

## Demon, Runespiral

CR 3

CE Small Outsider (Chaotic, Evil, Extraplanar)

**Initiative:** +8; **Senses:** Darkvision 60 ft.

### Defense

**AC:** 20, **Flat-Footed:** 16, **Touch:** 15

(+4 DEX, +5 natural, +1 size)

**HP:** 26 (4d8+8)

**DR:** 5/Cold Iron or Good

**Fort:** +6, **Ref:** +8, **Will:** +7

**SR:** 15

**Resistances:** None

**Immunities:** None

**Defensive Abilities:** Defensive Mobility, Variable Resistance

### Offense

**Speed:** 30 ft.

**Melee:** Bite +5 (1d6+1)

**Special Abilities:** Arcane Arc, Lightning Speed

### Statistics

**STR** 13 (+1)

**DEX** 19 (+4)

**CON** 15 (+2)

**INT** 3 (-4)

**WIS** 16 (+3)

**CHA** 12 (+1)

**Base Attack** +4; **Grapple** +1; **Space/Reach** 5 ft. / 5 ft.

**Armor Check Penalty:** -0 (-0 armor, -0 shield)

**Feats:** Ability Focus (Arcane Arc), Improved Initiative

**Skills:** Hide +15 (+7 ranks, +4 dex, +4 size), Listen +10 (+7 ranks, +3 wis), Move Silently +11 (+7 ranks, +4 dex), Spot +10 (+7 ranks, +3 wis)

**Languages:** None

**SQ:** Outsider Traits

**Combat Gear:** None

**Other Gear:** None

### General Information

**Environment:** A chaotic-aligned evil plane

**Organization:** Solitary, pair, swarm (5-20)

**Treasure:** None

*A large beetle roughly the size of a small dog scuttles around before you. Its hide is caked in filth and detritus, but under the layer of much and grime you can see subtly pulsing magical runes.*

A runespiral demon is a large beetle that is the size of a small dog. While seemingly harmless, a runespiral demon left to its own devices is capable of causing great harm to its surrounding and anyone who may dwell within them.

In the lower planes, runespiral demons are typically relegated to no particular duty as most demons don't have the time or the care to order them to do their bidding.

Runespiral demons cannot speak, though they are capable of understanding directions in any language so long as it is given to them telepathically.

### Ability Information

**Arcane Arc (Su):** Runespiral demons generate large amounts of arcane energy when they charge, this energy tends to cause backlash to enemies who see fit to attack the charging runespiral demon. Whenever an opponent makes an attack of opportunity against a charging runespiral demon, that opponent must succeed on a DC 15 reflex save or take 1d8 points of electricity damage. The save DC is charisma based. The save DC of this ability has been increased by +2 due to the runespiral demon possessing the ability focus (arcane arc) feat.

**Defensive Mobility (Ex):** A runespiral demon is adept at dodging the attacks of people as it rushes past them. A runespiral demon gets a +2 bonus to its armor class against attacks of opportunity.

**Lightning Speed (Ex):** Runespiral demons grow faster and more powerful as they inflict damage to opposition. Each time a runespiral demon successful deals damage to a living creature, it gains a +5 foot bonus to its move speed and a +2 circumstances bonus to any attack rolls it makes for the next minute.

**Variable Resistance (Ex):** Any time a runespiral demon takes damage from a magical source, it gains resistance 10 against that source of damage (ex. A runespiral demon targeted with an acid splash takes normal damage but after the attack is resolved the runespiral demon gains acid resistance 10. This resistance lasts for 1 hour and there is no

limit to the number of resistances a runespiral demon can gain from this ability.

### Lore

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

**DC 14** This is a runespiral demon, a planar beetle that is capable of being surprisingly dangerous in the right conditions. This reveals all outsider traits.

**DC 19** Runespiral demons are capable of causing large buildups of electricity as they rush around the battlefield.

**DC 24** Runespiral demons become more and more dangerous as they cause harm to their enemies and they possess a unique ability that allows them to adapt to specific damage types.