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OCHREMESHK

An all-new demon prince by Monte Cook

Requires the use of the *Dungeons & Dragons*® *Player's Handbook*, Third Edition, published by Wizards of the Coast®

Large Outsider (Chaotic, Evil)

Hit Dice: 16d8+80 (152 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 40 ft.

AC: 38 (-1 size, +3 Dex, +20 natural, +6 bracers)

Attacks: +2 *huge unholy vorpal greatsword* +25/+20/+15 or 2 slams +23 melee

Damage: +2 *huge unholy vorpal greatsword* 2d8+14 (+2d6 to good creatures) or slam 1d6+8 and touch of fear

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Spell-like abilities, touch of fear, death visage, body flames, summon tanar'ri

Special Qualities: Damage reduction 40/+4, SR 30, immunities and resistances, *ring of evasion*, death throes

Saves: Fort +14, Ref +12, Will +16

Abilities: Str 26, Dex 17, Con 20, Int 22, Wis 24, Cha 22

Skills: Bluff +20, Concentration +19, Diplomacy +20, Hide +20, Intimidate +20, Knowledge (arcana) +20, Knowledge (the planes) +20, Knowledge (religion) +22, Listen +30, Move Silently +20, Scry +21, Search +21, Sense Motive +22, Spellcraft +21, Spot +30

Feats: Cleave, Great Cleave, Improved Initiative, Power Attack

Climate/Terrain: Any land and underground

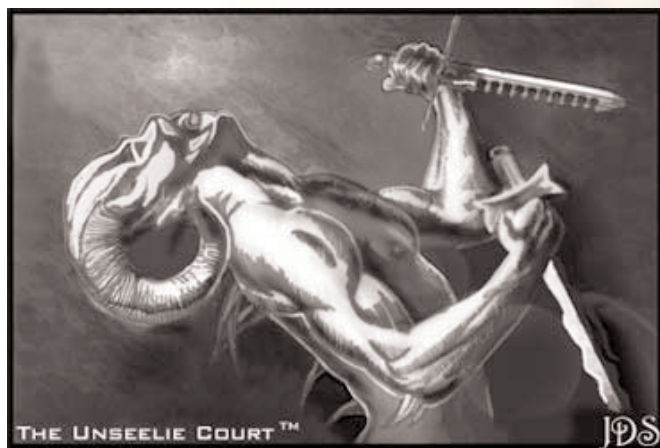
Organization: Solitary or accompanied by followers (Ochremeshk, 1–2 balors, and 1–4 mariliths)

Challenge Rating: 20

Treasure: See below

Alignment: Always chaotic evil

Advancement: N/A



Ochremeshk was a balor who literally clawed his way to the top—or at least very, very near it. Although he does not command the might of beings like Orcus or even Yeenoghu, he is a powerful and terrible demon prince nonetheless. His mortal cult aside, he commands an elite cadre of balors and mariliths, as well as a small army of lesser demons, half-demons, and bodaks.

Ochremeshk is a repulsive, towering humanoid (about 16 feet tall) with dark red skin and massive, clawed hands. He greatly resembles a wingless balor, wielding a massive sword and sheathed in flames.

COMBAT

Not surprisingly, Ochremeshk relies on his sword in combat, particularly if fighting good-aligned foes. Adopting his death visage, he goes in swinging his massive weapon with unstoppable muscle and skill. He is also very fond of his *implosion* ability.

Spell-Like Abilities: At will—*blasphemy*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *fear*, *greater dispelling*, *pyrotechnics*, *read magic*, *suggestion*, *symbol* (any), *telekinesis*, *teleport without error* (self plus 50 lbs. of objects only), *tongues* (self only), *unhallow*, *unholy aura*, *unholy blight*, and *wall of fire*; 1/day—*fire storm* and *implosion*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 16 + spell level).

Touch of Fear (Su): A creature hit by Ochremeshk's slam attack must succeed at a Will save (DC 24) or flee in terror for 1d6 rounds.

Additional Credits

Copyediting and Production: Sue Weinlein Cook
Illustrations and Graphic Design: The Unseelie Court

Fight the cult of Ochremeshk in *Demon God's Fane*, a high-level downloadable adventure available for purchase at Monte Cook's Website : <www.montecook.com>



The Demon God's Fane was built to resemble Ochremeshk himself.

Death Visage (Su): Once per day, Ochremeshk can change his face into that of a horrific demon skull that gives him a gaze attack with a range of 50 feet. This gaze attack slays anyone failing a Fortitude saving throw (DC 24). He can maintain this visage for no more than 6 rounds, and cannot use his body flames or any other spell-like abilities while he does.

Body Flames (Su): Ochremeshk can engulf his own body in roaring flames as a free action. Ochremeshk suffers no harm, but anyone within 5 feet sustains 2d6 points of fire damage each round. Anyone grappling with him or touching him (as with an unarmed attack) suffers 4d6 points of fire damage each round.

Detect Magic (Su): Ochremeshk continuously can *detect magic* as the spell cast by a 20th-level sorcerer.

See Invisibility (Su): Ochremeshk continuously can *see invisibility* as the spell cast by a 20th-level sorcerer.

Immunities (Ex): Ochremeshk is immune to poison and electricity.

Resistances (Ex): Ochremeshk has cold, fire, and acid resistance 20.

Telepathy (Su): Ochremeshk can communicate telepathically (within 100 feet) with any creature that has a language.

Summon Tanar'ri (Sp): Once per day Ochremeshk can automatically summon 10d10 dretches, 2d4 vrocks, or 1d2 mariliths or balors.

Death Throes (Ex): If killed, Ochremeshk explodes in a blinding flash of light that deals 60 points of damage to everything within 100 feet (Reflex save for half damage, DC 22).

Skills: Like balors, Ochremeshk receives a +8 racial bonus to Listen and Spot checks.

Treasure (Su): Ochremeshk carries a +2 *huge unholy vorpal greatsword*. The sword also has the spell-like ability to *detect good* as cast by a 12th-level sorcerer, except that its range is 30 feet.

Ochremeshk also wears *bracers of armor +6* and a *ring of evasion*.

OCHREMESHK AS A GOD

While he is worshipped as a god, Ochremeshk may not actually be a true deity. It is known that some demon princes are actually fronts for other evil gods. In exchange for the prince's loyalties, the evil deity grants the demon's priests the spells and power they desire in his name. In comparison to their patrons, these demonic vassals have small cults and few worshippers, so this is a small price for the god to pay.

In any event, Ochremeshk's cult is very real, although it once was much greater than it is now. To its members he is definitely a god—lord of chaos and evil, of fire and death. To his worshippers, he is the Demon God and the Defiler. He is a god of destruction: equal parts chaos and evil. He demands living sacrifices in huge numbers, killed with horrific and bloody methods. His symbol is the horrific demon skull visage that he himself can display (see illustration below), and as a direct reward for serving him he grants special unholy symbols to his followers that contain minor blessings from him (see the *Demon God's Fane* for more information on the *demon skull talismans*). His main temple is a monolithic statue resembling his form (see illustration at left).

Ochremeshk is associated with the domains of Chaos, Evil, and Destruction.



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