

SCREAMING DEVILKIN

Source: 1e *Fiend Folio*. (Note: This is one of the only 1e monsters that has never officially been updated to any later edition to the best of my knowledge.)

The screaming devilkin is a small creature that resembles a winged human baby with a forked tail. Despite its appearance and name, the screaming devilkin is not actually related to true devils in any way. The actual origins of the screaming devilkin are unknown, but they are the spawn of some sort of astral dominion. Sages speculate that the screaming devilkin might be intentionally designed, either to allow some sort of infiltration of Hell, or to provoke the response of creatures that encounter them.

Although they do seem to enjoy devouring flesh and blood, screaming devilkin can live indefinitely without food or drink and do not need to sleep. Although they can speak, they rarely do so, instead choosing to constantly scream. (A speaking devilkin must deactivate its aura.)

Screaming Devilkin

Small immortal humanoid

HP 55; **Bloodied** 27

AC 16; **Fortitude** 16; **Reflex** 18; **Will** 18

Speed 4, fly 6

Immune deafened; **Resist** 10 thunder

Level 4 Controller

XP 175

Initiative +6

Perception +5

Darkvision

TRAITS

Constant Screaming (thunder) * **Aura 3**

Any creature within the aura is deafened. Each creature that ends its turn in the aura takes 5 thunder damage.

STANDARD ACTIONS

(mbasic) Tail Poke * **At Will**

Attack: Melee 1 (one creature); +9 vs. AC.

Hit: 1d10 damage.

(close) Shriek of Doom (thunder) * **Encounter**

Attack: Close blast 4 (each creature in the blast); +7 vs. Fortitude.

Hit: 2d6 thunder damage and the target is stunned until the end of its next turn.

Str 6 **Dex** 18 **Wis** 16

Con 15 **Int** 12 **Cha** 19

Alignment chaotic evil

Languages Common, Supernal (must deactivate aura to speak)