

# Choronzon Demons

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The choronzon demon appears in its natural state as a massive demonic humanoid wreathed in whispery tendrils of eldritch ectoplasm. The creature exhibits four powerful arms ending in scythe-like claws that appear to have hollow claw tips, into which it is said they can siphon off arcane energy. Arcane spell casters find that merely being near one of these demons makes them ill.

Choronzon demons manifest initially in the writings of the 16<sup>th</sup> century occultist John Dee, described as dwellers in the Abyss that serve as obstacles on the path of occult enlightenment that must be overcome. These “demons of dispersion” are formless in nature but can take on various physical forms when summoned to the mortal plane of existence.

While the Enochian version of choronzons might be true of the occult views in the

mundane world, the choronzons are much more powerful as tempters and stealers of occult lore in the greater planar realms. Choronzons as presented here are shapeshifters and can become incorporeal at will, but in their true forms they manifest as twelve foot tall demons with four spike-like arms and an insatiable lust for arcane power, to be ripped from the minds of their victims through swirling, invisible arcane siphons.

## Lore

**Arcana DC 22** Choronzons are a form of demon that thrives on magic, siphoning off arcane power to strengthen itself. In its physical form it is a ferocious brute of a demon, but it can become insubstantial, and merely getting close to one can prove deadly to any mage.

**Arcana DC 28** Some truly evil orders of sorcery force their acolytes to seek out choronzons and defeat them as a challenge to allow the acolyte entry into the inner sanctum of that order.

## Choronzons In Chirak

This particular breed of demon is known to have appeared in the dark kingdoms of Pelegar, where they served the Lamia queen Lamashtu for a time. The legends say that they clawed their way up from a primordial realm, the domain of the first chaos gods called the Skaeddrath, and that the choronzons were spawned from the detritus of these ancient and terrifying titans.

Among some arcanists it is regarded as a necessary ritual of passage for acolytes to seek out the summoning of a choronzon, to confront and destroy the beast to prove his worth to the order.

*This excerpt from the forthcoming Tome of Foul Beasts; copyright 2011 by Tori Bergquist*

Choronzon, Demons of Dispersion				Level 12 Elite Controller	
Large elemental humanoid (demon)				XP Value	
<b>HP</b> 240	<b>Bloodied</b> 120			<b>Initiative</b> +13	
<b>AC</b> 29	<b>Fortitude</b> 26	<b>Reflexes</b> 22	<b>Will</b> 26	<b>Perception</b> +13	
<b>Speed</b> 6, 8 flying when insubstantial			<b>darkvision</b>		
<b>Immune</b> fire	<b>Resist</b> 10 cold	<b>Vulnerable</b> 10 radiant	<b>1 Action Point, +2 Saving Throws</b>		
<b>Traits</b>					
<b>Miasmal Drain Aura 1</b>					
When a creature that has arcane power sources starts or ends its turn in the aura, the creature gains vulnerable 10 to all damage and the choronzon gains regeneration 10 and automatically recharges the Spirit Feed and Insubstantial Form powers.					
<b>Standard Actions</b>					
<b>Claw Attack (weapon) - At-Will</b>					
<i>Attack:</i> melee 1 (one creature); +19 vs. AC					
<i>Hit:</i> 2D8+10 damage					
<i>Special:</i> the choronzon may use this attack in any form when shapeshifted; if it is in large form it gains reach 2 with this attack.					
<b>Brutal Claws (weapon) - At-Will</b>					
<i>Special:</i> the choronzon must be in its natural form and not insubstantial					
The Choronzon makes four claw attacks at once. If all four attacks strike the same target, then that target is grabbed.					
<b>Rending Strike (weapon) - At-Will</b>					
<i>Special:</i> The target must be grabbed by the choronzon.					
<i>Attack:</i> melee 1 (grabbed creature); +17 vs. Fortitude					
<i>Hit:</i> 4D10+12 damage and dazed (save ends); the grabbed creature is tossed away, sliding 4 squares and is knocked prone.					
<b>Move Actions</b>					
<b>Spirit shift – At Will</b>					
The Choronzon shifts its move value and gains Insubstantial (see below).					
<b>Minor Actions</b>					
<b>Insubstantial Form (Minor Action; Recharge 4,5,6)</b>					
Choronzons can manifest in a spirit form as well as a physical form. Transitioning to the insubstantial form requires a minor action. The choronzon can only become insubstantial when in its natural form (is not shapeshifted). Choronzons take half damage from all attacks except for those that deal force damage in this state. The choronzon gains flying while insubstantial.					
<b>Shapeshift (self only; arcane) - At-Will</b>					
The choronzon may shift to the form of any small, medium or large humanoid or animal form. Clothing and gear can be mimicked but anything worn when shifting must be shed or ripped off if the new form can't accommodate clothing. The form remains until dismissed as a free action, at which time the choronzon reverts to its normal appearance. A DC 32 insight check will penetrate the disguise. The choronzon will immediately revert to its natural form if it takes arcane or radiant damage while shapeshifted.					
<b>Triggered Actions</b>					
<b>Arcane Siphon (arcane, self; Recharge 5,6)</b>					
<i>Trigger:</i> the choronzon is targeted by an arcane power source.					
<i>Effect:</i> the power source has no effect; the choronzon gains 10 temporary hit points and the targeting foe loses one healing surge.					
<b>Skills</b> Bluff +15, Arcana +18					
<b>STR</b> 22 (+12)	<b>DEX</b> 14 (+8)	<b>CON</b> 16 (+9)	<b>INT</b> 24 (+13)	<b>WIS</b> 16 (+9)	<b>CHA</b> 18 (+10)
<b>Alignment</b> chaotic evil		<b>Languages</b> primordial, common			