DEVIL, SLIME

Vaguely humanoid-shaped amalgams of sludge and hate, slime devils act as spies and interrogators for archdevils. A slime devil can engulf a creature and pull thoughts from its mind, making these devils a valuable commodity among the denizens of the Nine Hells. They are the favored servants of Mammon, lord of the third hell, and many of the slithering devils inhabit Minauros’s muck-covered caverns.

Lore

Arcana DC 25: Slime devils are born of loathing, intrigue, and anger. They use their talents to rip thoughts from the minds of their enemies. Unlike most devils, slime devils are neither former angels nor immortal servants being punished for transgressions against their gods. They are the amalgamation of the corrupt souls of inquisitors who came to rest in the swamps of Minauros. Filled with arrogance and hate, these souls are pulled indelibly toward Minauros until coming to rest in the swamps. There, each soul’s roiling mess of emotion seeps into the acidic black sludge, and from it, a slime devil emerges.

Encounters

Within Minauros, a slime devil typically travels with shock troops, legion devils, or similar soldiery. It conceals its psychic ability whenever possible. A slime devil prefers to work with withering devils (Monster Manual 2) because of their complementary abilities.

In the world, a slime devil is the favored tool of devil-worshiping regents who covet the creature’s ability to pull out answers from enemies.

Slime Devils in Combat

Favoring ambush over direct assault, a slime devil lurks near enemy leaders. It waits for its allies to distract foes and watches for an opening. At a ripe moment, the slime devil strikes, pulling a victim close. The creature engulfs its prey and scours its mind for valuable information.

Slime Devil

Medium immortal humanoid (devil, ooze) XP 1,400

HP 123; Bloodied 61
AC 30, Fortitude 28, Reflex 29, Will 28
Speed 6, swim 6
Resist 20 acid

Traits

Mercurial Body
The slime devil ignores difficult terrain and does not provoke opportunity attacks by moving.

Standard Actions

Caustic Slam (acid)
At-Will
Attack: Melee 1 (one creature); +19 vs. Fortitude
Hit: 3d8 + 11 acid damage.

Diabolical Engulfment (acid)
At-Will
Attack: Melee 1 (one Medium or smaller enemy); +19 vs. Reflex
Hit: The devil grabs the target and shifts 1 square into the target’s square. Until the grab ends, the target is dazed and takes ongoing 10 acid damage. While the devil has the target grabbed, attacks against the devil deal half damage to it and half damage to the grabbed creature. When the devil moves, it pulls the target with it. In addition, the target remains grabbed, and the devil does not provoke an opportunity attack from the target.

Acidic Tendrils (acid)
Recharge 5/6
Attack: Melee 3 (one, two, or three creatures); +19 vs. Reflex
Hit: 1d8 + 7 acid damage, and ongoing 10 acid damage (save ends). In addition, the devil pulls the target 2 squares.

Minor Actions

Scour the Mind (psychic)
At-Will (1/round)
Attack: Melee 1 (one creature grabbed by the devil); +19 vs. Will
Hit: The devil telepathically asks the target a question, and the target must answer the question truthfully or else take 3d8 + 11 psychic damage.

Skills Bluff +12, Acrobatics +19, Stealth +19
Str 18 (+12) Dex 22 (+14) Wis 20 (+13)
Con 21 (+13) Int 17 (+11) Cha 8 (+7)
Alignment evil Languages Supernal, telepathy

Level 16 Lurker