



MUD DEMON

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 57 (6d10 + 24)

Speed 20 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	2 (-4)	12 (+1)	3 (-4)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 2 (450 XP)

Very Limited Amphibiousness. The mud demon can breathe air and water, but it needs to be submerged at least once every 10 minutes to avoid suffocating. A mud demon in heavy rain is considered to be submerged.

Water Camouflage. The mud demon has advantage on Dexterity (Stealth) checks made to hide in brackish, muddy and swampy water.

ACTIONS

Bite. *Melee Weapon Attack* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage plus 7 (2d6) poison damage. If the target is a creature it must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of its turns, ending the effect on itself on a success.

Tail. *Melee Weapon Attack* +3 to hit, reach 10 ft., one target. *Hit:* 8 (2d6 + 1) piercing damage.

Hypnotic Tail. While completely submerged, except for its tail, the mud demon can target one creature it can see within 30 feet of it. If the target can see the mud demon's tail it must succeed on a DC 11 Wisdom saving throw or be charmed by the mud demon until the beginning of its next turn. While charmed by the mud demon, a target is also restrained in place. A target that successfully saves is immune to the hypnotic tail of all mud demons.

MUD DEMON

Named for its fiendish appearance, a mud demon is actually a highly aggressive amphibious reptile. Similar to scorpions, mud demons have a three-pronged prehensile tail used for grasping and impaling their prey and they stand on two legs when moving on land. Their razor sharp teeth deliver a paralyzing bite which is even more potent among the juveniles of the race. Most of their lives are spent underwater, usually in swamps and standing pools where they lay in wait to ambush passing creatures. When heavy rains fall, mud demons emerge from their watery homes to hunt and devour anything they can find.

Hypnotic Tail. Much like a rattlesnake, the tail of a mud demon elicits a pattern that can seem hypnotic to would-be prey. Like a lure, they use their appendage to lull victims into a mild trance. Once subdued, a mud demon lunges from its submerged spot in a quick strike, typically immobilizing their prey in a single bite.