

NE

LARGE

FIEND

DAEMON

Perception +24; darkvision, plaguesense 60 feet

Languages Common, Daemonic; telepathy 100 feet

Skills Acrobatics +22, Intimidation +22, Medicine +25, Religion +25, Stealth +22, Survival +20

Str +7, **Dex** +6, **Con** +2, **Int** +4, **Wis** +6, **Cha** +4

Plaguesense A leukodaemon senses any creature with a disease, and it knows the type and current stage of all diseases carried by any creature within range.

Items +1 striking composite longbow (50 arrows)

AC 33; **Fort** +19, **Ref** +25, **Will** +23; +1 status to all saves vs. magic

HP 215; **Immunities** death effects, disease; **Weaknesses** good 10

Infectious Aura (aura, disease) 30 feet. Leukodaemons radiate infection. All creatures within 30 feet of a leukodaemon take a -2 status penalty to saves against disease effects. If a creature within range contracts or progresses a disease, all adjacent creatures are exposed to the same disease, at the same DC.

Speed 25 feet, fly 40 feet

Melee ♦ jaws +26 (disease, evil, magical, reach 10 feet), **Damage** 3d10+12 piercing plus 1d8 evil and Daemonic Pestilence

Melee ♦ claw +26 (agile, disease, evil, magical, reach 10 feet), **Damage** 3d8+10 slashing plus 1d8 evil and Daemonic Pestilence

Ranged ♦ composite shortbow +26 (deadly 1d10, disease, evil, magical, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 3d6+12 piercing plus 1d8 evil and Daemonic Pestilence

Divine Innate Spells DC 30 ; **5th dimension door**; **4th dimension door** (at will); **1st detect alignment** (at will; good only);

Breath Weapon ♦♦ (evocation, divine) The leukodaemon exhales a cloud of corpse-bloated, biting black flies in a 20-foot cone. Creatures within the cone take 5d8 piercing damage (DC 32 basic Reflex save). A creature that fails the save becomes sickened 1 (or sickened 2 on a critical failure).

Daemonic Pestilence (disease) The leukodaemon can telepathically communicate with the afflicted creature at any distance on the same plane; **Saving Throw** DC 32 Fortitude; **Stage 1** carrier (1 day); **Stage 2** drained 1 (1 day); **Stage 3** drained 2 (1 day); **Stage 4** drained 2 (1 day); **Stage 5** drained 3 (1 week); **Stage 6** dead

Quicken Pestilence ♦ (divine, manipulate, necromancy) The leukodaemon coaxes a disease into full bloom. It chooses a target in its aura of pestilence that's currently affected by a disease. That creature must attempt a Fortitude save against the disease as if the interval for the disease's current stage had passed.