

Maw Demon

Medium, Fiend (Demon), Chaotic Evil

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ARMOR CLASS

12

HIT POINTS

45 (6d8 + 18)

CHALLENGE

1 | 200 XP

PROFICIENCY

+2

Speed Walk 30 ft.

Initiative +1

Saving Throws Con +5

Skills N/A

Damage Resistances Cold, Fire, Lightning

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft.; Passive Perception 9

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Languages Understands Abyssal but cannot speak clearly

STR16
+3**DEX**12
+1**CON**16
+3**INT**5
-3**WIS**8
-1**CHA**6
-2

Traits

Bottomless Hunger. The demon has Advantage on melee attack rolls against creatures below half their Hit Points.

Demonic Body. The demon has Advantage on saving throws against poison and disease.

Actions

Bite. Melee Attack Roll: +5, reach 5 ft. Hit: 12 (2d8 + 3) Piercing damage.

Bonus Actions

Lurch Toward Meat. The demon moves up to 15 feet toward a creature below full Hit Points.

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