

Book of Beasts

Demon Depository



by
Jon Leitheusser

BOOK OF BEASTS

DEMON DEPOSITORY

Introduction: On the following pages are six new demons drawn from previous editions of *Dungeons & Dragons*. They were chosen and designed to offer demons at challenge ratings that aren't already offered in the *Monster Manual*. Many of these demons were selected because of their connection to demon lords that show up in *Out of the Abyss*, so they can be easily added to random encounters or DM-created adventures in the Underdark. The new/old demons included in this PDF include: Blood Demon (CR 11), Bulezau (CR 7), Fire Demon (CR 14), Maw Demon (CR 1/2), Rutterkin (CR 3), and the Scion of Zugtmoy (CR 10).

A collection of demons to challenge heroes of any level.

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DEMON DEPOSITORY

The unlearned say that man's enemies are not demons, but other beings like himself. It is my goal to disabuse you of this misconception before it kills you.

—Professor Zoran Hyrak, *Adversaries: A Catalog of Demons and Other Threats from the Abyss*

Demons

A complete accounting of the demons of the Abyss is an impossible task. Each new day sees the creation of new, twisted creatures born of the unique tortures found on those dark planes, each more terrible than the last. These additions to the catalog of demons are but a sampling of the terrible things to be found in the Abyss or brought to the Realms by some mad wizard.

BLOOD DEMON

Blood demons are native to the Blood River, which winds through the bottom of the Blood Rift. Their origins are a mystery, but they appear to have spontaneously taken form out of the foul “waters” of the Blood



Blood Demon

Medium fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 178 (17d8 + 103)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	22 (+6)	3 (-4)	16 (+3)	11 (+0)

Saving Throws Str +9, Dex +8, Con +10

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from non-magical weapons

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned, prone

Senses darkvision 120 ft., passive Perception 13

Languages —

Challenge 11 (7,200 XP)

Amorphous. The blood demon can move through a space as narrow as 1 inch wide without squeezing.

Blood Frenzy. When the blood demon reduces a creature to 0 hit points with a melee attack on its turn, the blood demon has advantage on attacks it makes until the end of its next turn.

False Appearance. While the blood demon remains motionless or in the Blood River, it is indistinguishable from a large pool of blood.

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

Rampage. When the blood demon reduces a creature to 0 hit points with a melee attack on its turn, the blood demon can take a bonus action to move up to half its speed and make a slam attack.

Actions

Multiattack. The blood demon makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Blood Call (Recharges 5-6). The blood demon calls to the blood of living creatures within a 15-foot radius. Any creature in the area must succeed on a DC 16 Constitution saving throw or take 21 (6d6) necrotic damage and be pulled 10 feet straight toward the blood demon. If the creature's saving throw is successful, it takes half damage and isn't pulled closer.

River and whatever psychic and supernatural pollutants it carries. At times they travel in large, amorphous schools, roiling in the river's currents. Occasionally, one or blood demons slither onto the banks to attack whatever has wandered close. As mindless creatures, they are as likely to strike out at other demons as they are visitors to the Abyss who don't know to keep their distance.

Blood demons resemble animate pools of blood with a humanoid upper torso and a flowing pillar of blood where its legs should be. Its arms are long and flexible, with clot-like "fingers" it uses to smash opponents. The blood that forms its head appears to be a bestial skull with sunken eyes and long horns that extend over their head into dribbling points.

Convenient Allies. Because of blood demons' penchant for attacking anything that comes close to them, natives of the Abyss know the blood demons are likely to aid them in defeating foes—if they can drive their foes close to the Blood River or a blood demon.

Bloodthirsty. Blood demons are drawn to the scent of blood and the sight of it drives them into a frenzy! They seek out the bloody and injured, targeting them first in combat if possible and then moving on to another foe once they've fed their hunger.

Strange Vistas. Blood demons have spread out from their Blood River home and can be found in many areas of the Abyss and beyond. They have been encountered in the Underdark and other places of great violence and butchery.

BULEZAU

Unlike most other demons, bulezau are created by performing a dark ritual over the corpses of women who gave their lives in service to their good-aligned gods. Baphomet, demon lord of the Endless Maze, Prince of Beasts, and the Demon Lord of Minotaurs is the one responsible for the creation of the rite that transforms the corpses into bulezau, doubtless because he appreciates twisting once-good vessels into brutal, battle-hungry warriors.

Bulezau might not exist at all were it not for Yeenoghu, Prince of Gnolls, who taunted Baphomet over the portion of the minotaurs that had developed morality and become allied with the other races of Faerûn. In response, Baphomet created the first bulezau and he often uses them as front-line fighters when at war with Yeenoghu and his gnoll followers.

Standing between eight and 12 feet tall, bulezau are impressive figures. They are thin with gray skin covered in patches of gray-white tufts of fur that increases in length and density around their neck and shoulders. Their heads are goatlike, with glowing red eyes and long horns capable of inflicting terrible wounds. Each bulezau has a long, strong tail they use to great effect in combat to trip their opponents and knock them to the ground. In combat, they wield huge longspears, with which they are incredibly proficient and deadly.

Difficult and Deadly. Bulezau are dangerous allies, even when summoned to act as servants, they are headstrong, generally unhelpful, and enjoy maltreating weaker troops and allies.

Kin to Minotaur. Evil minotaur who attempt to summon bulezau find they are eager to enter their service. As the favored children of Baphomet, they are very willing to help spread chaos, pain, and death with their horned kin.



Bulezau

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	19 (+4)	8 (-1)	15 (+2)	13 (+1)

Saving Throws Str +7, Dex +7, Con +7, Wis +5

Skills Athletics +7

Damage Resistances acid, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common

Challenge 7 (2,900 XP)

Charge. If the bulezau moves at least 15 feet straight toward a target and then hits with a gore attack on the same turn, the target takes an extra 24 (7d6) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

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

Ravage. The bulezau deals an extra 9 (2d8) damage when it hits a prone target.

Actions

Multiattack. The bulezau makes three attacks: one with its tail and two with its long spear.

Longspear. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 17 (3d8 + 4) piercing damage.

Tail. The bulezau sweeps its tail at a creature, tripping it. A target creature of Medium size or smaller within 5 feet of the bulezau must succeed on a DC 15 Dexterity saving throw or be knocked prone.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 23 (5d6 + 6) piercing damage.

Blood Cry (Recharges after a Short or Long Rest). The bulezau lets out a battle cry that rocks opponents and drives them back. Each creature in a 15-foot cone must succeed on a DC 15 Dexterity saving throw or take 24 (7d6) thunder damage and be pushed 10 feet straight away from the bulezau. If the creature's saving throw is successful, it takes half damage and isn't pushed away.



FIRE DEMON

Creatures of fire, madness, and rage, fire demons are living engines of destruction. They glide and hop across the battlefield, burning their foes with the slightest touch and pulsing with deadly bursts of flame.

Fire demons spring up in the Abyss where other creatures have died in great conflagrations, cobbling bodies together from burnt remains and blackened bones, then flaring to life in an explosion of fire. They appear as large, human-shaped skeletons with skeletal wings and constantly wreathed in fire.

Elemental Allies. As creatures of flame, fire demons are sometimes summoned by powerful followers of the Elemental Eye to oppose their foes, destroy cities, or to carry out fiery assassinations.

Favored of Demogorgon. Fire demons are often found in the employ of mightier demons and are the favorite summoned allies of Demogorgon because of their love of fire and the chaos they bring to any battlefield. A few of them are always near Demogorgon, no matter where he is, often flying overhead when the Prince of Demons is submerged in water.

Fire Demon

Large fiend (demon), chaotic evil

Armor Class 17 (natural armor)

Hit Points 189 (18d10 + 90)

Speed 40ft, fly 60ft.

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	23 (+6)	20 (+5)	8 (-1)	17 (+3)	14 (+2)

Saving Throws Str +8, Dex +11, Con +10, Wis +8, Cha +7

Damage Vulnerabilities cold

Damage Resistances acid, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Abyssal, Common

Challenge 14 (11,500 XP)

Fiery Aura. At the start of each of the fire demon'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 blazing skeleton or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Flyby. The fire demon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Illumination. The fire demon sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

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

Actions

Multiattack. The fire demon makes three attacks: two with its fiery touch and one with its inferno.

Fiery Touch. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Fire Teleport. The fire demon magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see that is next to a large fire or a creature that is on fire.

Inferno. The blazing form of the fire demon explodes in a fireball, and each creature within 15 feet of it must make a DC 18 Dexterity saving throw, taking 14 (4d6) 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.

Maw Demon

Maw demons are simple creatures, driven by unending hunger and the desire to feed on living flesh.

In combat, the creatures snap and snarl constantly, making them a threat to everyone nearby. Their hunger for living meat results in them running to a new enemy as soon as the one they're fighting falls. Dead meat holds no interest for them, they want to sate their hunger on flesh that still has blood pumping through it.

A maw demon is roughly spherical stomach on three stubby legs, with three short arms that end in twisted, clawed hands, three red, unblinking eyes, and dagger-

like teeth in a wide mouth that nearly splits the maw demon in half along its meridian.

Agents of Destruction. Their simplemindedness makes them excellent as a first wave in battle and they are often used that way by more powerful demons. Maw demons are also frequently summoned by wizards and cultists to sow chaos when the need arises.

Agents of Chaos. Maw demons pay little attention to their surroundings and if they find themselves in a strange new place, they run about looking for food and paying little attention to anything else. A mass of maw demons quickly disperses, running across battlefields, through cities, down corridors, and through tunnels in an attempt to find food.

Maw Demon

Medium fiend (demon), chaotic evil

Armor Class 13 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	12 (+1)	5 (-3)	13 (+1)	6 (-2)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands Abyssal

Challenge 1/2 (100 XP)

Snapping Jaws. Allies of the maw demon have advantage on attack rolls against a creature if that creature is within 5 feet of the maw demon and the maw demon isn't incapacitated.

Variable Resistance (Recharges after a Short or Long Rest). The first time the maw demon takes acid, cold, fire, lightning, or thunder damage, it gains resistance to that damage type. This resistance affects the attack that triggered it.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage.



RUTTERKIN

Rutterkin are among the lowest of the low in the Abyss. They burst forth from the dead bodies of a mane in the form of twisted abominations wracked with pain and longing for the release of death.

Even compared to other demons, rutterkin are grotesque. Their limbs are of unequal lengths, giving them a loping gait and making their attacks clumsy and unpredictable.

Seekers of Death. A rutterkin's existence is one of unbridled pain. They take joy in nothing, but exhibit cruel glee when inflicting pain on others. In combat, rutterkin attempt to tie up opponents with their snap-tongs, so other demons can take advantage of the grappled foe. Rutterkin understand their role as fodder, and if they can't defeat their enemies, at least welcome the release death brings to their life of pain.

Demons Reborn. A rutterkin that was particularly vicious, excelling at dealing pain and death, may be reborn as a demon of a random type when it dies. It never forgets its life as a rutterkin and the excruciating pain it had to endure in that form. These reborn demons are some of the most power-mad found in the Abyss, because they never want to return to such a lowly state.



Rutterkin

Medium fiend (demon), chaotic evil

Armor Class 14 (natural armor)

Hit Points 57 (6d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	20 (+5)	9 (-1)	12 (+1)	9 (-1)

Saving Throws Str +5, Con +7

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal

Challenge 3 (700 XP)

Variable Resistance (Recharges after a Short or Long Rest). The first time the rutterkin takes acid, cold, fire, lightning, or thunder damage, it gains resistance to that damage type. This resistance affects the attack that triggered it.

Actions

Multiattack. The rutterkin makes two attacks with its snap-tong or two attacks with its bone barbs.

Snap-Tong. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 12 (2d8 + 3) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 13). If the rutterkin has a creature grappled, it cannot make another snap-tong attack.

Bone Barbs. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

Fear Gaze (Recharge 6). The rutterkin projects horrible images into the minds of nearby creatures. Each creature in a 30-foot cone must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A frightened 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 this effect for the next 24 hours.

Scion of Zuggtmoy

Medium fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 142 (15d8 + 75)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	20 (+5)	5 (-3)	15 (+2)	12 (+1)

Saving Throws Str +8, Dex +7, Con +11, Wis +6

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal

Challenge 10 (5,900 XP)

Regeneration. The scion of Zuggtmoy regains 10 hit points at the start of its turn if it has at least 1 hit point.

Magic Resistance. The scion of Zuggtmoy has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The scion of Zuggtmoy makes three attacks: one restraining slime and two tendril whips, or one spore cloud and two tendril whips.

Tendril Whips. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Spore Cloud. The scion of Zuggtmoy sends out a spore cloud that covers everyone in a 15-foot radius. The spores spread around corners. Each creature in the area must make a DC 16 Constitution or take 18 (4d8) poison damage and become poisoned for 1 minute on a failed save, or take half as much damage and is not poisoned on a successful saving throw. A target can repeat the saving throw at the end of each of its turns, ending the poisoned condition on itself on a success.

Restraining Slime. *Ranged Weapon Attack:* +7 to hit, range 20/40 ft., one creature. Hit: The target must make a DC 16 Dexterity saving throw or take 18 (4d8) poison damage and the target is restrained until the end of the scion of Zuggtmoy's next turn. On a successful save, the target takes only half damage and is not restrained.

SCION OF ZUGGTMOY

Strange creatures, even for a servant of a demon lord, the scions of Zuggtmoy are grown in the Gardens of Rot in Zuggtmoy's layer of the Abyss, Shedeklah. When he followers capture demons, they bury them alive in the gardens and after the fungi grown there feast on the demons, they are transformed into scions.

Zuggtmoy regards her scions as a disposable resource. She is more than willing to use them as fodder, knowing she can replace them with ease. Scions of Zuggtmoy appear as inhuman skeletal figures covered in slime and fungi of all sorts. Their empty eye sockets are lit with a sickening, green light, giving a clue as to their malevolence.

Elemental Allies. Zuggtmoy is very likely to send the scions to plague Faerûn. In her quest to grow her cult and become more powerful, she wants to show her followers what she's capable of—and increase the likelihood of attracting more followers to her cult. Sometimes, she sends her scions to cause chaos, but she often awards them to cults to be used as guardians or as protectors for powerful priests.

Uncontrolled Wanderers. Because they're regarded as replaceable, scions of Zuggtmoy are often lost when they wander away from battlefields after a battle or survive beyond the life of whomever they served. These scions end up wandering alone or in small groups with no purpose other than spreading fear and chaos. While they are by no means common, it's possible to run into

a handful of these creatures wandering any of the layers of the Abyss, places of rot and decay on the surface of Faerûn, or deep in the Underdark.

