Cambion (Demon)

Medium-Size Outsider (Chaotic, Evil)

Hit Dice: 8d8+24 (60 hp)

Initiative: +2 (Dex)

Speed: 40 ft

AC: 18 (+2 Dex, +6 natural)

Attacks: Longsword +12/+7 melee

Damage: Longsword 1d8+4

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

Special Attacks: Spell-like abilities

Special Qualities: Damage reduction 10/+1, SR 15, demon qualities, telepathy

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

Abilities:

Str 18, Dex 15, Con 17, Int 16, Wis 16, Cha 14

Skills:

Bluff +13, Concentration +14, Escape Artist +10, Hide +11, Knowledge (any one) +14, Listen +15, Move Silently +12, Search +14, Spot +16

Feats:

Blind-Fight, Cleave, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 6

Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class

When an incubus mates with a human female, the offspring is a cambion. Cambions, unlike their “sisters” the alu-demons are always chaotic and evil and care little for anyone or anything but their own well-being. They are selfish, self-centered, and egotistical. Cambions hate humans and are often employed as assassins.

A cambion is a 7-foot tall, stocky humanoid and each varies in appearance. All cambions share the same demonic traits (horns, scaly skin, fangs, etc.).

Combat

Cambions are deadly in combat, attacking relentless until their opponent is slain. They often employ poisons in battle. If combat goes against it, the cambion retreats, but never forgets the opponent that bested him. The cambion waits for the next opportunity to present itself so it might exact revenge.

Spell-Like Abilities: At will—detect magic, detect thoughts, fear, levitate, and polymorph self. These abilities are as the spells cast by a 10th-level sorcerer (save DC 12 + spell level).

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20; darkvision to a range of 60 feet.

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

Skills: Cambions receive a +4 racial bonus to Listen and Spot checks.

Cambion Characters

The favored class of a cambion is fighter.

Player Character Cambions

Player character cambions have Str +8, Dex +4, Con +6, Int +6, Wis +6, and Cha +4. A cambion character is ECL +10.