

BELMORRAN

Medium • Fiend (Demon) • Chaotic Evil

Armor Class 14

Initiative +2 (12)

Hit Points 97 (13d8 + 39)

Speed 30 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 17 (+3) | 15 (+2) | 16 (+3) | 6 (-2) | 10 (+0) | 12 (+1) |

Damage Resistances acid

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 20 ft., darkvision 120 ft., passive Perception 10

Languages Abyssal

CR 6 (XP 2,300; PB +3)



Amphibious. The belmorrان can breathe air and water.

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

Slime Ground. The ground in a 20-foot emanation originating from the belmorrان magically turns to doughlike terrain. *Strength Saving Throw:* DC 14, any creature (except a Fiend or Ooze) starting its turn on the ground in that area. *Failure:* The target speed is reduced to 0 until the start of its next turn.

Slippery. The belmorrان has advantage on saving throws and checks to avoid or end the grapple or restrained conditions.

Stench. *Constitution Saving Throw:* DC 14, any creature (except a Fiend or Ooze) that starts its turn in a 5-foot emanation originating from the belmorrان. *Failure:* The target is poisoned until the start of its next turn. *Success:* The target is immune to the Stench of all belmorrان's for 1 hour.

ACTIONS

Multiattack. The belmorrان makes two Claw attacks and one Corrosive Bite attack.

BELMORRAN — WEAKER

Armor Class 13

Initiative +1 (11)

Hit Points 58 (9d8 + 18)

Speed 30 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 15 (+2) | 13 (+1) | 14 (+2) | 6 (-2) | 10 (+0) | 10 (+0) |

Damage Resistances acid

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 10

Languages Abyssal

CR 3 (XP 700; PB +2)



Amphibious. The belmorrان can breathe air and water.

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

Slime Ground. The ground in a 15-foot emanation originating from the belmorrان magically turns to doughlike terrain. *Strength Saving Throw:* DC 12, any creature (except a Fiend or Ooze) starting its turn on the ground in that area. *Failure:* The target speed is reduced to 0 until the start of its next turn.

Slippery. The belmorrان has advantage on saving throws and checks to avoid or end the grapple or restrained conditions.

Stench. *Constitution Saving Throw:* DC 12, any creature (except a Fiend or Ooze) that starts its turn in a 5-foot emanation originating from the belmorrان. *Failure:* The target is poisoned until the start of its next turn. *Success:* The target is immune to the Stench of all belmorrان's for 1 hour.

ACTIONS

Multiattack. The belmorrان makes two Claw attacks and one Corrosive Bite attack.

BELMORRAN — STRONGER

Armor Class 15

Hit Points 127 (15d8 + 60)

Speed 30 ft., swim 30 ft.

Initiative +3 (13)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 19 (+4) | 17 (+3) | 18 (+4) | 6 (-2) | 12 (+1) | 14 (+2) |

Damage Resistances acid

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 11

Languages Abyssal

CR 9 (XP 5,000; PB +4)



Amphibious. The belmorrان can breathe air and water.

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

Slime Ground. The ground in a 20-foot emanation originating from the belmorrان magically turns to doughlike terrain. *Strength Saving Throw:* DC 16, any creature (except a Fiend or Ooze) starting its turn on the ground in that area. *Failure:* The target speed is reduced to 0 until the start of its next turn.

Slippery. The belmorrان has advantage on saving throws and checks to avoid or end the grapple or restrained conditions.

Stench. *Constitution Saving Throw:* DC 16, any creature (except a Fiend or Ooze) that starts its turn in a 5-foot emanation originating from the belmorrان. *Failure:* The target is poisoned until the start of its next turn. *Success:* The target is immune to the Stench of all belmorrان's for 1 hour.

ACTIONS

Multiattack. The belmorrان makes two Claw attacks and one Corrosive Bite attack.

Claw. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) slashing damage.

Corrosive Bite. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 13 (2d10 + 2) acid damage. The armor or weapon the target wears or carries, takes a -1 penalty to the AC it offers (armor) or to its attack rolls (weapon). Armor is destroyed if the penalty reduces its AC to 10, and a weapon is destroyed if its penalty reaches -5. The penalty can be removed by casting the *mending* spell on the armor or weapon.

BONUS ACTIONS

Sludge Dive. The belmorrان teleports to an unoccupied space on the ground that it can see and is affected by its or another belmorrان's Slime Ground ability. To teleport to another belmorrان's area, their areas need to overlap. *Dexterity Saving Throw:* DC 12, each creature in a 5-foot emanation originating from the belmorrان's destination space. *Failure:* The target is knocked prone.

Claw. *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 17 (3d8 + 4) slashing damage.

Corrosive Bite. *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 26 (4d10 + 4) acid damage. The armor or weapon the target wears or carries, takes a -1 penalty to the AC it offers (armor) or to its attack rolls (weapon). Armor is destroyed if the penalty reduces its AC to 10, and a weapon is destroyed if its penalty reaches -5. The penalty can be removed by casting the *mending* spell on the armor or weapon.

BONUS ACTIONS

Sludge Dive. The belmorrان teleports to an unoccupied space on the ground that it can see and is affected by its or another belmorrان's Slime Ground ability. To teleport to another belmorrان's area, their areas need to overlap. *Dexterity Saving Throw:* DC 16, each creature in a 5-foot emanation originating from the belmorrان's destination space. *Failure:* The target is knocked prone.