

# Manes

*Small, Fiend (Demon), Chaotic Evil*

Original Monster Almanac 5e-compatible game statistics. This is not an official SRD stat block. Downloaded from Monster Almanac. Use the online version for linked tools, hunts, fears, and generator prompts.

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**ARMOR CLASS**

9

**HIT POINTS**

9 (2d6 + 2)

**CHALLENGE**

1/8 | 25 XP

**PROFICIENCY**

+2

<b>Speed</b>	Walk 20 ft.
<b>Initiative</b>	-1
<b>Saving Throws</b>	N/A
<b>Skills</b>	N/A
<b>Damage Resistances</b>	Cold, Fire, Lightning
<b>Damage Immunities</b>	Poison
<b>Condition Immunities</b>	Charmed, Frightened, Poisoned
<b>Senses</b>	Darkvision 60 ft.; Passive Perception 9
<b>Passive Perception</b>	9
<b>Languages</b>	Understands Abyssal but cannot speak

**STR**

10  
+0

**DEX**

9  
-1

**CON**

13  
+1

**INT**

3  
-4

**WIS**

8  
-1

**CHA**

4  
-3

## Traits

**Bottomless Malice.** The manes has Advantage on attack rolls against a creature that has taken damage from another fiend since the start of the manes last turn.

**Rotting Husk.** When the manes drops to 0 Hit Points, it collapses into foul sludge that makes its space Difficult Terrain until the end of the next round.

## Actions

**Filthy Claws.** Melee Attack Roll: +2, reach 5 ft. Hit: 4 (1d8) Slashing damage.

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## CONTENT NOTICE

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