

BABAU (Demon)

Medium-Size Outsider (Chaotic, Evil)

Hit Dice: 8d8+24 (60 hp)

Initiative: +2 (Dex)

Speed: 40 ft

AC: 23 (+2 Dex, +11 natural)

Attacks: Longsword +15/+10 melee; or longspear +10 ranged; or 2 claws +15 melee, horn +13 melee

Damage: Longsword 1d8+7; or longspear 1d8+7; or claw 1d6+7, horn 1d6+3

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spell-like abilities, enfeeblement gaze, sneak attack, summon demons

Special Qualities: Damage reduction 20/+2, SR 21, weapon immunity, demon qualities, telepathy, darkvision 60 ft

Saves: Fort +9, Ref +8, Will +10

Abilities: Str 24, Dex 15, Con 17, Int 18, Wis 18, Cha 14

Skills: Climb +15, Concentration +14, Hide +11, Knowledge (any one) +14, Listen +23, Move Silently +11, Search +12, Sense Motive +12, Spellcraft +15, Spot +23

Feats: Cleave, Multiattack, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2-4)

Challenge Rating: 11

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 9-12 HD (Medium-size); 13-24 HD (Large)

The babau is called the 1-horned horror or ebony death. Babau are hated by vroock, hezrou, and glabrezu. They are particularly fond of the flesh of Nalfeshnee and are thus both despised and feared by the latter.

These horrid creatures look much like great skeletons covered with dark, form-fitting leather. They have a great horn protruding from the back of their skulls. Babau typically have long, wicked claws covered with dirt, blood, and decaying flesh.

COMBAT

Babau prefer to attack with weapons in combat. If unarmed they will fight with claws and their horn.

Spell-Like Abilities: At will—*change self, deeper darkness, desecrate, detect good, detect magic, dispel magic, fear, fly, heat metal, magic circle against good*, and *teleport without error* (self plus 50 pounds of objects only). These abilities are as the spells cast by a 12th-level sorcerer (save DC 12 + spell level).

Enfeeblement Gaze (Su): Affected as if by *ray of enfeeblement* cast by a 12th-level sorcerer, 20 feet; Will save (DC 16).

Sneak Attack (Ex): Babaus can sneak attack an opponent any time it is unaware or loses its Dexterity bonus to AC. The spriggan deals +5d6 points of damage when using this ability.

Weapon Immunity (Ex): Because of the slime covering the babau's body, it takes only half damage from piercing and slashing weapons.

Summon Demons (Sp): Once per day a babau can attempt to summon 3d10 dretches or another babau with a 35% chance of success.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20.

Telepathy (Su): Babaus can communicate with any creature within 100 feet that has a language.

Skills: Babau receive a +8 racial bonus to Listen and Spot checks.

The Babau first appeared in the 1e MM II (Gary Gygax, 1983).