DEMON, BLIGHT-BORN

From the moment that the festering cyst of the Abyss was formed, horrors unimaginable came into existence. Demons slouched from that tainted womb, and its corruption twisted primordials into demon princes. But other inhabitants of the Elemental Chaos were also poisoned by utter evil. Djinns and efreets, archons and elementals, even slaads were caught in the horrific and unholy emanations. Like the demon lords, these creatures were either transformed into their vile forms at the creation of the Abyss or are descendants of others who were.

They are the blight-born, demons of the purest elements made anything but pure.

Dust Demon

The aftermath of the Abyss’s creation engulfed a tribe of djinns, scarring away portions of their flesh and souls until they were little more than sentient wind and bits of debris. The resulting blight-born demons, known as dust demons, appear as whirlwinds of dirt, dust, teeth, and broken bone that whip through one another so that it is impossible to tell where one ends and the next begins. Driven insane by their transformation, dust demons kill and main out of endless rage directed against all creatures that do not suffer as they do.

Dust Demon Tactics

A dust demon whirls through and around its prey, attempting to catch one or two foes in its whirlwind sweep while pummeling the others with basic attacks. It releases some of its constituent dust wisps to overwhelm a single target that is near death, vulnerable to damage, or close to a cliff edge or other hazard. If a dust demon is bloodied by an enemy, it releases a blast of wind that forces the attacker away.

Dust Demon Lore

Arcana DC 18: Dust demons are the result of a family of djinns that were partly torn apart by abyssal forces; their remains were corrupted into blight-born demons. A dust demon consists of several entities bound together in its unholy winds, some of which escape the windstorm in times of stress to wreak individual havoc.

Arcana DC 23: Dust demons have no real society. Their constituent wisps hunger only to shred and destroy. The souls of creatures that die while swept up in a dust demon plunge into the Abyss, forever to suffer as the playthings of demons. But if a dust wisp could be captured, healed of its madness and taint, and returned to the dust demon of which it is a part, the entire djinn tribe would be cleansed—or so the legend goes.