## Alu-Demon (Demon)

**Medium-Size Outsider (Evil)**

**Hit Dice:** 6d8+6 (33 hp)

**Initiative:** +1 (Dex)

**Speed:** 30 ft, fly 50 ft (average)

**AC:** 15 (+1 Dex, +4 natural)

**Attacks:** Longsword +8 melee; or 2 claws +8 melee

**Damage:** Longsword 1d8+2; or claw 1d3+2

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

**Special Attacks:** Spell-like abilities, vampiric touch

**Special Qualities:** Damage reduction 10/+1, SR 12, demon qualities, telepathy

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

**Abilities:** Str 15, Dex 13, Con 13, Int 15, Wis 14, Cha 15

**Skills:** Bluff +10, Concentration +9, Escape Artist +6, Hide +6, Knowledge (any one) +8, Listen +14, Move Silently +5, Search +10, Spot +14

**Feats:** Cleave, Power Attack

**Climate/Terrain:** Any land and underground

**Organization:** Solitary

**Challenge Rating:** 5

**Treasure:** Standard

**Alignment:** Usually chaotic evil

**Advancement:** By character class

The alu-demon is the female demonic offspring of a succubus and human. Though she is part demon, not all alu-demons are inherently evil (although alu-demons of any good alignment are extremely rare).

The typical alu-demon has dark hair, dark eyes, small black horns just above her eyes, and small, leathery, black wings. Alu-demons are always female.

### Combat

Alu-demons attack with weapons (preferring longswords or maces) or with claws. The alu-demon mixes her spell-like abilities in regardless of the method of attack utilized.

**Spell-Like Abilities:** At will—charm person, desecrate, detect thoughts, shapechange (Medium-size humanoid only), and suggestion; 1/day—dimension door. These abilities are as the spells cast by an 8th-level sorcerer (save DC 12 + spell level).

**Vampiric Touch (Su):** An alu-demon that successfully hits with a claw attack deals 1d3+2 points of damage (each claw). The alu-demon temporarily gains hit points equal to the damage dealt. Note, that the alu-demon cannot gain more than the victim’s current hit points +10 (which is enough to kill the victim). The temporary hit points disappear in one hour.

**Demon Qualities (Ex):** Immune to poison and electricity; cold, fire, and acid resistance 20; darkvision to a range of 200 feet.

**Telepathy (Su):** Alu-demons can communicate telepathically with any creature within 100 feet that has a language.

**Skills:** Alu-demons receive a +4 racial bonus to Listen and Spot checks.

### Alu-Demon Characters

The favored class of an alu-demon is fighter.

**Player Character Alu-Demon**

Player character alu-demons have Str +4, Dex +2, Con +2, Int +4, Wis +4, and Cha +4. An alu-demon character is ECL +8.