DUALINK

Demogorgon

Monster



Stranger Things Edition

Demogorgon

Medium aberration, chaotic evil

Armor Class: 15 (tough fungal hide)

Hit Points: 136 (16d8 + 64)

Speed: 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	6 (–2)	14 (+2)	6 (–2)

Saving Throws: Dex +6, Con +7

Skills: Perception +6, Stealth +9

Damage Resistances: cold, necrotic

Condition Immunities: frightened

Senses: blindsight 60 ft., darkvision 120 ft., passive Perception 16

Languages: —

Challenge: 9 (5,000 XP)

Aura of the Upside Down. The Demogorgon exudes a corrupting presence that bleeds reality into the Upside Down. The area within 20 feet of the Demogorgon is considered dim light, regardless of existing lighting. Additionally, nonmagical difficult terrain in the aura becomes sticky, organic, and faintly alive.

At the start of a creature's turn while in the aura, it must succeed on a DC 14 Wisdom saving throw or suffer one of the following effects (Demogorgon's choice):

- The creature's speed is reduced by 10 feet until the end of its turn.
- The creature has disadvantage on its first attack roll this turn.
- The creature cannot take reactions until the start of its next turn.

A creature that succeeds on this saving throw is immune to this

aura's effects until the start of its next turn.

Silent Stalker. The Demogorgon has advantage on Dexterity (Stealth) checks made to hide in dim light or darkness.

Mind Scent. The Demogorgon can sense the presence and general location of living creatures within 120 feet that have an Intelligence score of 4 or higher, even through walls or obstacles.

This sense is suppressed while the creature is under the effects of silence or similar magic.

Predator's Fixation. At the start of its turn, as a free action, the Demogorgon marks one creature it can sense as its Prey. The Demogorgon has advantage on attack rolls against its Prey. Additionally, if the Prey drops prone, is restrained, or is reduced below half hit points, the Demogorgon may move up to 15 feet toward it as a reaction.

The Demogorgon can have only one Prey at a time.

Horrid Maw. Once per turn, when the Demogorgon hits a creature with its Bite, it deals an extra 7 (2d6) necrotic damage. If the target is frightened, prone, or grappled, the Demogorgon instead deals 10 (3d6) necrotic damage.

Actions

Multiattack. The Demogorgon makes two attacks: one with its Claws and one with its Bite.

Claws. *Melee Weapon Attack:* +7 to

hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage. If the target is Medium or smaller, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 4) piercing damage plus 7 (2d6) necrotic damage. If the target takes necrotic damage, it has disadvantage on its next attack roll or saving throw before the end of its next turn (Demogorgon's choice).

Shriek of the Void (Recharge 5–6). The Demogorgon emits a piercing, dimensional screech. Each creature of its choice within 20 feet must make a DC 15 Wisdom saving throw. On a failed save, a creature takes 18 (4d8) psychic damage and is stunned until the end of its next turn. On a success, the creature takes half damage and isn't stunned.

Creatures that are deafened have advantage on this saving throw

Bonus Action

Claim the Prey. If the Demogorgon hits its Prey with all attacks made during its Multiattack on the same turn, it may open its petaled maw and attempt to consume the creature. The target must succeed on a DC 15 Strength or Dexterity saving throw (target's choice) or become restrained as the Demogorgon's maw clamps around them.

While restrained in this way:

- The target is blinded and restrained
- The target takes 10 (3d6) necrotic

damage at the start of each of its turns

- The Demogorgon cannot use its Bite attack against other creatures

The restrained creature, or another creature within 5 feet, may use an action to attempt to escape, ending the effect on a success (DC 15 Strength (Athletics) or Dexterity (Acrobatics)).

The effect also ends if the Demogorgon is stunned, blinded, or takes 20 or more damage from a single source.

Legendary Actions

The Demogorgon can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn.

Move. The Demogorgon moves up to half its speed without provoking opportunity attacks.

Claw Swipe. The Demogorgon makes one Claws attack.

Tear the Veil (Costs 2 Actions). The air around the Demogorgon warps and splits like wet paper The Demogorgon teleports up to 60 feet to an unoccupied space it can see, leaving behind a writhing rift of spores and black motes. The rift lightly obscures a 10-foot radius until the end of the Demogorgon's next turn.

Additionally, if the destination is in dim light or darkness, the Demogorgon becomes invisible until the start of its next turn. This

legendary action can be used even if the Demogorgon is grappled or restrained.

Special Weakness

Sensory Overload

Discovery System. A creature that succeeds on a DC 15 Wisdom (Perception) or Intelligence (Nature) check notices the Demogorgon flinching violently from overlapping sound sources.

Triggering Mechanism. The Demogorgon is subjected to thunder damage or is within overlapping areas of loud noise (e.g. thunderwave, collapsing structures, or multiple sound sources).

Consequence. Until the end of its next turn, the Demogorgon cannot use Tear the Veil and it loses Predator's Fixation.

It didn't roar. That was the worst part. The air just… tightened, like the world had learned to hold its breath, and then the dark moved. I heard wet footsteps where there shouldn't have been ground, felt something watching me from behind my own thoughts. When the petals opened, it wasn't a mouth so much as a door, and in that moment I understood with absolute clarity that it hadn't come to kill me. It had come to take me somewhere I would never come back from.