

**Abyssal Plague Demons**

Alien entities from a dead universe, plague demons have the same chaotic and destructive nature as demons from the Abyss deep within the Elemental Chaos. Unleashed upon the natural world, they are a virulent infection that spreads like wildfire through a parched forest.

A ritual undertaken in ancient times released the exarchs of the demon lord of a dead universe, a universe where the demon lord succeeded in conquering its Abyss but also inadvertently destroyed the planes around it. Brought to the natural world, these exarchs planned to establish the Abyssal plague, unleash hordes of plague demons, and open the way for their demon lord to step into this existence.

Heroes of the age stepped forward to disrupt the ritual, and the threat of the plague demons seemed to have been dealt with. Recently, however, one of the exarchs escaped from its ancient prison, and the demon lord found a host in the natural world.

Now the Abyssal plague has ignited a fever that burns throughout the land. Plague demons of various forms have begun to appear, threatening civilized settlements across the Nentir Vale. The very touch of a plague demon can pass along a debilitating disease that can lead to death or even transformation in rare cases. The alien disease is capable of turning humans and other natural creatures into plague demons.

All plague demons so far observed share certain physical characteristics. A crimson crystal substance, either in liquid or solid form, is somehow incorporated into each plague demon’s body. The crimson substance contains strands of silver and flecks of gold, and it appears as either an oozing liquid or as hard as an armored shell. The substance might manifest as veins of pulsating liquid crystal running between armored plates or undulating from cracks in the skin, solid crystal protrusions, or even crystalline weapons emerging from limbs.

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**Plague Demon: Chaos Hound**

Medium elemental beast (demon) XP 50

- **Hit:** 5 damage, and the target is grabbed (escape DC 15) if the melee attack hits. If the plague demon has no creature grabbed, the attack deals 2 damage instead.

**Standard Actions**

- **Pack Attack**
  - The plague demon’s attacks deal 2 extra damage for each other plague demon that is adjacent to the target.

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**Plague Demon: Chaos Footsoldier**

Medium elemental beast (demon) XP 50

<table>
<thead>
<tr>
<th>Hit</th>
<th>Attack: Melee 1 (one creature); +10 vs. AC. Hit: 5 damage, and the target is grabbed (escape DC 15) if the plague demon has no creature grabbed.</th>
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<tbody>
<tr>
<td>Str</td>
<td>18 (+6)</td>
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<tr>
<td>Dex</td>
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<tr>
<td>Wis</td>
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<tr>
<td>Con</td>
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<tr>
<td>Int</td>
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<tr>
<td>Cha</td>
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</table>

**Alignment:** Chaotic evil  **Languages:** —

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**Abyssal Plague**

Those infected by this disease slowly develop oozing sores, blisters, and growths that appear as crimson crystal laced with veins of silver and flecks of gold. The crystal can be in either liquid or solid form.

- **Stage 0:** The target recovers from the disease.
- **Stage 1:** While affected by stage 1, the target exhibits sores and growths across 10 percent of the body and loses a healing surge.
- **Stage 2:** While affected by stage 2, the target has sores and growths over 50 percent of the body and loses a healing surge. The target also takes a –2 penalty to AC, Fortitude, and Reflex, and is slowed.

**Check (Stage 1 or Stage 2):** At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.  
11 or Lower: The target loses a healing surge.  
12–15: No change.  
16 or Higher: The stage of the disease decreases by 1.

- **Stage 3:** While affected by stage 3, the target has sores and growths over 90 percent of the body. The target also takes a –2 penalty to AC, Fortitude, and Reflex, and is slowed. In addition, the target becomes increasingly disoriented and chaotic as the demonic nature of the disease takes hold.

**Check (Stage 3):** At the end of each extended rest, the target makes an Endurance check if it is at stage 3.  
11 or Lower: The target loses a healing surge.  
12–23: No change.  
24 or Higher: The target transforms into a plague demon chaos beast.
**Plague Demon Chaos Beast**

Medium elemental beast (demon)  

- **HP**: 76; Bloodied 38  
- **Initiative**: +9  
- **AC**: 20, Fortitude 19, Reflex 18, Will 17  
- **Reflex**: 18  
- **Will**: 17  
- **Speed**: 8  
- **Perception**: +6  
- **Traits**:  
  - Chaotic Growl (fear)  
  - Aura 1

**Standard Actions**

- **Bite (disease)**  
  - Attack: Melee 1 (one creature); +11 vs. AC  
  - Hit: 2d8 + 3 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts Abyssal plague (stage 1).

**Triggered Actions**

- **Variable Resistance**  
  - 2/Encounter

**Skills**

- Athletics +13, Stealth +12  
- Str 20 (+8)  
- Dex 18 (+7)  
- Wis 16 (+6)  
- Con 20 (+8)  
- Int 5 (+0)  
- Cha 10 (+3)

**Alignment**: Chaotic evil  
**Languages**: –

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**Plague Demon Chaos Bender**

Large elemental beast (demon)  

- **HP**: 72; Bloodied 36  
- **Initiative**: +8  
- **AC**: 20, Fortitude 17, Reflex 19, Will 18  
- **Reflex**: 19  
- **Will**: 18  
- **Speed**: 8  
- **Perception**: +7  
- **Traits**:  
  - Chaotic Field  
  - Aura 2

**Standard Actions**

- **Bite (disease)**  
  - Attack: Melee 1 (one creature); +11 vs. AC  
  - Hit: 2d6 + 7 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts Abyssal plague (stage 1).

**Triggered Actions**

- **Variable Resistance**  
  - 2/Encounter

**Skills**

- Athletics +13, Stealth +12  
- Str 17 (+6)  
- Dex 20 (+8)  
- Wis 18 (+7)  
- Con 16 (+6)  
- Int 6 (+1)  
- Cha 12 (+4)

**Alignment**: Chaotic evil  
**Languages**: –

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Left to right: Plague demon chaos beast, chaos hound, chaos bender
# Plague Demon Chaos Knight

**Medium elemental humanoid (demon)**

- **HP:** 78; Bloodied 39
- **AC:** 22, Fortitude 21, Reflex 17, Will 16
- **Speed:** 5
- **Initiative:** +7
- **Perception:** +4
- **Darkvision:**
- **Traits:**
  - **Crimson Retribution Aura 1**
    - Whenever an enemy in the aura makes an attack that doesn’t include the plague demon as a target, the enemy takes 5 damage.

**Standard Actions**

- **Slam At-Will**
  - **Attack:** Melee 1 (one creature); +11 vs. AC
  - **Hit:** 2d6 + 7 damage, and the target falls prone.
- **Crystal Blade (disease, weapon) Recharge 4**
  - **Attack:** Melee 1 (one creature); +11 vs. AC
  - **Hit:** 3d8 + 7 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts Abyssal plague (stage 1).

**Triggered Actions**

- **Variable Resistance 2/Encounter**
  - **Trigger:** The plague demon takes acid, cold, fire, lightning, or thunder damage.
  - **Effect (Free Action):** The plague demon gains resist 5 to the triggering damage type until the end of the encounter or until it uses variable resistance again.

**Alignment:** chaotic evil **Languages:** Abyssal

<table>
<thead>
<tr>
<th>Str</th>
<th>Dex</th>
<th>Wis</th>
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<tbody>
<tr>
<td>22 (+9)</td>
<td>15 (+5)</td>
<td>13 (+4)</td>
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</table>

# Plague Demon Chaos Vanguard

**Large elemental beast (demon)**

- **HP:** 100; Bloodied 50
- **AC:** 25, Fortitude 24, Reflex 19, Will 19
- **Speed:** 6
- **Initiative:** +8
- **Perception:** +6
- **Darkvision:**
- **Traits:**
  - **Crimson Retribution Aura 2**
    - Whenever an enemy in the aura makes an attack that doesn’t include the plague demon as a target, the enemy takes 10 damage.

**Standard Actions**

- **Slam At-Will**
  - **Attack:** Melee 2 (one creature); +14 vs. AC
  - **Hit:** 3d6 + 6 damage, and the plague demon pushes the target up to 2 squares.
- **Sweeping Crystal Blade (disease, weapon) Recharge 4**
  - **Attack:** Close blast 3 (enemies in the blast); +14 vs. AC
  - **Hit:** 2d12 + 6 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts Abyssal plague (stage 1).

**Triggered Actions**

- **Variable Resistance 2/Encounter**
  - **Trigger:** The plague demon takes acid, cold, fire, lightning, or thunder damage.
  - **Effect (Free Action):** The plague demon gains resist 5 to the triggering damage type until the end of the encounter or until it uses variable resistance again.

**Alignment:** chaotic evil **Languages:** Abyssal

<table>
<thead>
<tr>
<th>Str</th>
<th>Dex</th>
<th>Wis</th>
</tr>
</thead>
<tbody>
<tr>
<td>24 (+11)</td>
<td>15 (+6)</td>
<td>14 (+6)</td>
</tr>
<tr>
<td>Con 20 (+9)</td>
<td>Int 14 (+6)</td>
<td>Cha 12 (+5)</td>
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