

Shadow Demon CR 4



SHADOW DEMON
Medium fiend (demon), chaotic evil

Armor Class 13
Hit Points 66 (12d8 + 12)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	12 (+1)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Dex +5, Cha +4
Skills Stealth +7
Damage Vulnerabilities radiant
Damage Resistances acid, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities cold, lightning, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 120 ft., passive Perception 11
Languages Abyssal, telepathy 120 ft.
Challenge 4 (1,100 XP)

Incorporeal Movement. The demon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Light Sensitivity. While in bright light, the demon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Stealth. While in dim light or darkness, the demon can take the Hide action as a bonus action.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) psychic damage or, if the demon had advantage on the attack roll, 17 (4d6 + 3) psychic damage.

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