

DEMON

Source: 3e *Monster Manual IV* (whisper demon, deathdrinker demon), 3e *Fiend Folio* (alkilith demon), 3.5 *Expanded Psionics Handbook* (cerebrilith demon)

Demons come in forms as varied as the layers of the Abyss. The only traits common to all demons are malevolence and a desire to destroy.

Whisper Demon

Level 9 Lurker

Medium elemental humanoid (demon)

XP 400

A whisper demon is an insubstantial, ghostly creature that leers and smirks. It looks somewhat humanoid, but its form is shifting and distorted. Whisper demons are utterly insane, and love to watch other creatures kill themselves.

HP 69; **Bloodied** 34

AC 23; **Fortitude** 21; **Reflex** 21; **Will** 19

Speed 6

Initiative +11

Perception +1

Darkvision

TRAITS

Maddening Whispers (charm) * **Aura** 3

A creature without the demon keyword that starts its turn in the aura makes a basic attack against itself. If the creature reduces itself to 0 hit points this way and subsequently dies during the encounter, it rises in one minute as a mad wraith.

Insubstantial

The whisper takes half damage from any damage source, except those that deal force damage. In addition, if the demon takes force damage, it loses the insubstantial trait until the end of its next turn.

STANDARD ACTIONS

(basic) Draining Touch (necrotic) * **At Will**

Attack: Melee 1 (one creature); +12 vs. Reflex.

Hit: 2d8 necrotic damage and the target is slowed (save ends).

(close) Luring Whispers (charm) * **Recharges** when the whisper demon uses *maddening disappearance*

Attack: Close burst 10 (creatures in burst); +10 vs. Will.

Hit: The target moves its speed towards the whisper demon as a free action and deals an extra 2d6 points of damage if it hits itself until the end of its next turn.

Maddening Disappearance * **Recharges** when an enemy in the demon's aura hits itself

Effect: The whisper demon is removed from play. At the end of its next turn, it reappears within 10 squares of its departure space. Its aura is inactive until the start of its next turn.

Str 5 **Dex** 17 **Wis** 5

Con 17 **Int** 10 **Cha** 21

Alignment chaotic evil

Languages Abyssal

Alkilith Demon

Level 14 Soldier

Medium immortal animate (demon, ooze)

XP 1,000

An alkilith is a quivering mass of Abyssal phosphorescent green corruption, overgrown with a cracked, leathery coating and constantly emitting foul vapors and bursts of fluid. Thick, pustulent knobs that resemble eyes dot its surface. Alkiliths serve Juiblex, the Faceless Lord.

HP 144; **Bloodied** 72

AC 30; **Fortitude** 28; **Reflex** 26; **Will** 24

Speed 6

Initiative +14

Perception +10

Darkvision

Immune disease, poison; **Resist** 20 acid

TRAITS

Noxious Vapors (poison) * **Aura** 2

Creatures in the aura gain vulnerable 5 poison and cannot shift.

Amorphous Form

An alkilith moves at full speed while squeezing and can move through an opening as small as 1" in diameter.

STANDARD ACTIONS

(mbasic) Slimy Slam (acid, poison) * **At Will**

Attack: Melee 1 (one creature); +19 vs. AC.

Hit: 3d6+6 acid and poison damage, plus ongoing 10 acid and poison damage (save ends).

(close) Toxic Cloud (poison) * **Recharge** when first bloodied

Attack: Close burst 1 (creatures in burst); +16 vs. Fortitude.

Hit: 3d10+6 poison damage, and the target is dazed and weakened (save ends both).

Miss: Half damage and the target is dazed until the end of its next turn.

Skills Endurance +19

Str 16 **Dex** 20 **Wis** 17

Con 24 **Int** 14 **Cha** 13

Alignment chaotic evil

Languages Abyssal

Deathdrinker Demon

Level 17 Elite Skirmisher

Large elemental humanoid (demon)

XP 3,200

HP 342; **Bloodied** 171

Initiative +12

AC 31; **Fortitude** 31; **Reflex** 29; **Will** 29

Perception +8

Speed 8, teleport 10

Darkvision

Immune necrotic

Saving Throws +2; **Action Points** 1

TRAITS

Glory in Slaughter

If the deathdrinker reduces an enemy to 0 hit points, it gains a +5 bonus to damage until the end of the encounter.

STANDARD ACTIONS

(mbasic) Great Sword (weapon) * **At Will**

Attack: Melee 2 (one creature); +22 vs. AC.

Hit: 4d8+7 damage, and the deathdrinker marks the target until the end of the target's next turn.

(melee) Fearsome Arrival (fear, teleportation, weapon) * **At Will**

Effect: The deathdrinker teleports 6 squares.

Attack: Melee 2 (one creature); +22 vs. AC.

Hit: 4d8+7 damage.

Effect: Each creature adjacent to the demon suffers a -2 penalty on all defenses until the end of its next turn.

(close) Shriveling Pulse (necrotic) * **Recharge 6**

Attack: Close burst 3 (each non-demon living creature in burst); +18 vs. Fortitude.

Hit: 5d8+6 necrotic damage, and the target is weakened (save ends).

Miss: Half damage.

MINOR ACTIONS

(close) Mocking Gaze (gaze, psychic) * **At Will** 1/round

Attack: Close blast 6 (one creature); +20 vs. Will.

Hit: 5d6+8 psychic damage, and the deathdrinker pulls the target 2 squares.

TRIGGERED ACTIONS

Variable Resistance * 3/encounter

Trigger: The deathdrinker demon takes acid, cold, fire, lightning or thunder damage.

Effect (Free Interrupt): The deathdrinker gains resist 30 against one energy type dealt by the triggering attack.

Skills Endurance +21, Intimidate +18

Str 30 **Dex** 14 **Wis** 11

Con 27 **Int** 10 **Cha** 21

Alignment chaotic evil **Languages** Abyssal

Equipment plate armor, great sword

Cerebrilith Demon

Level 23 Controller

Large elemental humanoid (demon)

XP 5,100

HP 217; **Bloodied** 108

Initiative +15

AC 37; **Fortitude** 35; **Reflex** 34; **Will** 37

Perception +16

Speed 6

Resist 20 psychic

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 2 (one creature); +28 vs. AC.

Hit: 3d10+7 damage, and the target gains vulnerable 10 psychic (save ends).

(ranged) Brain Lock (psychic) * At Will

Attack: Ranged 10 (one creature); +27 vs. Will.

Hit: 4d10+9 psychic damage, and the target is immobilized (save ends).

(ranged) Mind Shock (lightning, psychic) * Encounter

Attack: Ranged 10 (three creatures); +25 vs. Will.

Hit: 5d10+5 lightning and psychic damage, and at the end of the target's turn, each of the target's adjacent allies takes 10 lightning and psychic damage (save ends).

MOVE ACTIONS

Psychic Transport (teleportation) * Recharge 6

Effect: The cerebrilith teleports 5 squares, and each enemy adjacent to its starting or ending space loses 1 psionic power point.

TRIGGERED ACTIONS

Variable Resistance * 3/encounter

Trigger: The cerebrilith demon takes acid, cold, fire, lightning or thunder damage.

Effect (Free Interrupt): The cerebrilith gains resist 15 against one energy type dealt by the triggering attack.

Skills Arcana +22, Insight +21

Str 21 **Dex** 18 **Wis** 21

Con 25 **Int** 15 **Cha** 22

Alignment chaotic evil

Languages Abyssal, telepathy 20