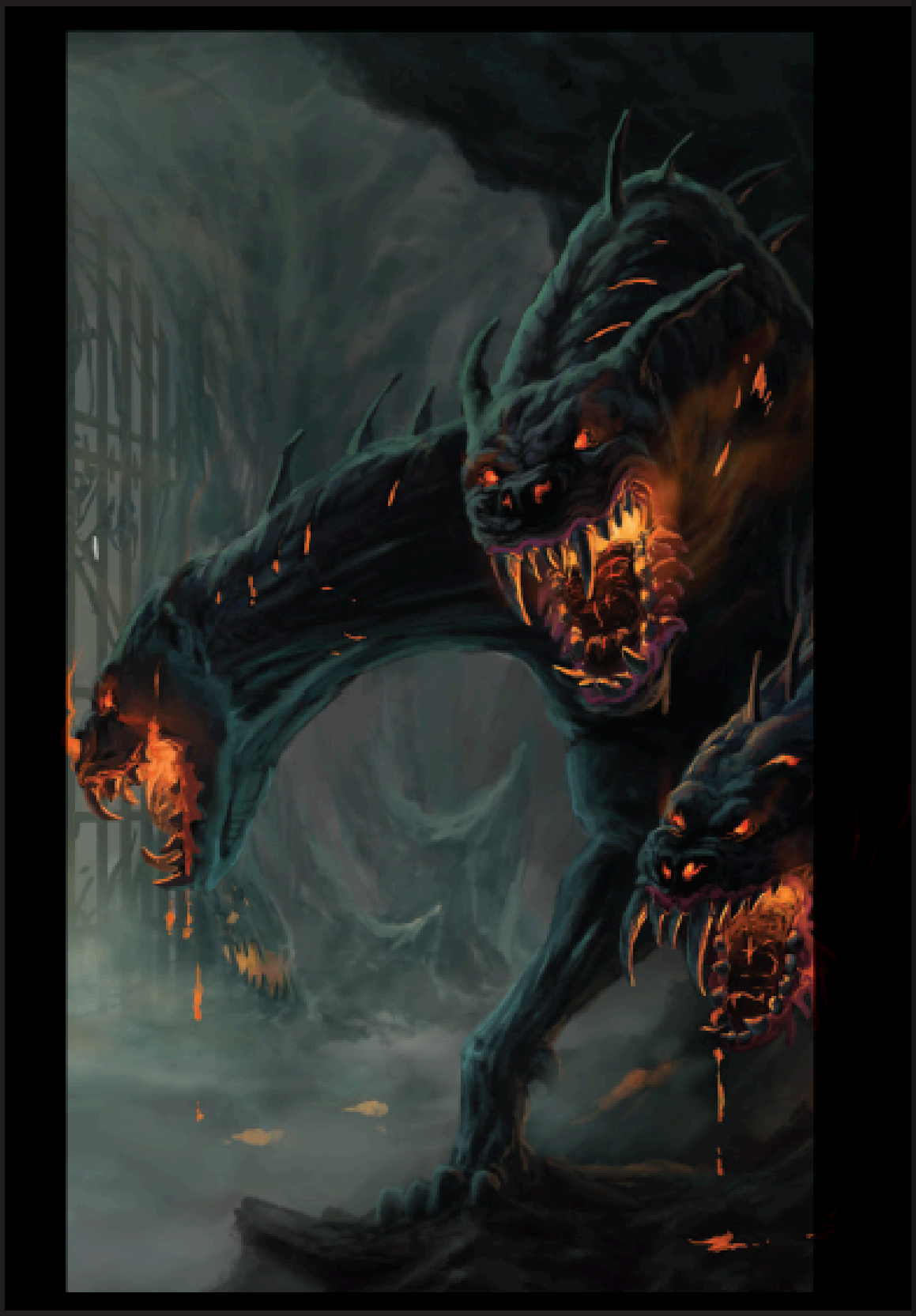

TOME OF
HORRORS

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Cacodemon CR4

Medium fiend (demon), neutral evil

Armor Class 14 (natural armor)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	14 (+2)	14 (+2)	15 (+2)

Skills Athletics +5, Deception +4, Intimidation +4, Perception +4, Stealth +3
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Abyssal, Common, Demonic, Infernal, telepathy 120 ft.
Challenge 4 (1,100 XP)

Innate Spellcasting. The cacodemon's innate spellcasting ability is Charisma (spell save DC 12). It can cast the following spells, requiring no material components:
3/day each: *darkness*, *detect magic*, *detect thoughts*, *see invisibility*
1/day: *hold person*
Magic Resistance. The cacodemon has advantage on saving throws against spells and other magical effects.
Magic Weapons. The cacodemon's weapon attacks are considered magical for the purposes of damage resistances.

Actions

Multiattack. The cacodemon makes two Longsword and one Claw attack, or two Claw attacks.
Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.
Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands to make a melee attack.
Change Shape. The cacodemon magically polymorphs into a humanoid whose Challenge rating is equal to or lower than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the cacodemon's choice). In a new form, the cacodemon retains its game statistics and ability to speak, but its Armor Class, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.
Summon (1/day). The cacodemon has a 35% chance to summon 1d3 **derghodemons** (see ***Tome of Horrors 5e***) or a **cacodemon**. The summoned demon appears in an unoccupied space within 60 feet of the cacodemon, but can't summon other demons. It remains for one minute, until it or the first cacodemon is slain, or until the first cacodemon takes an action to dismiss it.