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VORM THE UNSPEAKABLE

An all-new demon by Monte Cook

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

Vorm (Unique Tanar'ri)

Huge Outsider (Chaotic, Evil)

Hit Dice: 10d10+70 (125 hp)

Initiative: +4 (Improved Initiative)

Speed: 30 ft., climb 20 ft.

AC: 18 (-2 size,+10 natural)

Attacks: Slam +19 melee

Damage: Slam 2d8+13 and 2d6 acid

Face/Reach: 5 ft. by 20 ft./10 ft.

Special Attacks: Spell-like abilities, summon tanar'ri, improved grab, acid, drown, constrict 2d8+13 and 2d6 acid

Special Qualities: Damage reduction 20/+2, SR 25, blindsight, immunities, resistances, amorphous

Saves: Fort +14, Ref +7, Will +10

Abilities: Str 28, Dex 10, Con 25, Int 16, Wis 16, Cha 18

Skills: Concentration +17, Hide +11, Knowledge (arcana) +13, Listen +15, Move Silently +11, Scry +13, Search +13, Sense Motive +13, Spellcraft +13, Spot +15

Feats: Alertness, Improved Initiative, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 16

Treasure: None

Alignment: Always chaotic evil

Advancement: N/A

Vorm the Unspeakable is the lieutenant of Ochremeshk. It serves the demon lord as an enforcer, an assassin, and—very rarely—a commander of his demonic forces. Most often, Vorm operates alone, sent on some mission for its dread master. A unique demonic entity, Vorm is an ooze-like creature of Abyssal power and essence. It is not at all subtle—Vorm does not steal, tempt, or seduce. Vorm destroys.

Vorm is a vast creature with an amorphous form. It seethes and oozes its way across the blasted terrain of the Abyss, simply rolling over and engulfing foes. It burns its way through obstacles or oozes around them. Its flesh is a horrible purple-gray, and its eyes burn with green fire. The stench of acid and putrid meat is so strong around it that one's nose and eyes burn to be near it. Its voice is a guttural, gurgling sound, but it rarely speaks.

COMBAT

Vorm has an impressive array of magical powers, but it likes nothing more than to engulf its foes, drowning them within its own semi-liquid form even as it crushes them with its huge bulk.

Blindsight (Ex): Vorm's entire gelatinous body is a sensory organ that can ascertain prey by scent and vibration within 60 feet.

Spell-Like Abilities: At will—*contagion*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *dispel magic*, *fear*, *hold person*, *locate creature*, *poison*, *telekinesis*, *teleport without error* (self plus 50 lbs. of objects only), *unhallow*, *unholy aura*, and *unholy blight*; 1/day—*power word: stun* and *blasphemy*. These abilities are as the spells cast by a 15th-level sorcerer (save DC 14 + spell level) and require no somatic components—only verbal. Vorm can use these abilities with victims engulfed or constricted within its body.

Immunities (Ex): Vorm is immune to poison and electricity because it is a tanar'ri. It is immune to paralysis, stunning, polymorphing, and critical hits because it has no discernable anatomy.

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

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

Summon Tanar'ri (Sp): Once per day Vorm can summon a hezrou (75% chance of success). Vorm rarely uses this ability, preferring to fight on its own.

Engulf (Ex): Vorm can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. Vorm merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against Vorm, but if

Additional Credits

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

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they do so they are not entitled to a saving throw. Those who do not attempt opportunity attacks must succeed at a Reflex save (DC 18) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as Vorm moves forward. Engulfed creatures are subject to Vorm's acid and drown attacks and are considered to be grappled and trapped within its body.

Drown (Ex): Characters needing air to breathe who find themselves engulfed within Vorm's horrible, acidic, semiliquid form must make a Constitution check (DC 10) every round in order to hold their breaths. Each round, the DC increases by 1. When a character finally fails a check, she falls unconscious (0 hp). The next round, she drops to -1 hp and is dying. The round after that, she drowns and dies.

Improved Grab (Ex): To use this ability, Vorm must hit with its slam attack. If it gets a hold, it can constrict.

Constrict (Ex): Vorm deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor suffer a -4 penalty to Reflex saves against the acid.

Acid (Ex): Vorm secretes acid that dissolves organic material and metal quickly. Any melee hit deals acid damage, and each round characters are engulfed or constricted they also sustain acid damage. Vorm's acidic touch deals 50 points of damage per round to wood or metal objects. The opponent's armor and clothing dissolve and become useless immediately unless they succeed at Reflex saves (DC 19). The acid can dissolve stone, dealing 20 points of damage per round of contact. A metal or wooden weapon that strikes Vorm also dissolves immediately unless it succeeds at a Reflex save (DC 19).

Amorphous (Ex): Blunt weapons and impact damage inflict no harm upon Vorm. Because of its jellylike substance it can slip through any space that a creature of size Small normally could fit through.



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