

# Sap Demon

Large, Fiend (Demon), Chaotic Evil

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**ARMOR CLASS**

16

**HIT POINTS**

145 (17d10 + 51)

**CHALLENGE**

7 | 2,900 XP

**PROFICIENCY**

+3

**Speed** Walk 30 ft., Climb 30 ft.

**Initiative** +2

**Saving Throws** Cha +5, Con +6

**Skills** Stealth +5, Deception +5

**Damage Vulnerabilities** Fire

**Damage Resistances** Acid, Cold, Necrotic

**Damage Immunities** Poison

**Condition Immunities** Poisoned

**Senses** Darkvision 60 ft.; Passive Perception 11

**Passive Perception** 11

**Languages** Abyssal, Sylvan

**STR**20  
+5**DEX**14  
+2**CON**16  
+3**INT**8  
-1**WIS**12  
+1**CHA**15  
+2

## Traits

**Sticky Profane Sap.** A creature that hits the demon with a melee attack while within 5 feet must succeed on a Strength saving throw or have its Speed reduced by 10 feet until the end of its next turn.

**Corrupt Growth.** Plants within 10 feet of the demon become difficult terrain for its enemies.

## Actions

**Multiattack.** The demon makes two Claw attacks.

**Claw.** Melee Attack Roll: +8, reach 10 ft. Hit: 16 (2d10 + 5) Slashing damage plus 7 (2d6) Acid damage.

**Sap Flood (Recharge 5-6).** Dexterity Saving Throw: creatures in a 20-foot Cone. Failure: 31 (7d8) Acid damage and the target has the Restrained condition until the end of its next turn. Success: Half damage.

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