Demon, Gnaw — CR 3

CE Small Outsider (Chaotic, Evil, Extraplanar)
Initiative: +4; **Senses:** Darkvision 60 ft., Telepathy 100 ft.

Defense

AC: 20, **Flat-Footed:** 20, **Touch:** 11
(+9 natural, +1 size)
HP: 38 (4d8+20)
Fort: +9, **Ref:** +2, **Will:** +5
Resistances: Acid 10, cold 10, fire 10
Immunities: Electricity, poison
Defensive Abilities: None

DR: 5/cold iron or good
SR: None

Offense

Speed: 20 ft., fly 30 ft. (poor)
Melee: Bite +9 (1d6+4 plus Devouring Bite)
Special Abilities: Ankle Biter, Devouring Bite, Hungry Teleport

Statistics

STR 18 (+4)	**DEX** 11 (+0)	**CON** 21 (+5)
INT 9 (-1)	**WIS** 12 (+1)	**CHA** 9 (-1)

Base Attack +4; **Grapple** +4; **Space/Reach** 5 ft. / 5 ft.
Armor Check Penalty: -0 (-0 armor, -0 shield)
Feats: Improved Initiative, Improved Natural Attack (Bite)
Skills: Balance +7 (+7 ranks), Climb +11 (+7 ranks, +4 str), Hide +11 (+7 ranks, +4 size), Intimidate +6 (+7 ranks, -1 cha), Jump +11 (+7 ranks, +4 str), Move Silently +5, Swim +11 (+7 ranks, +4 str)
Languages: Abyssal
SQ: Outsider Traits
Combat Gear: None
Other Gear: None

Flavor

Environment: A chaotic-aligned evil plane
Organization: Solitary, pair, horde (4d10)
Treasure: None

A small obese humanoid sits before you; its face is covered almost in its entirety by a massive maw that is filled with razor sharp teeth. Two small wings sprout from the beast's back.

Gnaw demons are the waste disposal units of the hells. While most demons will not touch certain things (rocks, for example) a gnaw demon will eat almost anything presented to it (and even some things that aren't) assuming it is hungry enough. Gnaw demons are only slightly higher on the hierarchy of the hells than a dretch however they go to great pains to lord their power over what few lesser demons they encounter.

Gnaw demons stand just a little over three feet tall but weight nearly two-hundred pounds. Their rotund bodies are supported by two stubby legs that allow them to slowly amble around and a pair of wings sprout from their backs that give them some rudimentary ability to fly.

Gnaw demons speak and understand abyssal but they rarely do so for any other reason than to beg for food from passing demons or to insult those that are weaker than themselves.

Ability Information

Ankle Biter (Ex): Any creature beginning its turn adjacent to a gnaw demon must make a DC 14 reflex save or have its movement speed halved as the gnaw demon rips into its ankles with its razor sharp teeth. Creatures wearing heavy armor or creatures with a natural armor bonus greater than +6 are immune to this ability. The DC of this ability is increased by 2 due to the gnaw demon possessing the ability focus (ankle biter) feat. The save DC of this ability is dexterity based.

Devouring Bite (Ex): Whenever a gnaw demon hits with a bite attack it tears chunks of flesh off of its foe. Creatures struck take 1 point of ongoing bleed damage every time they are bitten, this bleeding damage stacks with itself (ex. a creature bitten three times takes 3 points of bleed damage per round). The bleeding can be stopped by applying a *cure* spell of any kind or with a DC 15 heal check.

Hungry Teleport (Su): As a move action a gnaw demon may teleport up to 60 ft. in the direction of a creature that is injured. This ability is usable once every two rounds.

Telepathy (Su): Gnaw demons are capable of communicating telepathically with any creature that speaks abyssal.

Lore

A successful knowledge (the planes) check will reveal the following information about a gnaw demon:

DC 14	This is a gnaw demon, a minor fiend that is used for garbage disposal in the hells. This reveals all outsider traits.
DC 19	Gnaw demons are capable of slowing adjacent foes by biting into their ankles, though wearing a sufficient amount of armor renders this ability ineffectual.
DC 24	Gnaw demons are capable of short-range teleportation so long as their destination resides nearby a creature who is injured. In addition, a gnaw demon's bite causes large amounts of bleeding in its prey.