

THE WANDERER'S CREATURE FEATURE
PETALHEAD

*5E Stats for The Monster from Stranger Things
AKA Demogorgon*



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PETALHEAD

The petalhead is called so because of the way it's head unfurls like a flower, revealing four "petals" of flesh, lined with barb-like teeth. It is a creature of stealth and startling violence and an unending need to consume flesh. Native to a pocket dimension known as the Upside Down, the petalhead uses its ability to move between planes to hunt for food. It does not discern good from evil, and will eat any and all creatures it can overpower.

PETALHEAD (AKA DEMOGORGON)

Medium aberration, neutral

Armor Class 13 (natural armor)

Hit Points 114 (12d8+60)

Speed 35 ft., climb 30 ft.

STR 19 (+4)

DEX 13 (+1)

CON 17 (+3)

INT 7 (-2)

WIS 9 (-1)

CHA 7 (-2)

Saving Throws DEX +5, CON +7

Skills Intimidation +6, Stealth +5

Damage Resistances cold, force, necrotic, thunder; bludgeoning, piercing, and slashing damage from magical weapons that aren't iron

Damage Immunities poison; bludgeoning, piercing, and slashing damage from non-magical weapons that aren't iron

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, poisoned

Damage Vulnerabilities psychic

Senses blindsight 120 ft., passive Perception 11

Languages -

Challenge 11 (7,200 XP)

Binding Secretions. The petalhead can secrete a thick mucous, which hardens rapidly. The creature will often cocoon unconscious prey in this manner, saving them to feast upon later. While it does not use these secretions in combat, the fluids have an anesthetic quality, keeping victims unconscious as long as they are in contact. A petalhead can cocoon an incapacitated Small creature in 10 rounds or a Medium creature in 16 rounds. It does not appear to cocoon smaller or larger sized creatures, either feasting upon Tiny creatures immediately, or leaving behind bloodied remains of Large or bigger creatures.

Bloodsense. The petalhead can sense free flowing blood up to 300 ft away. If a creature is cut and bleeding, the petalhead can unerringly track it. If the petalhead is in the Upside Down, it can sense blood up to one mile away, including across dimensional borders. If a bleeding wound is stopped (bandaged or healed, for example), the petalhead can only track it to the location where the bleeding was stopped, then has to rely on its other senses to find its prey.

Fearful Presence. Beings not native to the Upside Down are often overwhelmed by the sight of the petalhead, which adds double its proficiency to Intimidation checks.

Regeneration. The creature heals at an abnormal rate, regaining 10 hit points at the beginning of its turn. If the petalhead is in the Upside Down, this healing rate increases to 15 points per round. Damage dealt by iron weapons can only be regenerated at 1 point per minute.

ACTIONS

Multiattack. The petalhead makes 3 attacks, two claws and one bite, or two claws and one chew.

Bite. *Melee Weapon Attack* : +8 to hit, reach 5 ft., one target. *Hit* : 17 (2d12+4) piercing damage. On a successful hit, the target creature must succeed on a DC 16 Strength saving throw, or be considered grappled as the petalhead latches on with its barbed teeth. The target creature may attempt to break the grapple as an action during its turn.

Chew. If a creature is grappled by the petalhead, it may automatically deal damage as it feasts upon the creature's flesh, dealing 17 (2d12+4) piercing damage.

Claw. *Melee Weapon Attack* : +8 to hit, reach 5 ft., one target. *Hit* : 13 (2d8+4) slashing damage. If the target creature is grappled by the petalhead's bite, claw attacks are at advantage.

Dimensional Rend. As an action, the petalhead can physically tear its way from the Upside Down into another plane or dimension, or from another plane into the Upside Down. Tears between planes heal themselves over the course of 1 minute, and must be made on a physical surface.

THE UPSIDE DOWN

This pocket dimension hovers near to the borders of countless other planes. It is reflective of those planes, and places in the Upside Down near any given border will mirror features from the plane closest to it, although in a dark and twisted manner. Trees will appear lifeless and rotted, water will be fetid and poisonous, and no manner of natural animal resides there. Thick, ash-like debris float in the air constantly. Areas of the Upside Down that do not border other realities are simply black. Sourceless, ambient light illuminates creatures and objects traveling through the land. The ground ripples slightly, as though it were dark water, and even gives off a slight reflection of anything resting upon it.

The very air is harmful to life from other worlds, causing damage to those who remain in the Upside Down for too long, as well as other...changes. Creatures who visit the Upside Down must succeed on a DC 14 Con saving throw at the end of every 24 hours, or take 1d4+1 Con damage. This damage cannot be healed, magically or otherwise, while the creature remains in the Upside Down, though will heal normally after spending at least a day outside of the Upside Down.

Food and water, even preserved, spoil within 2d8 hours of entering the Upside Down.

Very few natural portals to the Upside Down exist. When they are found, they appear as huge, oozing and scabrous growths on a solid structure. Pushing through the viscous membrane of such a gateway takes 3 rounds for any creature not native to the Upside Down.

PETALHEAD IN MODERN SETTINGS

The presence of petalhead, a creature native to the Upside Down, wreaks havoc on electronics and electrical lighting. As the aberration comes within 50 ft. of an electronic device or lighting, the power surges and causes things to go haywire for 1d6+1 rounds. If the petalhead is still within 50 ft. after the allotted time, the device stops working and the lights go out. After the creature leaves the area, devices return to functioning as normal, and lights come back on.