

## Colchiln, Demon

**Small Outsider:** (Chaotic, Evil, Extraplanar, Tanar'Äi)

**Hit Dice:** 8d8+72 (108 Hp's)

**Initiative:** -1 (-1 Dex)

**Speed:** 20 ft. (4 squares)

**Armor Class:** 22 (+1 Size, -1 Dex, +5 Natural), Touch: 10, Flat-Footed: 22

**Base Attack / Grapple:** +8/+10

**Attack:** Claw +15 Melee (2d6+6)

**Full Attack:** 2 claws +15 melee (2d6+6)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Adamantine claws, spell-like abilities

**Special Qualities:** Damage Reduction 10/cold Iron or Good, Darkvision 60 Ft., Immune to Electricity, Immune to Fear, Immune to Poison, Resistance to Acid 10, Resistance to Cold 10, Resistance to Fire 10, Scent, Spell Resistance 18

**Saves:** Fort +15, Ref +5, Will +7

**Abilities:** Str 22, Dex 8, Con 28, Int 8, Wis 12, Cha 10

**Skills:** Bluff +55, Climb +57, Diplomacy +2, Hide +16, Intimidate +2, Jump +11, Listen +22, Move Silently +22, Spot +11

**Feats:** Improved Sunder, Power Attack, Stealthy

**Environment:** Infinite Layers of the Abyss

**Organization:** Solitary, pair, or gaggle (3—52)

**Challenge Rating:** 7

**Treasure:** Standard

**Alignment:** Always Chaotic Evil

**Advancement:** 9 - 12 HD (Small), 13 - 20 HD (Medium), 21 - 24 HD (Large)

**Level Adjustment:** +8



The stooped creature has black scaly skin and lidless, bulbous white eyes. A forked tongue flickers out of its toothless mouth. Its hands have four fingers, each tipped with a metallic claw.

The colchiln are demons set upon the world to assist powerful creatures, and as such may be encountered wherever major concentrations of evil are located. They most often dwell underground in mountainous caves that extend into the inky depths of the earth, or in lower-level dungeons where abominable rites are practiced and horned nonhuman deities are worshiped. Created from the damned souls of the lost, their mission is to serve and follow. Incapable of imaginative thought, they nevertheless have a good memory and follow orders explicitly. They are often incorporated into legions to fight subterranean wars to which those “evil ones of the pits and caverns” are accustomed.

Colchiln are three-and-a-half feet tall and weigh 100 pounds.

## Combat

A colchiln attacks with its supernaturally strong daws, grasping and slashing with a mad frenzy. Once a colchiln starts an attack, only death, dismemberment, or something equally potent can stop it.

- ! Adamantine Claws (Su): A colchiln's claws are supernaturally strong, and can penetrate damage reduction/adamantine with ease. Additionally, colchiln claws bypass hardness when sundering weapons or attacking objects, ignoring hardness less than 20.
- ! Spell-like Abilities (Sp): At Will—Darkness, Jump, See Invisibility. Caster level 8<sup>th</sup>. The Save DCs are Charisma-based.