

OMOX DEMON

CREATURE 12

CE**MEDIUM****FIEND****AQUATIC****FIEND****WATER**

Perception +22; darkvision

Languages abyssal, celestial, draconic, telepathy 100ft

Skills Acrobatics +21 (25 while submerged), Arcana +18, Athletics +24 (28 while submerged), Occultism +18, Stealth +22 (24 underwater, 26 in putrid water)


Str +7, **Dex** +6, **Con** +5, **Int** +2, **Wis** +4, **Cha** +3

Liquid Leap The Omox can use its 4th level Dimension Door innate spell with only a single action so long as it begins and ends the movement within a single contiguous body of liquid.

AC 33; **Fort** +24, **Ref** +22, **Will** +20; +1 status to all saves vs. magic

HP 240; **Immunities** acid, critical hits, disease, poison, precision, unconscious; **Weaknesses** cold iron 10, good 10, water 10 (must be pure water)

Purity Vulnerability Omox demons are given form by filth. The Omox is always a valid target for Create Water (touch range). Enhance Victuals, Neutralize Poison, Purify Food and Drink, Remove Disease and Restoration. Instead of their usual effects, the Omox Demon takes 1d6 damage per level of the spell.

Sticky Sludge  **Trigger:** a foe critically fails a melee attack roll against the Omox. The Omox immediately attempts to grab the target. If the triggering attack was made by a melee weapon the creature can choose to release it and be disarmed instead of being grabbed.

Speed 35 feet, climb 20 feet, swim 70 feet

Melee  slime strike +26, **Damage** 3d10+12 acid plus grab

Ranged  slime glob +24 (range 30ft), **Damage** 3d8+10 acid plus Slime


Divine Innate Spells DC 29, attack +21 ; **5th** *abyssal plague*, *cloudkill*, *dimension door*, *control water*, *telekinetic haul*; **4th** *dimension door*, *gaseous form*; **3rd** *stinking cloud*; **2nd** *telekinetic maneuver*; **1st** *create water*, *taint food and drink*; **cantrips (6th)** *mage hand*, *telekinetic projectile*

Divine Rituals DC 29; *abyssal pact*

Grab  Source: Slime Strike

Slime Any creature struck by the Omox's Slime Glob must make a DC 32 Reflex save or suffer a -10 penalty to its speeds for 1 round. If the target Critically Fails this save it is instead immobilized for 1 round.

Smothering An Omox can grab creatures of any size. While holding the victim, the victim can neither speak nor breathe (see drowning rules), it must also make a Fortitude save against Omox Demon Poison each time it begins its turn grappled. If swimming, the Omox can swim up to half its speed and take its victim with it.

Omox Demon Poison  (poison) Source: Sludge Strike, Slime Glob, Smothering
DC 32 Fortitude save; Maximum duration: 6 rounds.

Stage 1: 2d6 poison damage and drained 1 (1 round),

Stage 2: 2d6 poison damage and drained 2 (1 round),

Stage 3: 2d6 poison damage and drained 3 (1 round).