

DEMON

Demons come in forms as varied as the layers of the Abyss. The only traits common to all demons are malevolence and a desire to destroy.

Alkilith Demon

Level 14 Soldier

Medium immortal animate (demon, ooze) XP 1,000

An alkilith is a quivering mass of Abyssal phosphorescent green corruption, overgrown with a cracked, leathery coating and constantly emitting foul vapors and bursts of fluid. Thick, pustulent knobs that resemble eyes dot its surface. Alkiliths serve Juiblex, the Faceless Lord.

HP 144; **Bloodied** 72

Initiative +14

AC 30; **Fortitude** 28; **Reflex** 26; **Will** 24

Perception +10

Speed 6

Darkvision

Immune disease, poison; **Resist** 20 acid

TRAITS

Noxious Vapors (poison) * **Aura** 2

Creatures in the aura gain vulnerable 5 poison and cannot shift.

Amorphous Form

An alkilith moves at full speed while squeezing and can move through an opening as small as 1" in diameter.

STANDARD ACTIONS

(mbasic) Slimy Slam (acid, poison) * **At Will**

Attack: Melee 1 (one creature); +19 vs. AC.

Hit: 3d6+6 acid and poison damage, plus ongoing 10 acid and poison damage (save ends).

(close) Toxic Cloud (poison) * **Recharge** when first bloodied

Attack: Close burst 1 (creatures in burst); +16 vs. Fortitude.

Hit: 3d10+6 poison damage, and the target is dazed and weakened (save ends both).

Miss: Half damage and the target is dazed until the end of its next turn.

Skills Endurance +19

Str 16 **Dex** 20 **Wis** 17

Con 24 **Int** 14 **Cha** 13

Alignment chaotic evil

Languages Abyssal