

DEMONOMICON



A Demonic Breviary

By Humperdink's Wares & Venatus Maps



LORZOG

The three-hoofed lorzog is a terrifying shock-trooper on the battlefield. Thundering across open terrain at terrific speed, the lorzog grapples foes with its crest of rubbery tentacles before forcing a torrent of paralyzing phlegm into their system. As soldiers, their main downside is a lack of discipline; they tend to want to eat a creature as soon as it is paralyzed.

LORZOG

Large fiend (demon), chaotic evil

HW4

Armour Class 16 (natural armour)

Hit Points 85 (10d10 + 30)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	5 (-3)	12 (+1)	5 (-3)

Skills Perception +5

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

Senses darkvision 60 ft., passive Perception 15

Languages understands Abyssal but can't speak

Challenge 4 (1,100 XP)

Multi-eyed. The lorzog has advantage on initiative checks.

Sense Magic. The lorzog senses magic within **120 feet** of it at will. This trait otherwise works like the detect magic spell but isn't itself magical.

ACTIONS

Multiattack. The lorzog makes two tentacle attacks. If the lorzog is grappling a creature, the lorzog can also use its phlegm once.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) piercing damage.

Tentacles. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. The target is **grappled (escape DC 14)** if it is a Large or smaller creature and the lorzog doesn't have two other creatures grappled.

Phlegm. One creature grappled by the lorzog must succeed on a **DC 13 Constitution saving throw** or be **poisoned** for **1 minute**. Until this poison ends, the target is **paralyzed**. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



MYRMEZU

With a mane of fire, rock-like skin, bull's legs and an alligator's tail, a myrmezu looks like the product of a biomancer mad on his own chimera-creating power. Unlike the rock and beasts they resemble, myrmezu are, in fact, highly tactical and intelligent fighters. Such is their dedication to the art of combat that, upon being raised to its new form by a demon lord, a myrmezu will ritually sacrifice its hand so that it can never be disarmed.

Way of the Warrior. A myrmezu's charge is not just powerful, but is designed to knock a foe off its feet so that it can be trampled beneath its iron-shod hooves. With that same initial blow, this insightful fighter will disarm its target, sending the weapon flying and leaving its poor adversary prone and unarmed. Surprisingly disciplined for a demon, a myrmezu is the soldier of choice when a mission's goal is to capture, rather than kill, or when the foe is wielding a powerful holy weapon.



MYRMEZU

Large fiend (demon), chaotic evil

HW4

Armour Class 15 (natural armour)

Hit Points 152 (15d10 + 75)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	21 (+5)	16 (+3)	17 (+3)	14 (+2)

Saves Str +10, Dex +9, Con +9

Skills Athletics +10, Insight +8, Perception +8, Stealth +9

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Abyssal, telepathy 120 ft.

Challenge 11 (7,200 XP)

Armlade. The myrmezu can't drop or be disarmed of its armlade.

Disarming Attack (1/Turn). When the myrmezu hits a creature with a melee weapon attack, it can attempt to disarm the target, forcing it to drop one item of the myrmezu's choice that the creature is holding. The creature must succeed on a **DC 18 Strength saving throw** or have the item fly **10 feet** in a direction of the myrmezu's choice.

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

Flame Mane. A creature that touches the myrmezu or hits it with a melee attack while within **5 feet** of it takes **7 (2d6)** fire damage.

Trampling Charge. If the myrmezu moves at least **20 feet** straight toward a creature and then hits it with an attack on the same turn, that target must succeed on a **DC 18 Strength saving throw** or be knocked prone. If the target is **prone**, the myrmezu can make one stomp attack against it as a bonus action.

ACTIONS

Multiattack. The myrmezu makes three attacks: one with its armlade, one with its claw, and one with its tail, or it makes two attacks with its fire spit.

Armlade. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (**2d10 + 6**) slashing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (**2d6 + 6**) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (**2d8 + 6**) bludgeoning damage.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (**2d4 + 6**) bludgeoning damage.

Fire Spit. *Ranged Spell Attack:* +9 to hit, range 5 ft., one target. *Hit:* 21 (**3d10 + 5**) fire damage.

REACTIONS

Parry. The myrmezu adds **3** to its AC against one melee attack that would hit it. The myrmezu must be wearing its bracer.

OCKULA

Medium fiend (demon), chaotic evil

HW4

Armour Class 14 (natural armour)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	6 (-2)	15 (+2)	7 (-2)

Skills Perception +6

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 180 ft., passive Perception 14

Languages understands Abyssal but can't speak

Challenge 2 (450 XP)

Innate Spellcasting. The ockula's innate spellcasting ability is Wisdom. It can innately cast the following spells (spell **save DC 12**), requiring no material components:

3/day: *counterspell*

Keen Hearing and Sight. The ockula has **advantage** on **Wisdom (Perception)** checks that rely on hearing or sight

Panoramic Senses. The ockula can't be surprised unless it is blinded and deafened.

ACTIONS

Multiattack. The ockula can use its Hypnotrance, if available, and makes five attacks with its fists.

Fists. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Hypnotrance (Recharge 5-6). The ockula targets one creature it can see within **10 feet** of it. If the target can see the ockula and has **30** hit points or fewer, it must succeed on a **DC 12 Wisdom saving throw** or fall **unconscious** for the next **minute**. If the unconscious creature takes damage, or a creature uses an action to shake or slap the unconscious creature awake, it regains consciousness.

OCKULA

The shluck of an ockula's thick, membranous eyelid sliding over its central, huge eye is enough to make even the hardest adventurer's skin crawl. To feed, ockulas pour blood directly onto their main eye, absorbing it through thousands of tiny capillaries. In fact, you can often tell the time since an ockula has fed by how bloodshot its eye is.

Silent Soldier. In the eternal war of the fiends, ockulas play the role of watchmen. The combination of taught skin that acts as a huge ear drum and the dozens of eyes that cover their body, it is almost impossible to surprise an ockula. One missing appendage is a mouth; ockulas can't talk (making it less likely their grumbling will alert an intruder to their presence) and often carry bells with which to sound the alarm.



RAZORMAW

Medium fiend (demon), chaotic evil

HW4

Armour Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	10 (+0)	12 (+1)	8 (-1)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., tremorsense* 30 ft. passive Perception 10

Languages Abyssal, telepathy 60 ft. (works only with creatures that understand Abyssal)

Challenge 1/2 (100 XP)

Amphibious. The razormaw can breathe air and water.

Blood Frenzy. The razormaw has **advantage** on melee attack rolls against any creature that doesn't have all its hit points.

***Watersense.** The razormaw's tremorsense only works whilst both it and the target it observes stand or are submerged in a liquid.

ACTIONS

Multiattack. The razormaw makes two melee attacks: one with its bite and one with its claws or spear.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

RAZORMAW

When a demon lord has need of a more formidable marine servant, he might raise a deepspawn or dretch into a **razormaw**. With a lamprey-like mouth filled with jagged teeth, these demons tear chunks off their quarry, sending themselves into blood frenzies.

Watersense. The whiskers around a razormaw's mouth give it incredible sensitivity to underwater vibrations. For this reason, they can make incredible ambushers, lying in wait out of sight before springing their trap with pin-point accuracy.



SIMULOCHLOL

In the eternal war of the fiends, the simulochlol is the demons' spy and infiltrator. Able to read minds, speak Infernal, and change shape, the simulochlol will stalk its prey, learning its habits, and gaining its confidence. When the time is ripe, it strikes, aiming to fell its quarry quickly and escape a prolonged fight.

Combat. Though not the most physically imposing, a simulochlol's ability to rapidly morph its shape grants it extraordinary dexterity in combat. Though a simulochlol might appear unarmed, its favoured weapon is the bone shiv which it forms out of any available limb. This always-concealed weapon makes it a particularly effective assassin.



SIMULOCHLOL

Medium fiend (demon, shapechanger), chaotic evil

HW4

Armour Class 14

Hit Points 45 (7d8 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	15 (+2)	10 (+0)	12 (+1)	15 (+2)

Skills Deception +6, Insight +3

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

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Common, Infernal

Challenge 3 (700 XP)

Shapechanger. The simulochlol can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies. It can use a bonus action to turn one limb into a boneshiv or back into a limb.

Ambusher. In the first round of a combat, the simulochlol has **advantage** on attack rolls against any creature it surprised.

Surprise Attack. If the simulochlol surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

ACTIONS

Multiattack. The simulochlol makes two melee attacks.

Boneshiv. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Read Thoughts. The simulochlol magically reads the surface thoughts of one creature within **60 feet** of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the simulochlol can continue reading its thoughts, as long as the simulochlol's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the simulochlol has advantage on **Wisdom (Insight)** and **Charisma (Deception, Intimidation, and Persuasion)** checks against the target.

TAURANT

A mass of golden fur and furious rage, taurants are the shock troops of a demonic legion. They are the first to plow into enemy lines, utilising their twisted golden horns to batter down shield walls, plow apart pike formations, and make a chaotic wreckage of the orderly devils' ranks.

Rage. After a kill, a taurant enters a blood frenzy and is embolden to charge at its next foe. This eternal rage is an asset on the battlefield, a team of taurants can cause utter destruction in a horde of imps. However, they are a liability in a war camp; taurants easily get restless and pine for a fight. Bored taurants are wont to use their enraging gaze to start a friendly fight, which can end in ruinous consequences for a demon lord's war effort.

TAURANT

Large fiend (demon), chaotic evil

HW4

Armour Class 15 (natural armour)

Hit Points 105 (10d10 + 50)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	20 (+5)	12 (+1)	14 (+2)	7 (-2)

Skills Athletics +8, Perception +5, Stealth +4

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

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Abyssal

Challenge 7 (2,900 XP)

Charge. If the taurant moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a **DC 16 Strength saving throw** or be knocked **prone**.

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

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

ACTIONS

Multiattack. The taurant can use Enraging Gaze and makes two attacks: one with its gore and one with its claw.

Fists. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage.

Enraging Gaze. The taurant targets one creature it can see within **30 feet** of it. If the target can see the taurant, the target must succeed on a **DC 15 Wisdom saving throw** against this magic or be overtaken by a rage for **1 minute**. An affected creature is unable to discern friend from foe and must choose the targets of its spells, attacks, and other actions at random. If the target's saving throw is successful, or if the effect ends on it, the target is immune to the Enraging Gaze of all taurants for 1 hour.



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