

# BOOKLET OF INFINITE HORRORS

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## *RESOURCES TO ENRICH YOUR DEMONIC ENCOUNTERS AND TERRIFY YOUR PLAYERS*

From the Infinite Layers of the Abyss crawl nightmarish creatures, manifestations of hate and rage given individual form and will – demons! This supplement provides all the basic resources a Dungeon Master needs to create demons and demonic encounters that are as varied and horrific as the Abyss itself!

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### WARNING!

*This material, while Safe For Work, contains material that may not be appropriate for a gaming group that consists, wholly or in part, of younger children. Dungeons Masters should use their own judgment on the use of this material, and, as always, keep “group fun” as their number 1 priority.*

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# DEMONS

Let's talk about demons. As all good little D&D players know, demons spawn in the Abyss, a terrifying layered dimension that is literally the physical manifestation of evil and chaos - and that demons take after their home realm in that regard.

Unfortunately, the limitations of print publications have kept D&D demons from ever being displayed in their full, chaotic, terrifying panoply of forms - until now.

Below, dear reader, you will find tables upon tables upon tables of content to guide and inspire you in the creation of a truly maddening variety of demonic forms, ranging in size and shape, in substance and style.

**PART 1: DEMON GENERATION TABLES** contains most of the information you need to create original and terrifying new demons, as well as create thematic tension leading up to their appearance.

If certain materials call for the use of specific demon stats from official D&D publications, you can use **PART 2: DEMON TYPES TABLES**, which provides methods for ensuring that all that of said demon's mechanical abilities have an appropriate visual translation.

**PART 3: DEMON LORD TABLES** provides resources to link your newly-generated demons with the most prolific demon lords in Forgotten Realms lore.

Finally, **PART 4: OPTIONAL DEMONIC RULES** contains new Possession mechanics to bring more depth to the terrors your player characters face, as well as guidelines to performing exorcisms.

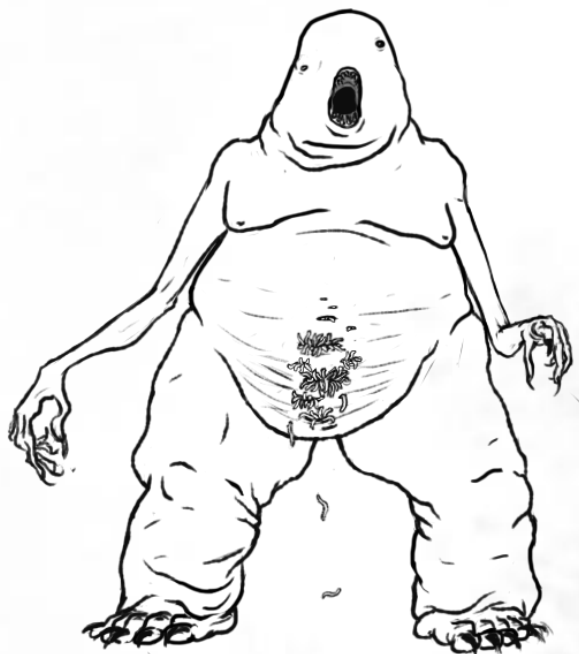
"But," you might cry, "how do we use these new demonic appearances? I don't want to have to make a different stat block for each demon!"

Then don't. Use the stat blocks as provided, but let the players decide what to call the demon you describe - and you can describe them in any way you want. During one session, my players fought bloated skin-sacks wobbling on gout-ridden, necrotising feet, with

tiny holes for eyes and mouths and sickly-thin arms reaching out towards the characters. Some *things* squirms beneath the papery flesh, but the characters can't tell if they're maggots or tiny people. We ended up calling them "maggotbags", which are different from the swollen, water-logged fetus-puppet-demons with vestigial heads they fought a week earlier.

Both of these collections of demons used the **manes** stat block, and they both hit similar chords in play, but differentiated themselves enough to feel like separate creatures.

"How can we possibly hope to match your twisted, demented imaginings, O authorous one?" you wail to the heavens. Fear not - I have the answer. Simply send 666 gold pieces in unmarked coins to the Church of the Sibilant Beast at 22 Ssyba Lane, Las Vegas, Nevada, United States of America.



Maggotbag demon. My mum said it was cute.

If you happen to be broke, I suppose you can just use the aforementioned tables instead, but I guarantee you that sending the money will work better (not really).

## PART 1: DEMON GENERATION

### TABLES

#### 1.1 Form (Small/Medium) vaguely resembles a...

d12	Feature
1	Hunched human
2	Tall human
3	Fetus
4	Insect/Spider
5	Cephalopod
6	Ape
7	Toad
8	Serpent
9	Crab
10	Pig/Goat
11	Scorpion
12	Roll twice and combine

#### 1.2 Form (Tiny) vaguely resembles a...

d12	Feature
1	Hunched human
2	Tall human
3	Human scuttling on all fours
4	Fetus
5	Insect/Arachnid
6	Centipede
7	Cephalopod
8	Hand
9	Toad
10	Serpent
11	Crab
12	Roll twice and combine

#### 1.3 Form (Large+) vaguely resembles a...

d12	Feature
1	Hunched human
2	Tall human
3	Fetus
4	Insect/Arachnid
5	Cephalopod
6	Ape
7	Toad
8	Serpent
9	Crab
10	Horse/bull
11	Roll twice and combine
12	Roll twice and combine, centauroid

#### 2. Face is...

d12	Feature
1	Ape
2	Bull
3	Rat
4	Spider
5	Baby
6	Yours
7	Your mother's and/or father's. And/or lover's.
8	Goat
9	Pig
10	Dog
11	Bat
12	Snake

#### 3 ...that is...

d12	Feature
1	Four faces fused into one lump
2	Terrifyingly human
3	Twisted and malformed
4	.mouths. It's covered in mouths.
5	Featuring a prominent mouth/beak/proboscis
6	Bloated
7	Withered
8	Impossibly thin
9	Stitched together
10	Lacking any and all features
11	Split into 1d4+3 separate toothy jaws.
12	Roll twice and combine

#### 4. ...and has eyes that are...

d12	Feature
1	Two giant hollows with burning sparks in their depths
2	Empty pits
3	Gouged out
4	Pinpricks of hate
5	Insectoid spheres, each facet containing a screaming face
6	Snakelike and hungry
7	Catlike and cunning
8	Whirling prisons of terror
9	Milky white marbles
10	Shiny black orbs
11	Not there.
12	Everywhere.

#### 5. Form is made of...

d12	Feature
1	Charred, glowing embers
2	Dense, dark smoke
3	Shadows and fear
4	Half-molten magma
5	Congeaed blood
6	Tiny worms/insects. Millions of them. Rustling and squelching.
7	Thick, gooey wax or pus
8	Obsidian glass
9	Flesh as normal, flensed
10	Flesh as normal, rotting/mummified
11	Flesh as normal, charred/melting/burning
12	Roll twice and combine

#### 6. Its limbs are...

d12	Feature
1	Humanoid
2	Insectoid
3	Ungulate
4	Digitigrade
5	Bird talons
6	Tentacles
7	Reptilian
8	Crab pincers
9	Snakes
10	Writhing worms
11	Roll twice and combine
12	Roll again. The demon has d4+4 of these limbs

## 7. ...and have...

### d12 Feature

- 1 Too many joints and/or digits
- 2 Been split into multiple hands/feet/limb ends
- 3 The hands cut off- the exposed bone/flesh has been hardened and sharpened to a point
- 4 Vestigial additions
- 5 Withered into near-uselessness
- 6 Mouths instead of/ in addition to appendages
- 7 Eyes in the center of the palms
- 8 Massive claws/spines
- 9 Stingers for digits
- 10 Become stretched and spindly
- 11 Tiny screaming people instead of fingers
- 12 Roll twice and combine

## SPECIAL FEATURES (OPTIONAL)

### 8. Horns

#### d6 Feature

- 1 Ram
- 2 Antelope
- 3 Antlers
- 4 Bony growths
- 5 Vestigial skulls
- 6 Head plate

### 9. Wings

#### d6 Feature

- 1 Human hands, stretched and spindly
- 2 Barbed bat
- 3 Rotting vulture
- 4 Beetle
- 5 Insect
- 6 Stitched together from warm skin

## DEMONIC FORESHADOWING (OPTIONAL)

Roll a d12. On a roll of 1-6, consult table **10 - Demonic Foreshadowing (General)**. On a roll of 7-12, consult **Demonic Foreshadowing** table **11 - Buildings**, **12 - Dungeons**, or **13 - Wilderness**, as appropriate.

### 10. Demonic Foreshadowing (General)

#### d12 Feature

- 1 Blood oozes from the ground/woodwork/stonework
- 2 You can hear the scratching of claws across the ground/floor or on the trunks of trees, but you cannot locate the source
- 3 A sudden breeze blows through the location, whispering terrible promises
- 4 The shadows dance and reach for you
- 5 Your skin itches and you just want to tear it off
- 6 You have a fleeting, horrid urge to commit grievous violence against a fellow character

### 11. Demonic Foreshadowing (Buildings)

#### d12 Feature

- 7 As you gaze around the room, a household item seems to be looking right at you
- 8 Your reflection in the windows/mirrors has eyes from table 4
- 9 Tiny figures writhe in the candleflames
- 10 The building suddenly creaks and settles
- 11 The crackling of flames in a torch/fire reminds you of laughter
- 12 Furniture and decorations constantly snag at your clothing

### 12. Demonic Foreshadowing (Dungeons)

#### d12 Feature

- 7 The stonework twists and writhes in the corner of your eye
- 8 Something curled and hunched shifts inside a small crag, which investigation reveals to be empty.
- 9 You can see your loved one/yourself suddenly shout for help before getting dragged down a thin cave shaft
- 10 You find a small statue constructed from bat bones and parts from a rag doll stained with dried blood.
- 11 The distant drippings of water off the ceiling are reverberating inside your head. It hurts. So much.
- 12 There are things in the rocks, meant only for you. You gotta scratch away to get them out.

### 13. Demonic Foreshadowing (Wilderness)

#### d12 Feature

- 7 The landscape beckons to you. Join it in bloodshed.
- 8 These hills have eyes.
- 9 The trees hate you. They're going to cut you open, use your entrails for a noose.
- 10 The sunlight/moon is rusty red.
- 11 Worms and insects writhe out of the ground.
- 12 A tree/berry bush is bearing fruit saturated in black, inky sap. The taste makes your stomach churn. You want more.



## PART 2: DEMON TYPES TABLES

When you want/need to use specific demon types, use the following tables and resources.

### BALOR STAT BLOCK

Roll as normal. Use table **1.3 – Form (Large+)** **vaguely resembles a...** to determine the form, and roll on both Special Features tables. If you wish to randomize the appearance of the balor's Longsword and Whip attacks, use the tables below. Replace table **5 – Form is made of...** with this modified table:

Form is made of...

d6	Feature
1	Charred, burning embers
2	Molten magma
3	Obsidian glass, partially molten
4	Flesh as normal, burning
5	Roiling smoke and white-hot charcoal
6	Roll twice and combine

Longsword attack is...

d6	Feature
1	Massive shards of obsidian or metal
2	Rending claws
3	Snapping prehensile mandibles
4	Blades jutting out of the wrists
5	Mantis-like forearm
6	Shards of something embedded in the hands

Whip attack is...

d6	Feature
1	Flailing, burning tentacles
2	Elongated tongue
3	Snake's head, whose venom is pure flame
4	Animated stream of magma
5	Length of chain embedded and wrapped in the wrist
6	An actual flaming whip or scourge

### BARLGURA STAT BLOCK

Roll as normal. Use table **1.3 – Form (Large +)** **vaguely resembles a...** to determine the form. Do not use the Special Features tables.

### CHASME STAT BLOCK

Roll as normal, but assume that you rolled a 5 on table **3** ("proboscis" result). Use table **1.3 – Form (Large +)** **vaguely resembles a...** to determine the form, make sure you roll on table **9 – Wings**, under Special Features.

Additionally, roll on the following tables to determine the natures of the proboscis and the Drone ability.

Proboscis

d6	Feature
1	Splits open into 1d4+2 toothy segments
2	Single spindle of bone/obsidian that erupts from face
3	Long nose
4	Elongated, chittering teeth
5	Stretched face
6	Standard mosquito proboscis

Drone is...

d6	Feature
1	Moaning faces all over body
2	Whistling holes. Tiny, whistling holes. All over.
3	Keening shrieks
4	Haunting lullaby of children's screams
5	Wings rubbing together like a cricket
6	Nasal drone

...that causes the victim to \_\_\_\_\_ and fall unconscious.

d6	Feature
1	Suffer horrific nightmares
2	Seize up
3	Lose all personality
4	Be overwhelmed with pain
5	Slam their heads into the closest hard surface
6	Vomit uncontrollably

### DRETCH STAT BLOCK

Roll as normal. Use table **1.1 – Form (Small/Medium)** **vaguely resembles a...** to determine the form, and roll the following table to determine the nature of the Fetid Cloud ability.

Fetid Cloud is...

d6	Feature
1	Burning hair
2	Rotting flesh
3	Vomit
4	Sulfur
5	Spores
6	Raw waste

### GLABREZU STAT BLOCK

Roll as normal. Use table **1.3 – Form (Large +)** **vaguely resembles a...** to determine the form. Assume you rolled an 11 on table **6 – Its limbs are...** ("Roll twice and combine" result) and that the resulting rolls were 1 ("Humanoid") and 8 ("Crab pincers").



### GORISTRO STAT BLOCK

Roll as normal. Use table **1.3 – Form (Large +)** **vaguely resembles a...** to determine the form. If you rolled on table **6 – Its limbs are...**, assume that the lower limbs are hooves instead of the rolled result. Make sure you roll on table **7 – Horns**, under Special Features.

### HEZROU STAT BLOCK

Roll as normal. Use table **1.3 – Form (Large +)** **vaguely resembles a...** for the form. Roll on the following table to determine the nature of the Stench ability.

Stench is...

d6 Feature

- |   |  |
|---|--|
| 1 | Burning hair, with lice added for flavor                   |
| 2 | Bloated, rotting flesh swarming with maggots               |
| 3 | The vomit of a creature eating itself to death             |
| 4 | Sulfur, leaking like an open sore in existence.            |
| 5 | Mushrooms growing in a bleeding wound                      |
| 6 | Raw sewage, flowing over a dying creature covered in flies |

### MANES STAT BLOCK

Roll as normal. Use table **1.1 – Form (Small/Medium)** **vaguely resembles a...** to determine the form.

### MARILITH STAT BLOCK

Roll as normal. Assume that you rolled an 8 on table **1.3 – Form (Large +)** **vaguely resembles a...** (“Serpent” result). If you are using material that requires the demon have swords as normal, assume you rolled a 1 on table **6 – Its limbs are...** (“Humanoid” result), and arm it with swords. Otherwise, roll on the following table to determine the nature of its Longsword attack action.

Longsword attack is...

d6 Feature

- |   |   |
|---|---|
| 1 | Flailing tentacles covered in razor-sharp barbs |
| 2 | Rending claws                                   |
| 3 | Snapping prehensile mandibles                   |
| 4 | Blades jutting out of the wrists                |
| 5 | Mantis-like forearms                            |
| 6 | Shards of something embedded in the hands       |

### NALFESHNEE STAT BLOCK

Roll as normal. Use table **1.3 – Form (Large +)** **vaguely resembles a...** to determine the form, and make sure you roll on table **9 – Wings**, under Special Features. Additionally, roll on the following tables to determine the nature of the Horror Nimbus ability.

Horror Nimbus is hallucinations of...

d6 Feature

- |   |   |
|---|---|
| 1 | Screaming faces emerging from beneath your own skin                           |
| 2 | Flashes of multi-colored light  |
| 3 | Every creature's head rotating around to stare at you                         |
| 4 | Your skin melting off, followed by your muscles, then your bones...           |
| 5 | The corpse of your own parent/sibling/lover crawling out of the demon's mouth |
| 6 | The fate you fear above all else.   |

### QUASIT STAT BLOCK

Roll as normal. Use table **1.2 – Form (Tiny)** **vaguely resembles a...** to determine the form, and roll the following table to determine the nature of the Scare ability.

Scare is...

d6 Feature

- |   |  |
|---|--|
| 1 | The quasit's eyes glowing with hatred – even if it has none...                         |
| 2 | The experience of shrinking, smaller and smaller, forever.                             |
| 3 | The feeling of hideous, awful, repulsion.  |
| 4 | A desire to crawl into a nice, soft, warm place where nothing can ever hurt you again. |
| 5 | Flashbacks to a childhood dentist/doctor visit.  |
| 6 | The quasit's head rotating 360 degrees   |

### SHADOW DEMON STAT BLOCK

Roll as normal. Use table **1.1 – Form (Small/Medium)** **vaguely resembles a...** to determine the form. Assume you rolled your choice of a 2 or a 3 (“Dense, dark smoke” and “Shadows and fear” results, respectively) on table **5 – Form is made of...**

### VROCK STAT BLOCK

Roll as normal. Use table **1.3 – Form (Large +)** **vaguely resembles a...** to determine the form, and make sure you roll on table **9 – Wings**, under Special Features.

Additionally, roll on the following tables to determine the nature of the Spores and Stunning Screech abilities.

Spores ability is...

d6	Feature
1	A cloud of demonic flies, flying around and into creatures
2	Spores that rot the skin on contact
3	Smoke erupting burning hair
4	Smoke rising from charred flesh
5	Tiny pieces of the demon falling off, growing legs, and running around biting people
6	Diseased blood ejecting from the demon's pores

Stunning Screech ability is...

d6	Feature
1	The screams and moans of every dead person ever
2	The chorus of a thousand maggots
3	A roar from the depths of primordial evil
4	The scream of a woman being murdered
5	The cries of a baby growing to adulthood and dying of old age all within a few seconds
6	The wail of a night terror

### YOCHLOL STAT BLOCK

Roll as normal. Use table **1.1 – Form (Small/Medium) vaguely resembles a...**to determine the base form.

## PART 3: DEMON LORD TABLES

If you want to add clues to tie demons to the various demon lords detailed in **Out of the Abyss**, roll on these tables, or trawl them for inspiration.

### BAPHOMET

Always roll on table **7 – Horns**.

Baphomet Features

d6	Feature
1	Sharp, animalistic fangs
2	Hairy hands/arms
3	Dark, cloven hooves
4	A long, mangy tail
5	A blood-soaked snout
6	Great, hooked talons.

### DEMOGORGON

Demogorgon Features

d6	Feature
1	Two heads
2	Two faces on one head
3	Tentacles sprouting from its chest/arms/head
4	Two mouths
5	Different halves of its face sewn/melted together
6	Living vestigial twin hanging off its face/body

### FRAZ-URB'LUU

Always roll on the “Wings” Special Features table.

Fraz-Urb'luu Features

d6	Feature
1	It has your own face.
2	Face constantly changes to look like individual PCs
3	Face resembles someone very familiar, but you can't quite place them.
4	For a moment, it looks exactly like your mother.
5	A spitting copy of your biggest hero
6	Looks like your child, regardless of whether or not you have children.

### GRAZZT

Grazzt Features

d6	Feature
1	Hideously, horribly beautiful
2	Perfectly manicured hands with six fingers
3	A finely-shaped torso, devoid of any belly button
4	Bright, entrancing eyes
5	Legs for days.
6	Covered with artwork formed from scar tissue

## JUIBLEX

### Juiblex Features

d6 Feature

- 1 Vomit and drool all over its front
- 2 Mucus leaking from its eyes/ears/mouth/nose/etc...
- 3 Drops of flesh melting off
- 4 Horrific acid scars
- 5 Acidic saliva that has eaten away its bottom jaw
- 6 Its form is made of hissing, spitting ooze.

## ORCUS (ORKOS)

### Orcus Features

d6 Feature

- 1 Flesh on the lower face rotted away, exposing nose and teeth
- 2 Bloated belly, writhing with maggots
- 3 Emaciated and withered, high-skeletal
- 4 Skeletal
- 5 Vomits forth maggots every time it makes noises
- 6 Bleeds maggots, maggots, flies, and more maggots

## YEENOGHU

### 1. Yeenoghu Features

d6 Feature

- 1 Cleavers stuck into bloody stumps instead of hands
- 2 Trophy body parts sewn onto it
- 3 Wearing the skin of a humanoid as a cloak
- 4 Partially eaten humanoid limbs dangling from a belt
- 5 Teeth filed into points
- 6 Second, hound-like head on its chest, which the demon feeds small morsels

## ZUGGTMOY

### 1. Zuggtmoy Features

d6 Feature

- 1 Face has been covered entirely with fungus
- 2 Body is supported by crude fungus appendages, with its own limbs dangling uselessly.
- 3 A humanoid-shaped fungus, whose façade of a face splits open to reveal hundreds of tendrils
- 4 Limbs are seemingly hollow, and covered in tiny holes
- 5 Fungoid tendrils hanging off everywhere.
- 6 Great pustules that rupture in a shower of spores.

## PART 4: OPTIONAL DEMONIC RULES

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### POSSESSION

Often, demons are not brought to the Material Plane directly; rather, a living creature acts as its conduit, the demon possessing to the creature's body and using it as an unholy puppet.

When a demon attempts to possess a creature, the creature must roll a Charisma saving throw, with a DC equal to  $8 + \frac{1}{2}$  the demon's Challenge Rating (rounded up) + the demon's Charisma Modifier (minimum of +0). If the creature fails the saving throw, the demon enters their physical form and takes control.

While a demon possesses a creature in such a manner, the creature itself cannot take actions or move, except to attempt to expel the demon and end the possession with a Charisma check opposed by the demon's Charisma check. The demon gets a bonus to this check equal to  $\frac{1}{2}$  its challenge rating (rounded up). If the creature fails this contest three times before it succeeds, the possession cannot be reversed except by exorcism or the demon willingly leaving the host.

On its turn, the demon controls the creature, its actions, and its movement, as if it were the creature. The demon does not count as a target you can see, can only be targeted by abilities that force it to make an Intelligence, Wisdom, or Charisma saving throw, and is immune to all damage types except psychic and radiant. If the demon takes psychic damage, there is a 50% chance the possessed creature takes it instead. If the creature the demon is possessing takes radiant damage, the demon takes an equal amount of radiant damage (and can be killed and sent back the Abyss in this manner).

If the creature dies while the demon still possesses it, it remains under the demon's control as a lifeless corpse and uses the **zombie** stat block from the Monster Manual.

If the demon leaves the creature it is possessing, whether by the creature using its



action to expel it or by some other means of exorcism, then it physically manifests as according to its stat block. The previously possessed creature suffers psychic damage equal to twice the demon's challenge rating. The creature then cannot be possessed by that demon for 24 hours.

## EXORCISMS

When a demon possesses a creature, very few things can drive it out, short of the possessed creature withstanding enough radiant damage to destroy the demon, the possessed creature forcing the demon out by sheer force of will (which the demon makes sure to quickly break), or an exorcism.

No simple banishment or prayer, exorcisms are complex rituals requiring the casting of several spells, an iron will, and nerves and faith of steel.

### Step 1: Restrain the host

The first step any exorcist will take is to restrain the possessed creature in order to make the exorcist's job easier, as well as to prevent further harm coming to the victim. Both magical and mundane restraints will do in most cases; however, powerful demons can augment their host's physical strength far beyond normal limits, so practiced exorcists tend towards the former option unless they have no other choice.

### Step 2: Prepare the cage

Secondly, the exorcist must prepare a barrier of sorts to contain the demon once it is forced from its host. Towards this end, an inverted *magic circle* spell will do quite nicely.

### Step 3: Exorcise the demon

The third (and obviously most important) step is to drive the demon from the host's body. This is most often accomplished through the **Break Enchantment** special function of a *dispel evil and good* spell. Once the demon is driven from the host (who suffers psychic damage as normal), it remains trapped within the *magic circle*. It should be noted that this step of the process can kill the host creature,

particularly if they were possessed by a powerful demon. Many exorcists cast spells of stamina and healing on the host before they attempt to evict the demon, and often have assistants standing by to provide additional healing support.

### Step 4: Banish the darkness

Finally, with the demon evicted and trapped, the exorcist must drive it back to its home plane. This step is often the trickiest, as the demon can still harm and even possess the exorcist if they get too close. For this reason, most exorcists prefer to use the *banishment* spell from a distance to force the demon back to its home plane; however, in situations where the minute of unbroken concentration required for the spell may be impossible to achieve, or when faced with a particularly powerful demon, the exorcist may elect to use the riskier (but arguably more reliable)

**Dismissal** special function of *dispel evil and good*. Be warned – this will put the exorcist at risk of great physical and spiritual harm, as this spell requires that they enter the *magic circle* and make physical contact with the demon.