

# DEMON, ULTRODEMON

Ultrodemons lead mezzodemon and nycademon armies through the Abyss. Infamous for their endless plotting, ultrodemons have little loyalty to their patrons and even less to each other. They wage brutal wars of intrigue and betrayal, growing in wealth and power as they move toward their own ends.

## LORE

**Arcana DC 29:** Ultrodemons are unusual because they, like mezzodemons, covet gold. Ultrodemons enjoy reckless destruction as much as the next demon, but they will pursue material possessions rather than engage in carnage. Ultrodemons are clever manipulators and plotters. They create intricate plans to achieve riches and assert their position within the Abyss.

## ENCOUNTERS

Ultrodemons are every bit as greedy and rapacious as their mezzodemon warriors. They broker lopsided deals with other factions and sell their services in exchange for exorbitant sums, magic items, and dire favors. Ultrodemons are found among all kinds of demons and powerful humanoids, but they are rarely loyal to those creatures. An ultrodemon's arrangement is never binding. It turns against its employer when a deal ceases to be profitable.



Ultrodemon Schemer		Level 22 Controller (Leader)
Medium elemental humanoid (demon)		XP 4,150
HP 205; Bloodied 102		Initiative +15
AC 36, Fortitude 32, Reflex 34, Will 34		Perception +21
Speed 7, phasing		Blindsight 5
STANDARD ACTIONS		
⚔ <b>Longsword</b> (weapon) ♦ <b>At-Will</b>		
Attack: Melee 1 (one creature); +27 vs. AC		
Hit: 3d8 + 10 damage, and the target is dazed until the end of the schemer's next turn.		
☀ <b>Fiery Rays</b> (fire) ♦ <b>At-Will</b>		
Attack: Ranged 10 (one or two creatures); +25 vs. Reflex		
Hit: 3d6 + 7 fire damage.		
👑 <b>Demonic Authority</b> ♦ <b>Recharge</b> when first bloodied		
Effect: Each ally adjacent to the schemer makes a melee basic attack with combat advantage as a free action.		
MINOR ACTIONS		
☞ <b>Hypnotic Gaze</b> (charm) ♦ <b>Recharge</b> ☞ ☞ ☞ ☞		
Attack: Ranged 5 (one creature); +25 vs. Will		
Hit: The target is immobilized (save ends).		
Effect: The target cannot attack the schemer until the end of the target's next turn.		
☞ <b>Treacherous Gaze</b> (charm) ♦ <b>Recharge</b> ☞ ☞		
Attack: Ranged 5 (one creature); +25 vs. Will		
Hit: The target is dominated until the end of the schemer's next turn.		
TRIGGERED ACTIONS		
🛡 <b>Variable Resistance</b> ♦ <b>Encounter</b>		
Trigger: The schemer takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The schemer gains resist 20 to the triggering damage type until the end of the encounter.		
🌀 <b>Self-Preservation</b> (illusion, teleportation) ♦ <b>Encounter</b>		
Trigger: An enemy bloodies the schemer.		
Effect (Immediate Reaction): The schemer teleports, swapping places with an ally it can see within 10 squares. The schemer becomes invisible until the end of its next turn, and the ally can make a melee basic attack as a free action against the enemy that bloodied the schemer if it is within the ally's reach.		
Skills Arcana +22, Bluff +23, Intimidate +23, Stealth +20		
Str 13 (+12)	Dex 18 (+15)	Wis 20 (+16)
Con 21 (+16)	Int 23 (+17)	Cha 25 (+18)
Alignment chaotic evil Languages Abyssal		
Equipment longsword		

## ULTRODEMON SCHEMERS IN COMBAT

A schemer is a mastermind, working to twist events to its benefit. The demon orchestrates the battle while allies form a guard around the creature. A schemer lashes out at its enemies' minds while driving allies to attack quickly and brutally. When an enemy presses it, a schemer strikes out with *longsword* and then walks safely away while the attacker is reeling.

A schemer avoids battle unless it cannot escape or unless the battle is necessary to achieve its long-range goals. If a fight sours, a schemer abandons the scene, bringing only its favorite allies with it. The demon orders its expendable troops to delay enemies until it has safely retreated.