

DEMOGORGON (Demon Prince)

Hit Dice:	Huge Outsider (Chaotic, Evil) 66d8+924 (1221 hp)
Initiative:	+10 (+6 Dex, +4 Improved Initiative)
Speed:	30 ft
AC:	54 (-2 size, +6 Dex, +40 natural)
Attacks:	2 tentacles +79 melee, tail lash +77 melee, 2 bites +77 melee
Damage:	Tentacle 2d6+14 and disease, tail lash 2d6+7 and energy drain, bite 2d6+7
Face/Reach:	10 ft by 10 ft/15 ft
Special Attacks:	Spell-like abilities, spells, psionics, disease, energy drain, summon demons, gaze attacks
Special Qualities:	Damage reduction 45/+8, SR 46, demon qualities, telepathy, darkvision 60 ft
Saves:	Fort +49, Ref +41, Will +47
Abilities:	Str 38, Dex 22, Con 38, Int 34, Wis 34, Cha 34
Skills:	Balance +72, Bluff +78, Climb +80, Concentration +80, Diplomacy +78, Escape Artist +72, Gather Information +78, Heal +78, Intimidate +78, Knowledge (Abyssal politics) +78, Knowledge (arcana) +78, Knowledge (planes) +78, Knowledge (religion) +78, Listen +78, Move Silently +72, Scry +78, Search +78, Sense Motive +78, Spellcraft +78, Spot +78
Feats:	Ambidexterity, Blind-Fight, Combat Casting, Cleave, Dodge, Great Cleave, Improved Disarm, Improved Initiative, Improved Trip, Mobility, Multiattack, Power Attack, Spring Attack, Sunder, Weapon Focus (bite, tentacle, tail)
Climate/Terrain:	Any land and underground
Organization:	Solitary or troupe (1-2 balors plus 1-4 glabrezu)
Challenge Rating:	36
Treasure:	Double standard
Alignment:	Always chaotic evil
Advancement:	—

It is contended by some that this demon prince is supreme. His hatred for Orcus is immense and unending, followed closely by his hatred for Graz'zt.

Demogorgon appears as an 18-foot tall reptilian-humanoid. He has two heads that bear the visages of baboons. His blue-green skin is plated with snake-like

scales, his body and legs are those of a giant lizard, his twin necks resemble snakes, and his thick tail is forked. In place of arms, he has two huge tentacles.

COMBAT

Demogorgon attacks first using his gaze weapons and should any survive the onslaught, he will utilize his tentacles, tail, and bites. He uses his spells and spell-like abilities liberally in combat, and should the combat go against him, he will summon demons to cover his escape.

Spell-Like Abilities: At will—*blasphemy*, *charm monster*, *charm person*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *detect thoughts*, *fear*, *greater dispelling*, *polymorph self*, *pyrotechnics*, *read magic*, *see invisible*, *suggestion*, *symbol* (any), *telekinesis*, *teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow*, *unholy aura*, *unholy blight*, and *wall of ice*; 1/day—*feeblemind*, *power word* (any). These abilities are as the spells cast by a 35th-level sorcerer (save DC 22 + spell level).

Spells: Demogorgon casts arcane spells as a 35th-level sorcerer (save DC 22 + spell level) and divine spells as a 35th-level cleric (save DC 22 + spell level). He has access to the domains of Chaos, Evil, Trickery, and War.

Psionics (Sp): At will—*astral projection*, *charm monster*, *deeper darkness*, *detect evil*, *detect law*, *dimensional anchor*, *dispel good*, *levitate*, and *protection from good*. These abilities are as the spells cast by a 35th-level sorcerer (save DC 22 + spell level).

Disease (Su): Supernatural disease—tentacle attack, Fortitude save (DC 57), incubation period 1 day; damage 1d6 temporary Constitution. Unlike normal diseases, this continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic (see Disease page 74 in the *DMG*).

Energy Drain (Su): Living creatures hit by Demogorgon's tail lash receive two negative levels. The Fortitude save to remove a negative level has a DC of 57.

Gaze Attacks (Su): Each of Demogorgon's head's can emit one gaze effect each round; hypnotism and insanity. If he focuses both gazes on one foe, he can *dominate* his opponent.

Each gaze effect resembles a spell cast by a 20th-level sorcerer. All gazes have a range of 50 feet and a save DC of 57.

Hypnotism: Left head; the target must succeed at a Will save or be affected as though by the spell.

Insanity: Right head; the target must succeed at a Will save or be affected as though by the spell.

Domination: Both heads combined; the target must succeed at a Will save or be affected as though by the spell.

Summon Demons (Sp): Three times per day Demogorgon can automatically summon 1d2 balors, 1d3 nalfeshnees or glabrezu, or 1d4 mariliths.

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

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

Demogorgon first appeared in the *Monster Manual* (Gary Gygax, 1977).