinary pincer attack, this feature has the potential to stun its target, keeping them immobilized and at the glabrezu's mercy. It won't always be the best choice, but when control is more important than damage, Rattling Shake is a very good option indeed.



GLABREZU

Large fiend (demon), chaotic evil

Armor Class 17 (Natural Armor)

Hit Points 157 (15d10 + 75)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	21 (+5)	19 (+4)	17 (+3)	16 (+3)

Saving Throws Str +9, Con +9, Wis +7, Cha +7

Damage Resistances Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Truesight 120 ft., Passive Perception 13

Languages Abyssal, Telepathy 120 ft.

Challenge 9 (5,000 XP)

Innate Spellcasting. The glabrezu's spellcasting ability is Intelligence (spell save DC 16). The glabrezu can innately cast the following spells, requiring no material components:

- At will: *darkness*, *detect magic*, *dispel magic*
- 1/day each: *confusion*, *fly*, *power word stun*

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

ACTIONS

Multiattack. The glabrezu makes four attacks: two with its pincers and two with its fists. Alternatively, it makes two attacks with its pincers and casts one spell. If the glabrezu is grappling a creature in its pincers, it can use Rattling Shake in place of a pincer attack.

Pincer. *Melee Weapon Attack:* +9 to hit, reach 10 ft. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is a Medium or smaller

creature, it is grappled (escape DC 15). The glabrezu has two pincers, each of which can grapple only one target.

Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft. *Hit:* 7 (2d4 + 2) bludgeoning damage.

Rattling Shake. The glabrezu shakes a Medium or smaller creature it is grappling in its pincer. The target takes 10 (1d10 + 5) bludgeoning damage and must succeed on a DC 15 Constitution saving throw or be stunned until the start of the glabrezu's next turn.

Darkness. Magical darkness spreads in a 15-foot-radius sphere from a point within 60 ft., lasting 10 minutes or until the demon loses its concentration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If the point is on an object, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

Dispel Magic. Any spell of 3rd level or lower on one creature, object or magical effect within 120 ft. ends. For each spell of 4th level or higher on the target, the demon can make an ability check using its spellcasting ability (+8) against a DC of 10 + the spell's level. On a successful check, the spell ends.

Fly (1/day). The demon touches a willing creature. The target gains a flying speed of 60 feet for 10 minutes or until the demon loses concentration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall.

Power Word Stun (1/day). The demon speaks a word of power that can overwhelm the mind of one creature it can see within 60 ft., leaving it dumbfounded. If the target has 150 hit points or fewer, it is stunned. Otherwise, the spell has no effect. The stunned target must make a DC 16 Constitution saving throw at the end of each of its turns. On a successful save, this stunning effect ends.

YOCHLOL

With *web* and *dominate person*, as well as Mist Form, the yochlol certainly has options in combat. Still, the yochlol is a relatively weak combatant when we compare its hit points, armor class and damage output to other fiends of a similar challenge rating. Thus, a minor buff is warranted, which is why the yochlol not only gets the Maddening Presence-feature but also an improvement to its Slam-attack.

MADDENING PRESENCE

The yochlol can use this feature both offensively and defensively to make up for its melee deficiencies.

IMPROVED SLAM

The yochlol's basic attack now also weakens its target mentally, creating synergy with its spells and features.



YOCHLOL

Medium fiend (demon, shapechanger), chaotic evil

Armor Class 15 (Natural Armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	18 (+4)	13 (+1)	15 (+2)	15 (+2)

Saving Throws DEX +6, INT +5, WIS +6, CHA +6

Skills Deception +10, Insight +6

Damage Resistances Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception 12

Languages Abyssal, Elvish, Undercommon

Challenge 10 (5,900 XP)

Shapechanger. The yochlol can use its action to polymorph into a form that resembles a female drow or giant spider, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Spider Climb. The yochlol can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Innate Spellcasting. The yochlol's spellcasting ability is Charisma (spell save DC 14). The yochlol can innately cast the following spells, requiring no material components:

- At will: *detect thoughts*, *web*
- 1/day: *dominate person*

Web Walker. The yochlol ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The yochlol makes two melee attacks.

Slam (Bite in Spider Form). *Melee Weapon Attack:* +6 to hit, reach 5 ft. (10 ft. in demon form) *Hit:* 5 (1d6 + 2) bludgeoning (piercing in spider form) damage plus 21 (6d6) poison damage and the target has disadvantage on Wisdom saving throws until the end of the yochlol's next turn.

Mist Form. The yochlol transforms into toxic mist or reverts to its true form. Any equipment it is wearing or carrying is also transformed. It reverts to its true form if it dies. While in mist form, the yochlol is incapacitated and can't speak. It has a flying speed of 30 feet, can hover, and can pass through any space that isn't airtight. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to nonmagical damage. While in mist form, the yochlol can enter a creature's space and stop there. Each time that creature starts its turn with the yochlol in its space, the creature must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target is incapacitated.

Maddening Presence. Each creature of the yochlol's choice within 30 ft. of it must make a DC 14 Wisdom saving throw. On a failure, a creature takes 17 (5d6) psychic damage and is paralyzed until the end of the yochlol's next turn. If a creature's saving throw is successful, the creature is immune to the yochlol's Maddening Presence for the next 24 hours.

Web. The yochlol conjures a mass of thick, sticky webbing filling a 20-foot cube centered on a point within 60 ft. for 1 hour or until the yochlol loses concentration. The webs are difficult terrain and lightly obscure their area. Webs layered over a flat surface have a depth of 5 feet. The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire. Each creature that starts its turn in the webs or that enters them during its turn must make a DC 14 Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free (escape DC 14).

Dominate Person (1/day). A target humanoid the yochlol can see within 60 ft. must succeed on a DC 14 Wisdom saving throw or be charmed by it for 1 minute, or until the yochlol loses its concentration. If the target is fighting the yochlol or creatures friendly to the yochlol, the target has advantage on the saving throw. While the target is charmed and on the same plane of existence, the yochlol can telepathically issue simple and general commands to the creature (no action required), which the target does its best to obey. If the target completes the order and doesn't receive further direction, it defends and preserves itself to the best of its ability. The yochlol can also use its action to take total and precise control of the target. Until the end of the yochlol's next turn, the target takes only the actions it chooses, and doesn't do anything else. During this time the yochlol can also cause the creature to use a reaction, but this requires it to use its own reaction as well. Each time the target takes damage, it makes a new DC 14 Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

NALFESHNEE

With Horror Nimbus only available every third round on average, the nalfeshnee will likely spend most of the time making only simple bite and claw-attacks. As with the yochlol, the nalfeshnee seems a bit underpowered for its level, at least on turns when Horror Nimbus is recharging. To compensate for this, we've given the nalfeshnee powerful Innate Spellcasting – which was a standard feature of the Nalfeshnee in earlier editions – and improved its Multiattack.

INNATE SPELLCASTING

Dispel magic gives the nalfeshnee some utility, while *lightning bolt* and *chain lightning* allows it to deal big amounts of magical damage to several enemies at once. Lastly, *feblemind* is a real threat even to higher level parties.

IMPROVED MULTIATTACK

By allowing it to use either Horror Nimbus or Teleport before attacking, the nalfeshnee becomes a much more mobile and versatile adversary, who can appear suddenly behind a target to deliver a devastating barrage of attacks.

NALFESHNEE

Large fiend (demon), chaotic evil

Armor Class 18 (Natural Armor)

Hit Points 184 (16d10 + 96)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	22 (+6)	19 (+4)	12 (+1)	15 (+2)

Saving Throws Con +11, Int +9, Wis +6, Cha +7

Damage Resistances Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Truesight 120 ft., Passive Perception 11

Languages Abyssal, Telepathy 120 ft.

Challenge 13 (10,000 XP)

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

Innate Spellcasting. The nalfeshnee's spellcasting ability is Intelligence (spell save DC 17). The yochlol can innately cast the following spells, requiring no material components:

- At will: *dispel magic*, *lightning bolt* (as a 6th-level spell)
- 1/day: *chain lightning*, *feblemind*

ACTIONS

Multiattack. The nalfeshnee uses Teleport or Horror Nimbus if it can. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft. *Hit:* 32 (5d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft. *Hit:* 15 (3d6 + 5) slashing damage.

Horror Nimbus (Recharge 5-6). The nalfeshnee magically emits scintillating, multicolored light. Each creature within 15 feet of the nalfeshnee that can see the light must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A

creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the nalfeshnee's Horror Nimbus for the next 24 hours.

Teleport. The nalfeshnee magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Dispel Magic. Any spell of 3rd level or lower on one creature, object or magical effect within 120 ft. ends. For each spell of 4th level or higher on the target, the demon can make an ability check using its spellcasting ability (+9) against a DC of 10 + the spell's level. On a successful check, the spell ends.

Lightning Bolt. The nalfeshnee blasts a stroke of lightning in a line 100 feet long and 5 feet wide in a direction of its choice. Each creature in the line must make a DC 17 Dexterity saving throw. A creature takes 38 (11d6) lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried.

Chain Lightning (1/day). The nalfeshnee creates a bolt of lightning that arcs toward a target it can see within 150 ft. Three bolts then leap from that target to as many as three other targets, each of which must be within 30 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts. A target must make a DC 17 Dexterity saving throw. The target takes 45 (10d8) lightning damage on a failed save, or half as much damage on a successful one.

Feblemind (1/day). The nalfeshnee blasts the mind of a creature it can see within 150 ft. The target takes 4d6 psychic damage and must make a DC 17 Intelligence saving throw. On a failed save, the creature's Intelligence and Charisma scores become 1. The creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them. At the end of every 30 days, the creature can repeat its saving throw against this spell. If it succeeds on its saving throw, the spell ends. The spell can also be ended by *greater restoration*, *heal*, or *wish*.

MARILITH

Large fiend (demon), chaotic evil

Armor Class 18 (Natural Armor)

Hit Points 189 (18d10 + 90)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Str +9, Con +10, Wis +8, Cha +10

Damage Resistances Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Truesight 120 ft., Passive Perception 13

Languages Abyssal, Telepathy 120 ft.

Challenge 16 (15,000 XP)

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

Magic Weapons. The marilith's weapon attacks are magical.

Reactive. The marilith can take one reaction on every turn in a combat.

ACTIONS

Multiattack. The marilith makes seven attacks: six with its longswords and one with its tail.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft. *Hit:* 13 (2d8 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft. *Hit:* 15 (2d10 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, the marilith can automatically hit the target with its tail, and the marilith can't make tail attacks against other targets.

Swath of Destruction. The marilith moves up its move speed in a straight line. This movement ignores difficult terrain, doesn't provoke opportunity attacks and the marilith can move through the space of Medium or smaller creatures. Each creature within 5 ft. of the marilith at any point during this movement must make a DC 19 Dexterity saving throw. On a failure, a creature takes 22 (4d8 + 4) slashing damage and is knocked prone. On a success, a target takes only half as much damage and isn't knocked prone.

Teleport. The marilith magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Blade Barrier (1/day). The marilith creates a vertical wall of whirling, razor-sharp blades made of magical energy. The wall appears within 90 ft. and lasts for 10 minutes or until the marilith loses concentration. The marilith can make a straight wall up to 100 feet long, 20 feet high, and 5 feet thick, or a ringed wall up to 60 feet in diameter, 20 feet high, and 5 feet thick. The wall provides three-quarters cover to creatures behind it, and its space is difficult terrain. When a creature enters the wall's area for the first time on a turn or starts its turn there, the creature must make a DC 19 Dexterity saving throw. On a failed save, the creature takes 6d10 slashing damage. On a successful save, the creature takes half as much damage.

REACTIONS

Parry. The marilith adds 5 to its AC against one melee attack that would hit it. To do so, the marilith must see the attacker and be wielding a melee weapon.

MARILITH

One of the most fearsome hand-to-hand combatants of Dungeons & Dragons, the marilith is a truly awesome concept, that unfortunately lacks a bit in the diversity-department. Rolling six longsword attacks every round quickly becomes tedious. To give the marilith a bit more to do, we've given it the Swath of Destruction-feature and a single casting of *blade barrier*.

SWATH OF DESTRUCTION

This feature both increases the marilith's mobility, while also giving it a way to disrupt the battlefield. Perfect for when the marilith wants to make its way to an annoying caster across the battlefield, or when its foes have foolishly clustered together.

BLADE BARRIER

A single spell isn't enough to warrant an Innate Spellcasting-feature, but *blade barrier* is too good to pass up. It's thematically very fitting, and allows the marilith to shape the battlefield to its liking, while also protecting it from ranged attackers, which is arguably the marilith's biggest weakness.



GORISTRO

The goristro is a hulking brute of a creature, which has really only one tactic: run headfirst into the enemies and tear them to shreds. Granted, with the amount of damage the goristro can dish it out, it's not the worst tactic, but it isn't very exciting for a creature with a Challenge Rating of 17. If we compare it to an adult red dragon – which has the same CR – the goristro has a lot less to offer both power-wise and in terms of versatility. To give the goristro a bit more to do, it gets the Shockwave and Lost in the Maze-features.

SHOCKWAVE

With its sizable strength score and massive hoofs, a Shockwave-feature seems fitting, and gives the goristro a way to cause havoc in an area around it.

LOST IN THE MAZE

The goristro can use this powerful AoE-feature to immobilize creatures at range, setting them up for devastating attacks on later rounds.

GORISTRO

Huge fiend (demon), chaotic evil

Armor Class 19 (Natural Armor)

Hit Points 310 (23d12 + 161)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	25 (+7)	6 (-2)	13 (+1)	14 (+2)

Saving Throws Str +13, Dex +6, Con +13, Wis +7

Skills Perception +7

Damage Resistances Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception 17

Languages Abyssal

Challenge 17 (18,000 XP)

Charge. If the goristro moves at least 15 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 38 (7d10) piercing damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be pushed up to 20 feet away and knocked prone.

Labyrinthine Recall. The goristro can perfectly recall any path it has traveled.

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

Siege Monster. The goristro deals double damage to objects and structures.

ACTIONS

Multiattack. The goristro makes three attacks: two with its fists and one with its hoof.

Fist. Melee Weapon Attack: +13 to hit, reach 10 ft. **Hit:** 20 (3d8 + 7) bludgeoning damage.

Hoof. Melee Weapon Attack: +13 to hit, reach 5 ft. **Hit:** 23 (3d10 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be knocked prone.

Gore. Melee Weapon Attack: +13 to hit, reach 10 ft. **Hit:** 45 (7d10 + 7) piercing damage.

Shockwave. The goristro stomps the ground with massive hoofs, causing a powerful shockwave to shake the ground. Each creature within 30 ft. of the goristro must make a DC 21 Strength saving throw. On a failure, a creature takes 27 (5d10) bludgeoning damage and 27 (5d10) thunder damage and is knocked prone. On a success, a creature takes only half as much damage and isn't knocked prone.

Lost in the Maze (1/day). The goristro manifests chaotic magic from the abyss to mislead and confuse its enemies. Each creature of the goristro's choice within 60 ft. must make a DC 21 Intelligence saving throw. On a failure, the creature is paralyzed for 1 minute as it imagines itself lost in a maze. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



BALOR

The balor is a frightening sight to behold – even in death, the balor is dangerous to its enemies. However, while Death Throes and Fire Aura are useful and thematic abilities, the balor’s actual damage output is somewhat lacking, as is its versatility. Thus, we’ve given it the Innate Spellcasting-feature, and also improved its Multiattack to allow for both spells and teleportation to be cast in place of attacks.

INNATE SPELLCASTING

The balor gets two simple spells, which should help it be more effective and versatile in combat. *Slow* can control a larger crowd of foes, while *power word pain* helps the pit fiend single out a particularly pesky foe.

IMPROVED MULTIATTACK

To give the balor a bit more versatility and improve its overall effectiveness, its Multiattack now allows it to substitute an attack for either a spell or a use of its Teleport. While obviously a buff, it helps bring the balor more in line with other monsters with a similar CR.



BALOR

Huge fiend (demon), chaotic evil

Armor Class 19 (Natural Armor)

Hit Points 262 (21d12 + 126)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	22 (+6)	20 (+5)	16 (+3)	22 (+6)

Saving Throws Str +14, Con +12, Wis +9, Cha +12

Damage Resistances Cold, Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Truesight 120 ft., Passive Perception 13

Languages Abyssal, Telepathy 120 ft.

Challenge 19 (22,000 XP)

Death Throes. When the balor dies, it explodes, and each creature within 30 feet of it must make a DC 20 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren’t being worn or carried, and it destroys the balor’s weapons.

Fire Aura. At the start of each of the balor’s turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren’t being worn or carried ignite. A creature that touches the balor or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Innate Spellcasting. The balor’s spellcasting ability is Charisma (spell save DC 20). The balor can innately cast the following spells, requiring no material components:

- 3/day each: *power word pain*, *slow*

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

Magic Weapons. The balor’s weapon attacks are magical.

ACTIONS

Multiattack. The balor makes two attacks: one with its longsword and one with its whip. The balor can cast a spell or use Teleport in place of one of these attacks.

Longsword. *Melee Weapon Attack:* +14 to hit, reach 10 ft. *Hit:* 21 (3d8 + 8) slashing damage plus 13 (3d8) lightning damage. If the balor scores a critical hit, it rolls damage dice three times, instead of twice.

Whip. *Melee Weapon Attack:* +14 to hit, reach 30 ft. *Hit:* 15 (2d6 + 8) slashing damage plus 10 (3d6) fire damage, and the target must succeed on a DC 20 Strength saving throw or be pulled up to 25 feet toward the balor.

Teleport. The balor magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Power Word Pain (3/day). The balor speaks a word of power that causes waves of intense pain to assail one creature it can see within 60 ft. If the target has 100 hit points or fewer, it is subject to crippling pain. Otherwise, the spell has no effect on it. A target is also unaffected if it is immune to being charmed. While the target is affected by crippling pain, any speed it has can be no higher than 10 feet. The target also has disadvantage on attack rolls, ability checks, and saving throws, other than Constitution saving throws. Finally, if the target tries to cast a spell, it must first succeed on a DC 20 Constitution saving throw, or the casting fails and the spell is wasted. A target suffering this pain can make a DC 20 Constitution saving throw at the end of each of its turns. On a successful save, the pain ends.

Slow (3/day). The balor alters time around up to six creatures of its choice in a 40-foot cube within 120 ft. Each target must succeed on a DC 20 Wisdom saving throw or be affected by this spell for 1 minute or until the balor loses concentration. An affected target’s speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can’t use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature’s abilities or magic items, it can’t make more than one melee or ranged attack during its turn. If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn’t take effect until the creature’s next turn, and the creature must use its action on that turn to complete the spell. If it can’t, the spell is wasted. A creature affected by this spell makes another DC 20 Wisdom saving throw at the end of each of its turns. On a successful save, the effect ends for it.

AN EVENTYR GAMES

COMPENDIUM

We hope you've enjoyed the content in this compendium. If you find any errors, have a good idea, or just want to get in touch, reach out at jvaleur@eventyrgames.com or eventyrgames.com.

To be notified about similar content, as well as special promotions and new products, [click here to join our mailing list](#).

DM's Guild Best Sellers

[Enhanced Monster Bundle](#)

[Baldur's Gate: Descent into Avernus Complete DM's Bundle](#)

[Ghosts of Saltmarsh Complete DM's Bundle](#)

[Waterdeep: Dragon Heist Complete DM's Bundle](#)

[Storm King's Thunder Complete DM's Bundle](#)