

# Hezrou

March 8, 2023



Large fiend (demon), chaotic evil

**Armor Class** 16 (natural armor)

**Hit Points** 136 (13d10 + 65)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	20 (+5)	5 (-3)	12 (+1)	13 (+1)

**Saving Throws** Str +7, Con +8, Wis +4

**Skills**

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

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Abyssal, telepathy 120 ft.

**Challenge** 8 (3900 XP)

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

**Stench.** Any creature that starts its turn within 10 feet of the hezrou must succeed on a DC 14 Constitution saving throw or be

poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the hezrou's stench for 24 hours.

## Actions

**Multiattack.** The hezrou makes three attacks: one with its bite and two with its claws.

**Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage.

**Claw.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.