

CHASME (Demon)

Large Outsider (Chaotic, Evil)

Hit Dice: 7d8+21 (52 hp)

Initiative: +2 (Dex)

Speed: 20 ft, climb 20 ft, fly 60 ft (good)

AC: 22 (-1 size, +2 Dex, +11 natural)

Attacks: 2 claws +10 melee, bite +8 melee

Damage: Claw 2d4+4, bite 1d8+2

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

Special Attacks: Spell-like abilities, wounding, drone, fear aura, summon demons

Special Qualities: Damage reduction 20/+2, SR 19, demon qualities, telepathy, darkvision 60 ft

Saves: Fort +8, Ref +7, Will +6

Abilities: Str 18, Dex 15, Con 17, Int 12, Wis 12, Cha 12

Skills: Climb +19, Concentration +10, Hide +5, Listen +16, Move Silently +9, Search +8, Sense Motive +8, Spellcraft +8, Spot +16

Feats: Multiattack, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary, gang (2-4), or squad (5-6)

Challenge Rating: 11

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 8-12 HD (Large); 13-21 HD (Huge)

The chasme, also known as the fly demon, hates most all other types of demons, especially vroock, hezrou, rutterkin, and dretches, though they avoid fighting with other demons unless the chasme has the advantage.

The chasme appears as 7-foot long giant fly with a roughly humanoid head. The head is human with saucer eyes and is topped with a backswept bristled mane. Two humanoid arms protrude from the front of its body. Its wings are blue-black, and the coarse hair covering its fly-like body is black. The mouth is tiny, but the nose is long and sharp.

A chasme can walk on walls and ceilings as a normal fly can.

COMBAT

The chasme attacks using its spell-like abilities and claws and bite in combat. It will attempt to drain blood from any sleeping victim, though not at the expense of turning its back on any remaining foes.

Spell-Like Abilities: At will—*darkness*, *desecrate*, *detect good*, *detect magic*, *see invisible*, *telekinesis*, and *teleport without error* (self plus 50 pounds of objects only). These abilities are as the spells cast by a 10th-level sorcerer (save DC 11 + spell level).

Wounding (Ex): Claw—a successful melee attack opens a wound that bleeds for 1 point of damage per round thereafter in addition to normal damage the claw deals. Multiple wounds from a claw result in cumulative bleeding loss (two wounds for 2 points of damage per round, and so on). The bleeding can only be stopped by a successful Heal check (DC 15) or the application of any *cure* spell or other healing spell (*heal*, *healing circle*, and so on).

Sleep Drone (Su): A chasme can buzz and drone, as a free action. Those within 30 feet that hear it must succeed at a Will save (DC 16) or fall into a comatose sleep for 2d4 hours. A sleeping creature can be awakened by vigorous stimuli.

A creature that makes its save is immune to the droning effect of that chasme for one day.

Fear Aura (Su): As a free action, 30-foot radius to anyone viewing the chasme, Will save (DC 16) negates, as a *fear* spell cast by an 8th-level sorcerer. A creature that makes a successful save is immune to the fear effect of that chasme for 24 hours. Other demons are immune to the aura.

Summon Demons (Sp): Once per day a chasme can attempt to summon 2d8 dretches or another chasme with a 35% chance of success.

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

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

Skills: Chasmes receive a +8 racial bonus on Listen and Spot checks.

The Chasme first appeared in module S4 (Gary Gygax, 1982).