

BAR-LGURA (Demon)

Medium-Size Outsider (Chaotic, Evil)

Hit Dice: 6d8+12 (39 hp)

Initiative: +1 (Dex)

Speed: 30 ft, climb 30 ft

AC: 20 (+1 Dex, +9 natural)

Attacks: 2 claws +9 melee, bite +4 melee

Damage: Claw 1d4+3, bite 1d6+1

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

Special Attacks: Spell-like abilities, summon demons

Special Qualities: Damage reduction 10/silver, SR 17, chameleon, demon qualities, telepathy, darkvision 60 ft

Saves: Fort +7, Ref +6, Will +6

Abilities: Str 17, Dex 13, Con 15, Int 10, Wis 12, Cha 10

Skills: Climb +17, Concentration +8, Hide +7, Move Silently +7, Listen +17, Search +6, Sense Motive +7, Spot +17

Feats: Alertness, Dodge, Spring Attack

Climate/Terrain: Any land and underground

Organization: Gang (2-5) or pack (6-11)

Challenge Rating: 8

Treasure: None

Alignment: Always chaotic evil

Advancement: 7-12 HD (Medium-size); 13-18 HD (Large)

The Bar-Igura or leaping demon, is similar to an orangutan except for its gruesome visage and tusks. Its hands and feet have six digits with exceptionally long claws. Its fur is reddish-brown and its claws are yellowish-gray.

Bar-Igura communicate using telepathy.

COMBAT

The bar-Igura attacks with its claws and bite in combat. The favored tactic is to assault a foe from ambush, leaping to the attack when their prey comes within range.

Spell-Like Abilities: At will—*darkness*, *desecrate*, *detect good*, *detect thoughts*, *entangle*, *fear*, *see invisible*, *telekinesis*, and *teleport without error* (self plus 50 pounds of objects only); 2/day—*change self*, *invisibility*, and *spectral hand*. These abilities are as the spells cast by an 8th-level sorcerer (save DC 10 + spell level).

Chameleon (Ex): As a free action, the bar-Igura can change its coloration to match that of its surroundings. This grants it a +12 racial bonus on Hide checks.

Summon Demons (Sp): Once per day a bar-Igura can attempt to summon 1d6 additional bar-Iguras with a 35% chance of success.

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

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

Skills: Bar-Iguras receive a +8 racial bonus to Listen and Spot checks.

Feats: Bar-Iguras gain Spring Attack as a bonus feat.

The Bar-Igura first appeared in module S4 (Gary Gygax, 1982).

