

5E

AB
ABYSSAL BREWS



HANGOVER **DEMON**

Stalking the halls of pourhousese of ill repute
these fiends will make the morning after intolerable.

HANGOVER DEMON

It's no secret that the bars and pourhouses of these lands are plagued by all manner of vices and debauchery. Even in the finer establishments, you have your constant drunkards partaking in gambling. I'm not one to judge others for their hobbies, but when one of these drunkards has spent their lives sloshing between alcohol and the consequences of it, they may just have something unpleasant waiting for them in the morning. Formed when a creature partakes of far too much alcohol and passes on to the world after, hangover demons prowl the taverns where their victims seek refuge with one goal in mind, to sow suffering and discontent in those that have had a few too many.

Hangover demons are often crafty in waiting for their victims. They will sometimes spend days sneaking around the taverns they've come across trying to find the perfect victim to plague with their annoying antics. It is said that hangover demons feed off of the suffering they inflict upon others and the more intense they can make that sufferings, the more

sated they are by their twisted past time. They show little in the way of mercy and will often follow their victims home, becoming attached to the thrill of causing them no end of hurt. They only seem to take a momentary break when the creature it stalks gives in to the fiend's demands to drink up and get back on the bottle, only to return the next day to cause even more pain.

It's generally assumed that these fiends are created when a soul passes on after living a life under the influence of alcohol. In a cruel twist of fate, they are sent back in this form to cause chaos and inflict pain on those that walked in their same footsteps. They only give their victims a moment of peace when they are either slain, or the victim can release itself from the clutches of the bottle.

Crafty Spies. A hangover demon will often spend days stalking its preferred haunt before finding the right victim to make itself known to. In places that promote large amounts of group drinking, they may even torment the entire building at once, sprinting up and down the halls causing as much suffering as they desire. It is not uncommon to find them in

HANGOVER DEMON

Small fiend, chaotic evil

Armor Class 15 (natural armor)

Hit Points 97 (13d6+52)

Speed 30 ft., 30 ft. climb

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	18 (+4)	11 (+0)	12 (+1)	9 (-1)

Skills Deception +2, Stealth +6

Damage Resistances Poison, Psychic

Condition Immunities Poisoned

Senses darkvision 60 ft., Passive Perception 11

Languages Abyssal, Common

Challenge 5 (1,800 XP)

Nagging Headache. Creatures that start their turn within 5 feet of the Hangover Demon take a -1 penalty to attack and damage rolls as a creeping headache takes hold.

Sickened Susceptibility. A creature that is poisoned takes an additional 2d12 thunder damage from melee and ranged attacks made by the Hangover Demon

Softstep. The Hangover Demon has advantage on Dexterity (Stealth) checks to move silently.

Actions

Drumstick. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) Bludgeoning damage plus 13 (2d12) Thunder damage.

Piercing Shriek. *Ranged Spell Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 15 (4d6+1) Thunder damage.

One More Drink (3/Day). The Hangover Demon hurls a poison laced flask towards one creature that it can see within 30 feet. The creature must attempt a DC 14 Constitution saving throw, becoming poisoned for 1 minute on a failure. The creature may reattempt this check at the end of each turn ending the effect on a success.

Bonus Actions

Blistering Light. The Hangover Demon shines a glaringly bright light in a 15 foot cone in front of it. Creatures within the cone must attempt a DC 14 Constitution saving throw, becoming blinded for 1 round on a failure.

Reactions

Hair of the Dog (1/Day). When the Hangover Demon takes poison damage, it can choose to instead heal itself for an amount of hit points equal to the poison damage it would have taken, ignoring resistances.

military barracks or learning dormitories where the students revel in partaking a bit too heartily.

Unrelenting. Hangover demons make regular commands of those that they stalk to just drink up once more. After they've had their fill of torment in the early mornings, they will spend the rest of the day pushing their victims to just have another drink as that's the only way they can find peace. This is, of course, a ruse by the demon as it only wishes to return the next morning to sate its desire for suffering. They often won't stop pursuing a victim until the demon has been banished, their target parishes, or their victim finally manages to rid themselves of the allure of the bottle. Helping to rid someone of a hangover demon can be a long term exercise in self control in addition to a violent conflict with the demon itself.

TACTICS

The hangover demon rarely directly attacks, preferring to ambush and wait. They will flee at the first sign of taking too much damage and will attempt to return another morning when there is less opposition.

- Nagging Headache is an annoying aura for melee characters and will serve well in keeping them away from the demon on the regular. It's also an important defensive layer.
- Hair of the dog can be a surprising turn of events when someone unleashes poison damage. It's fine to use this early as the healing opportunities can be limited.
- A lot of the hangover demon's skills get extra benefits around the poisoned condition. This is intentional and the creature should seek to inflict this condition at its earliest opportunity.

SUGGESTED PAIRINGS

While many hangover demons work alone in their torment of their victims, you can sometimes find them with others.

- A good pairing for these could be a succubus that dominates the demons and uses them to influence their victims, weakening them over time.
- As they hang around taverns on the regular, drunken patrons can be an issue. Consider if a bar brawl could be initiated due to the torment of one of these creatures and how that might play out in your setting.



AWOOGA

Wondrous Item, Rare

This oddly fashioned brass horn flares outward from its rubber bellow to form an eerily well sculpted mouth, including teeth and an extended tongue that is offputtingly warm to the touch. It has a tendency to leak clear liquid from it as though it were drooling, though the liquid is illusory and disappears when it comes in contact with another surface.

During your turn, you can use a bonus action to softly squeeze the bellow on the horn causing it to emit a comical sound of your choice that can be heard by any creature within 50 feet of you. The source of the noise is not immediately obvious to any that hear it.

Twice per day, you can use an action to firmly squeeze the bellow on this horn, unleashing a cacophonous blast of sonic energy from it. The horn can sound many different ways when squeezed, as determined by the GM. The sound can be heard from 100 feet and through walls. Creatures within a 30 foot cone originating from you must attempt a DC 17 Constitution saving throw, taking 4d8 thunder damage and becoming deafened for 1 minute on a failed save, or taking half as much damage and not becoming deafened on a successful save. Unattended objects within the cone are blasted 10 feet away from you and any unattended, non-magical glass is shattered. Uses of this horn reset daily at dawn.

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