

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 77; **Bloodied** 38

Initiative +11

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

Perception +1

Speed 6

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

(mbasic) 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