



### PANDEMONIUM SCREAMER TRAITS

**Creature Type:** Fiend (Daemon). You are also considered a plane screamer for any prerequisite or effect that requires you to be a plane screamer.

**Size:** Medium (about 4–7 feet tall) or Small (about 2–4 feet tall), chosen when you select this species

**Speed:** 30 feet

As a Pandemonium Screamer, you have these special traits.

**Darkvision.** You have Darkvision with a range of 60 feet.

**Origin Skill.** You still retain some knowledge from your original Humanoid self. You have proficiency in one skill of your choice.

**Numbed to Chaos.** The winds of Pandemonium can drive others mad, while you have become so numb to their mind altering magics that you are resistant to similar effects as well. You have Advantage on saving throws against effects that would curse you, grant mental stress, or drive you mad.

**Winds of Madness.** As a Bonus Action, you can summon the winds of Pandemonium to roar around you. You can use these winds in one of the following ways:

- One Medium or smaller creature that you choose within 30 feet of you must succeed on a Strength saving throw or be pushed up to 10 feet away from you. The DC for this saving throw is equal to 8 plus your proficiency Bonus and your Intelligence, Wisdom, or Charisma modifier (your choice when you select this species).
- One object that is neither held nor carried and that weighs no more than 5 pounds is pushed up to 10 feet away from you. It isn't pushed with enough force to cause damage.
- You create a harmless sensory affect using the winds, such as causing a horrific howl of wind, slam shutters shut, or making your cloak billow.

