

MALHAVOC PRESS™

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

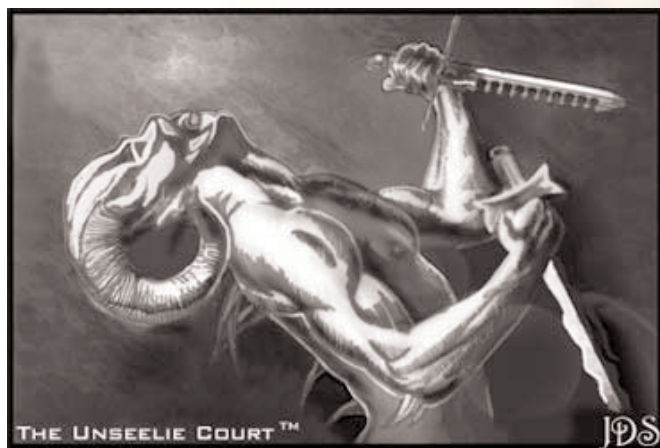
Organization: Solitary or accompanied by followers (Ochremeshk, 1–2 balors, and 1–4 mariliths)

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

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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>

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