

Bulezau

Medium, Fiend (Demon), Chaotic Evil

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ARMOR CLASS

14

HIT POINTS

52 (8d8 + 16)

CHALLENGE

3 | 700 XP

PROFICIENCY

+2

Speed Walk 40 ft.

Initiative +1

Saving Throws Con +4, Str +6

Skills Perception +2

Damage Resistances Cold, Fire, Lightning; Bludgeoning, Piercing, Slashing from nonmagical attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft.; Passive Perception 12

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Languages Abyssal

STR

18
+4

DEX

12
+1

CON

14
+2

INT

6
-2

WIS

10
+0

CHA

8
-1

Traits

Rotting Presence. A creature that starts its turn within 5 feet of the bulezau takes 3 (1d6) Necrotic damage unless it is a fiend or undead.

Abyssal Surefootedness. The bulezau has Advantage on saving throws against being knocked Prone or moved against its will.

Actions

Barbed Tail. Melee Attack Roll: +6, reach 10 ft. Hit: 11 (2d6 + 4) Piercing damage plus 7 (2d6) Necrotic damage.

Rotting Charge (Recharge 5-6). Strength Saving Throw: one creature within 10 feet after the bulezau moves at least 20 feet straight toward it. Failure: 18 (4d8) Bludgeoning and Necrotic damage, split evenly, and the target falls Prone. Success: Half damage and no Prone.

Bonus Actions

Abyssal Lunge. The bulezau moves up to 15 feet toward a hostile creature it can see without provoking Opportunity Attacks.

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