

# **PATHFINDER**<sup>®</sup>

## **ROLEPLAYING GAME**<sup>™</sup>

# **Book of the Damned**



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This game is dedicated to Gary Gygax and Dave Arneson, and the *Book of the Damned* is dedicated to F. Wesley Schneider.

Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson, and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

This game would not be possible without the passion and dedication of the thousands of gamers who helped playtest and develop it. Thank you for all of your time and effort.



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# The Book of the Damned

In the earliest days of the multiverse, when reality had settled into a stability roughly equating to its present nature, the angelic hosts of Heaven sought to have an accounting of the totality of knowledge of all realms, so they might know the glories of the divine, the plights of those they would protect, and the faces of their enemies. The angelic warrior-scholar Tabris was tasked with this seemingly impossible undertaking, and a thousand legions of lesser celestials were placed at his command. Although untold centuries of ceaseless toil passed in the chronicling of the Material Plane and the planes of law, good, and neutrality, those realms willingly yielded their secrets to the angelic hosts. The Fiendish Planes, however, proved even more hostile and secretive than expected. When Tabris's scholars failed to return from their tours of Abaddon, the Abyss, and Hell, he sent soldiers; when they in turn disappeared, he sent armies; and when they too vanished, Tabris journeyed forth himself.

Unless they meet with violent ends, angels live forever. Yet even by the counting of immortals, Tabris was lost for ages beyond reckoning—the assumed final casualty in a futile scholarly exercise. His emergence from the Maelstrom proved but the first in a series of shocks that would reverberate through every celestial realm. A dour, pale apparition of the divine evangelist he once was, Tabris carried the scars of one who had faced every horror and outrage of the damned, whose service and blood had paid for interviews with the planes' greatest monstrosities, and who had sought the face of evil and found it more terrible than any noble soul could have fathomed. Just as these scars were etched into his mind and flesh, so were page after page scourged by his pen, sacrilege piling upon blasphemy as he completed his divine mandate with unflinching thoroughness.

When the judges of Heaven reviewed their brother's work, they were appalled. Here were enumerated foes, plots, and betrayals beyond the eyes of the Heavenly host; sins and

deeds without godly names or punishments; and fiendish threats, promises, and prophecies cataloged with scholarly detachment. Tabris was called to account for his work, yet the lost hero had no interest in defending himself. He had suffered eternities of outrages and returned with the only possible, perfect fulfillment of his directive. For this, he was unrepentant.

In the innumerable offenses of Tabris's chronicle and his own quiet audacity, the powers of Heaven saw corruption and mourned the loss of their former hero. His work was to be destroyed as the most dangerous of heresies, and Tabris forever barred from the realms of the divine. Detached as he was from all things, Tabris accepted his fate, walking from the mountain of Heaven to lose himself amid the streets and alleys of the Eternal City of Axis. Yet his work refused to be so easily forgotten, and it vanished from the vault-kilns locked away

in the depths of Heaven's Great Library.

Since then, Tabris's chronicle has scattered, seemingly by its own will, across the Material Plane, tainting minds and souls with myriad copies and forgeries and forever eluding the grasp of Heaven's censors, who have dubbed this heresy of ink and parchment the *Book of the Damned*.



## BOOK OF THE DAMNED

### MAJOR ARTIFACT

**SLOT** none

**CL** 25th

**WEIGHT** 40 lbs.

**AURA** overwhelming all schools [chaotic, lawful, evil]

The *Book of the Damned* contains the greatest collection of profane lore in the multiverse. This blasphemous book consists of numerous scattered chapters divided into three volumes: daemonic, demonic, and diabolic. These three sections are typically discovered on their own, as complete works in their own right. A fourth volume of unbound pages impaled on a bloody spike of metal—a collection of apocryphal notes—exists



as well; its pages explore the nature and realms of evils other than daemons, demons, and devils. Should all three volumes and their apocrypha be brought together, they merge into a compiled compilation that exhibits the following abilities.

The *Book of the Damned* radiates an *unhallow* effect in a 150-foot radius and a *sympathy* effect tuned to attract all evil creatures. Any good creature that willingly touches the tome must succeed at a DC 20 Fortitude save or be slain (this is a death effect). While the *Book of the Damned* is outside of its repository (see below), any fiendish demigod or greater fiendish power can use *scry* or a similar spell to view the *Book of the Damned* and its reader with no risk of being detected by the bearer. Finally, a creature that makes use of any of the tome's abilities is itself damned, condemned to an evil Outer Plane after death regardless of its other deeds. Only the intervention of a deity can prevent this punishment.

The complete *Book of the Damned* can be used as a profane talisman, as an obscene reference volume, and as a gate to the multiverse's most complete repository of unholy lore.

**Talisman:** As long as the book is carried, its bearer casts spells with the evil descriptor as if she were 2 caster levels higher and gains a +5 bonus on all Charisma-based checks when interacting with evil outsiders. The bearer can also use these spell-like abilities.

At will—*align weapon* (evil only), *bestow curse*, *detect evil*, *speak with dead*

3/day—*banishment*, *blasphemy*, *dictum*, *magic circle* (all variants), *unhallow*, *unholy aura*, *unholy blight*, *word of chaos*

1/day—*dimensional lock*, *gate*, *greater planar binding*, *soul bind*

**Reference:** Any character who can read Abyssal, Celestial, and Infernal and who spends a total of 30 days (not necessarily consecutively) studying the tome learns soul-tainting secrets. She gains a +10 bonus on Knowledge (planes) checks whenever she consults the book for 1 hour regarding a particular question. Additionally, the book's descriptions of Abaddon, the Abyss, and Hell prove so vivid that teleportation effects she uses to reach or move within those planes always bring her to the desired location (no mishap roll required). The bearer of the *Book of the Damned* also gains a +5 bonus on the opposed Charisma check required by the *planar binding* spell (this bonus stacks with the +5 bonus the tome grants on interactions with evil outsiders).

Once per day, the bearer can ask the tome a question relating to any profane topic; she then opens the book to a random page to find the answer, revealed as if the bearer had cast *vision*.

The book also contains every spell with the evil spell descriptor.

**Repository:** Once per day, the bearer of the *Book of the Damned* can cause the tome to disappear into its own internal demiplane, leaving behind a sinister, shimmering portal. This allows the bearer and those she chooses to enter an unnerving but semisafe library filled with countless volumes of blasphemous records, as detailed on pages 167–170 of this book. The book and creatures within the repository are affected by a powerful *nondetection* effect, shielding all within from the sight of even the gods. Creatures don't age while inside the library, although upon leaving, they immediately age an amount equal to the

## DISTURBING THEMES AHEAD

*Pathfinder RPG Book of the Damned* deals with many dark and intense concepts. The topic of demons and devils is not for everyone, nor is exploration of the themes these fiends embody and the practices they demand of their worshipers. You should make sure that your game group is comfortable with the contents of this book before using them in play—if even one player is uncomfortable with including some of the concepts in here, you should set those portions of the book (or the entire book) aside and focus on other plots for your game.

When running games that include horrific content like that presented in this book, player consent (including that of the GM) is the most important thing to consider. Please refer to pages 190–191 of *Pathfinder RPG Horror Adventures* for a more in-depth discussion of this important topic.

## REFERENCES

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at [paizo.com/prd](http://paizo.com/prd).

<i>Advanced Class Guide</i>	ACG	<i>Bestiary 6</i>	B6
<i>Advanced Player's Guide</i>	APG	<i>Horror Adventures</i>	HA
<i>Advanced Race Guide</i>	ARG	<i>Occult Adventures</i>	OA
<i>Bestiary 2</i>	B2	<i>Ultimate Combat</i>	UC
<i>Bestiary 3</i>	B3	<i>Ultimate Equipment</i>	UE
<i>Bestiary 4</i>	B4	<i>Ultimate Intrigue</i>	UI
<i>Bestiary 5</i>	B5	<i>Ultimate Magic</i>	UM

time they spent inside. While within the demiplane, visitors can access any of the powers described in Reference above.

Nonevil creatures find the macabre surroundings and eerie servants within the repository unsettling and must succeed at a DC 30 Will save or be afflicted as if by the spell *nightmare* every time they attempt to rest within. Nothing can prevent this effect.

Creatures other than those the bearer chooses can enter the *Book of the Damned's* repository during lunar eclipses and the midnight hour on the night of a new moon. The barely visible portal manifests as a normal door at these times.

## DESTRUCTION

The *Book of the Damned* must be divided into its three chapters and apocryphal notes using a dangerous ritual known as the quartern disjunction (see page 187). Each section must then be destroyed separately within the span of 1 day. Details on how each of these sections can be destroyed appear under their individual descriptions in Chapter 3 of this book. If not all of the sections are destroyed at the end of 1 day, destroyed sections are restored to full functionality and all the sections vanish, reappearing in separate obscure corners of the multiverse.









# Chapter 1: Fiendish Divinities





# Fiendish Divinities

Only the strongest fiends can rise to become divinities. The majority of these burgeoning divinities ascend from the existing ranks of powerful fiends, but sometimes the will of a full-fledged deity can give rise to a fiendish demigod, as was the case for the archdevil Mephistopheles.

Rarely, non-fiends can make the transition to divinity through mythic achievements. The demon lord Zura, for example, was once a human queen in the ancient human empire of Azlant, but her life of cruelty and sin ensured her ascension to nascent demon lord long before Azlant's fall.

With the exception of Asmodeus and Lamashtu, all of the divinities described in this chapter are demigods (CR 26 or higher) or quasi deities (CR 25 or lower). Combat statistics are not presented in this book, but some of the entities detailed on the following pages have appeared as powerful foes in various *Pathfinder RPG Bestiary* volumes.

## OTHER FIENDISH DIVINITIES

The fiendish divinities presented in this book comprise only those with specific interests on Golarion. Countless others dwell in the sprawling reaches of the Outer Planes, but since their attentions are focused on other worlds, they are not detailed in this book. These creatures could appear in your campaign if you wish, be they entities with names such

as Astaroth, Demogorgon, Glasya-Labolas, Ipos, Marbas, or Vepar, or be they new fiends of your own creation. Use the entries presented on the following pages as templates when adding new divinities to your own campaign.

## FIENDISH OBEDIENCE

Fiendish divinities are not satisfied with mere promises of loyalty or blood sacrifices; they require physical and painful proof of devotion. These demonstrations are known as obediences—acts of self-mutilation or great blasphemy performed by the truly damned. An obedience typically consists of an hour-long ritual that must be performed daily. Unless otherwise stated, it does not harm the creature performing it. Spellcasting cultists can integrate their obedience completely with their normal hour-long rituals and methods of preparing or regaining spells, while others are free to perform their obedience at any point during the day. Most choose twilight as the time of obedience.

Obediences can bring great boons, particularly to the most powerful of a divinity's followers. The Fiendish Obedience feat allows a worshiper of a divinity to gain access to additional resistances and powers, and the three prestige classes presented on pages 208–213 allow access to the most powerful boons more quickly.



# Chapter 1: Fiendish Divinities

## FIENDISH DIVINITY ENTRIES

Each of the entities described on the following pages is presented in the same format, starting with a stat block that summarizes the details of the divinity's cult and the boons that divinity grants to its most devout worshipers and servitors. Each entry is organized as follows.

**Name:** This lists the fiend's common name—the name by which it is known in the world of mortals.

**Appellation:** The divinity's most common appellation or epithet is listed at the top of its stat block.

**Alignment, Gender, Type, and Areas of Concern:** This entry lists the fiend's alignment and gender, what type of fiend it is, and the divinity's areas of concern.

**Domains and Subdomains:** The domains and subdomains the fiend grants to its clerics are listed here. Full rules on subdomains can be found in the *Pathfinder RPG Advanced Player's Guide*. More subdomains are detailed on pages 180–182.

**Favored Weapon:** This lists the fiend's favored weapon.

**Unholy Symbol:** A description of the fiend's unholy symbol.

**Temples:** This entry describes the typical places of worship for the fiend. The list is not intended to be exhaustive, and in certain areas where the worship of a fiend is legal, its temples can be much more varied than those shown here.

**Worshippers:** The worshipers listed here are the most common agents of the fiend in question.

**Minions:** As opposed to those who typically worship the fiend as a deity, minions are those monsters and outsiders that serve the fiend. A fiend's minions are common threats encountered in temples and other places sacred to the fiend. They are also called upon by the fiend's worshipers as advisors, allies, or guardians.

**Obedience:** Those who wish to deepen their devotion to a fiendish divinity can do so by taking the Fiendish Obedience feat (see page 178). Characters who do so must perform an obedience ritual every day in order to maintain the special powers and defenses the feat grants them, and this section in each fiendish divinity's entry describes the specifics of the ritual for that divinity. Performing the obedience grants the worshiper a specific defense, often a saving throw bonus against a specific kind of effect. The exact nature of this defense is listed at the end of the obedience entry.

**Boons:** The three prestige classes presented in Chapter 3 of this book (demoniac, diabolist, and souldrinker) allow a character to deepen his faith and servitude to a fiendish divinity, as does taking the Fiendish Obedience feat. At higher levels, these characters gain access to boons unique to the fiend they venerate. These boons are organized into three categories: evangelist (boons often associated with how the fiend influences the mortal realm), exalted (boons typically associated with the profane traditions of the divinity's cult), and sentinel (boons usually associated with the fiend's offensive and defensive characteristics). Which category of boon a character gains access to depends on choices he

## FIENDISH DIVINITY BOONS

The boons granted by fiendish divinities assume that characters gain them in one of two ways—via the Fiendish Obedience feat (see page 178) or via that feat plus one of the three prestige classes presented on pages 208–213. While the boons of each divinity are categorized into the same three categories of boons used in *Pathfinder Campaign Setting: Inner Sea Gods*, the boons granted by deities in that book are less powerful, as they are more likely to be boons gained by PCs, and thus it's more appropriate for them to be gained at earlier levels.

While the Hit Dice at which you gain boons via Fiendish Obedience or Deific Obedience (from *Inner Sea Gods*) are identical, the prestige classes in *Inner Sea Gods* (the evangelist, exalted, and sentinel) that allow accelerated boon achievement have lower entrance requirements than the prestige classes in this book. As a result, if you wish to use one of those three prestige classes for a character who wishes to gain the boons presented by one of the fiendish divinities in this book, increase the requirements for entry into evangelist, exalted, or sentinel so that a character must be 7th level before selecting the class, as summarized below.

**Evangelist:** Base attack bonus +7, 7 ranks in a skill other than Knowledge (religion), or ability to cast 4th-level spells.

**Exalted:** Diplomacy 7 ranks, Knowledge (religion) 7 ranks, ability to cast 4th-level divine spells.

**Sentinel:** Base attack bonus +7.

makes when taking the 1st level in a boon-granting prestige class. If a character receives boons only via the Fiendish Obedience feat, he gains exalted boons. (Note that the feats Damned Disciple and Damned Soldier on page 178 can further modify which boons a character has access to.)

Each category of boon lists three tiers of boons. The rate at which these three tiers are gained depends on how a character gains boons in the first place (whether via a feat or a prestige class feature). The first tier of a boon is always one of three spell-like abilities: when a character gains this first boon, he must choose which of the three spell-like abilities he gains as his boon, be it a 1st-level spell usable three times per day, a 2nd-level spell usable twice per day, or a 3rd-level spell usable once per day. The second and third boons are extraordinary, spell-like, or supernatural abilities specific to each divinity. Unless otherwise stated, spell-like second boons that do not duplicate existing spells are treated as 7th-level spell effects, and spell-like third boons are treated as 9th-level spell effects. All spell-like abilities used in this way have a caster level equal to your Hit Dice (maximum caster level of 20th).

**Description:** After each stat block, several paragraphs describe the fiendish divinity's appearance, personality, goals, and realm.



## ABRAXAS

### MASTER OF THE FINAL INCANTATION

CE male demon lord of forbidden lore, magic, and snakes

#### CULT

**Domains** Chaos, Evil, Knowledge, Magic

**Subdomains** Arcane, Demon, Memory, Thought

**Favored Weapon** whip

**Unholy Symbol** demonic face encircled by a serpent with two snake tails descending from a mouth

**Temples** libraries, reliquaries, vaults

**Worshippers** drow, sorcerers, spirit nagas, those who seek forbidden secrets

**Minions** mariliths, snakes, xacarbas<sup>B2</sup>

**Obedience** Self-flagellate with a small whip or tree branch, punctuating each stroke with utterances of mystic words of power. Gain a +4 profane bonus on saving throws against charm effects and written magical effects.

#### EVANGELIST BOONS

**1: Warped Arcana (Sp)** *magic aura* 3/day, *touch of idiocy* 2/day, or *dispel magic* 1/day

**2: Poisoned Mysticism (Su)** Your magic is imbued with the toxic lore of Abraxas. You add your Intelligence bonus on concentration checks and on caster level checks to penetrate spell resistance or dispel ongoing magical effects; if you already add your Intelligence modifier on such a check, add your Wisdom bonus instead. In addition, whenever you poison a creature via any method, whether from a spell such as *poison* or *prismatic spray*, from an envenomed weapon, or any other means, the saving throw DC of the poison effect is increased by 2. Curing this poison effect requires one additional successful save, and caster level checks to cure this poison effect (such as that required for *neutralize poison*) take a -4 penalty. You never risk accidentally poisoning yourself when you apply poison to a weapon. Finally, once per day, you can cast *poison* as a spell-like ability.

**3: Invert Magic (Sp)** The Master of the Final Incantation grants you the power to turn magic back on its source. You gain spell resistance equal to 11 + your Hit Dice; if you already have spell resistance as a result of a racial ability, it instead increases by 5. Whenever you would be affected by a spell, you can allow it to bypass your spell resistance, even when it's not your turn. Once per day, as an immediate action when a spell that targets only you fails to penetrate your spell resistance, you can reflect that spell back on the original caster, as if you were under the effect of *spell turning*.

#### EXALTED BOONS

**1: Secret Lore (Sp)** *identify* 3/day, *augury* 2/day, or *illusory script* 1/day

**2: Heretical Revelation (Su)** Three times per day as a standard action, you can whisper terrible secrets to an adjacent target. The target must succeed at a Will save

(DC = 10 + half your Hit Dice + your Charisma modifier) or be





## Chapter 1: Fiendish Abilities

stunned for 1 round, then confused for 1d4 rounds, and then nauseated for 2d6 rounds. This is a mind-affecting effect.

- 3: Penultimate Incantation (Sp)** Three times per day, you can affect a single creature within 60 feet with a targeted *greater dispel magic*. Each spell or effect so dispelled deals an amount of fire damage to the target equal to the result of your caster level check to dispel that effect.

### SENTINEL BOONS

- 1: Serpent Knight (Sp)** *blade lash*<sup>ACG</sup> 3/day, *extreme flexibility*<sup>ACG</sup> 2/day, or *summon monster III* (1 fiendish constrictor snake or 1d4+1 fiendish vipers only) 1/day
- 2: Fanged Lash (Su)** Any whip you wield grows serpentine scales, and the tip of the whip becomes a biting snake's head. Damage with your whip deals lethal damage, and you can damage creatures wearing armor. The whip deals an additional 1d6 points of damage on a hit, and once per minute as a swift action as you strike a foe with a whip, you can cause the whip to poison the target with black adder venom (*Pathfinder RPG Core Rulebook* 558). The saving throw DC of this venom is equal to 10 + half your Hit Dice + your Constitution modifier.
- 3: Tools of the Master (Su)** You can imbue your weapons with echoes of those wielded by Abraxas himself. When you perform your obedience, choose a single whip and a single light or heavy shield you have to become imbued. An imbued shield gains the *animated* special ability. An imbued whip can siphon magical energy from spellcasting foes it strikes: up to three times per day as a swift action as you strike such a foe, you can attempt to drain magic. When you do so, the target must attempt a Will save (DC = 10 + half your Hit Dice + your Charisma modifier). If the target succeeds, it takes 1d4 points of ability damage to its Intelligence, Wisdom, or Charisma score (whichever is highest). If the target fails, the whip deals 1d6 points of ability drain to this ability score instead, and it absorbs one spell from the target. If the target is a spontaneous caster, one of its highest-level available spell slots is expended, and you regain a spell slot of an equal or lower level (your choice; if you don't have the ability to spontaneously cast spells, you receive no benefit from this). If the target is a prepared spellcaster, one of its highest-level spells (determined randomly) is lost as if cast, and that spell becomes stored in your whip (as per a *major ring of spell storing*). Your whip can store only one spell at a time in this way; if you drain another spell while your whip already contains one, the contained spell is replaced by the new spell you drain.

Abraxas is a hideous creature with the head of a deformed, fanged bird and two writhing vipers in place of legs. His torso is humanoid, and he wields a whip and shield, both of which have eerie and deadly powers: the whip can steal portions of a thinking creature's mind or its prepared spells and give them to Abraxas for his use, while the shield

can animate and attack foes as it continues to defend the demon lord. Abraxas knows countless destructive secrets and eldritch magical formulae, particularly those that cause great devastation and pain. He claims to know secrets ranging from the magic the aboleths used to call down death from the skies for Earthfall to the true and unclean source of the mortal soul and the location of an unguarded back door into the vaults of the planar city of Axis. However, his greatest weapon is the dreaded "Final Incantation," a single potent word that can unmake magic itself. Abraxas has only rarely used the Final Incantation, for its use temporarily negates many of his own spell-like and supernatural abilities, but in the past he has used the Final Incantation to destroy minor artifacts, forever strip spellcasting creatures of their ability to use magic, and to remove all knowledge of a certain spell from an entire world's libraries and minds.

Although Abraxas's following is quite strong among the drow of Golarion, small cults of his worshipers can be found in most large cities on the surface. His cult is particularly strong in Nex's capital city of Quantium, where his followers maintain a notorious library called Scrivenbough, a fortified stone structure with countless rare books in its holdings, where cultists tattoo their greatest secrets on their own bodies. Some of those who have delved into the deepest corners of Scrivenbough claim to have encountered Abraxas himself in those depths and found the demon lord strangely friendly and willing to chat about magical theory, yet after each such encounter, the speaker worries that she may have accidentally revealed something of great import to Abraxas—a secret the nature of which she has forgotten.

Abraxas dwells in the realm of Pleroma, a deceptive world of false paradise maintained by complex illusions and clever construction. A visitor to Pleroma may not even realize she wanders an Abyssal realm, as the nefarious region reshapes itself—between blinks and around every corner—into arrangements the traveler might view as serene and beautiful. Abraxas himself rules Pleroma from the spiral city of Diovengia. Hypnotic in its beauty, Diovengia consists of thousands of library towers and fortified repositories of hidden knowledge. Populated by serpents, enslaved souls, and plenty of demons, Diovengia's libraries are sometimes visited by brave and curious seekers of knowledge, although travelers must be wary when bargaining with the custodians therein. The city as a whole is protected by a cabal of powerful marilith demons, who are themselves ruled by one of Abraxas's favorite consorts and minions, the marilith Aistraxia, a master of many exotic weapons and the grisly art of evisceration.

While Abraxas is served by all manner of serpentine minions, the creatures known as xacarbas are his favorites. These tripartite serpents can often be found as guardians in the largest of his hidden temples or libraries.



## AHRIMAN

### LORD OF ALL DIVS

NE male div lord of destruction, divs, and nihilism

#### CULT

**Domains** Darkness, Death, Destruction, Evil

**Subdomains** Catastrophe, Fear (see page 180), Loss, Rage

**Favored Weapon** whip

**Unholy Symbol** black and silver eclipse

**Temples** Bleakmire in Kelesh, House of Oblivion in Thuvia, Throne of the Lord in Ahermanabad; hidden shrines

**Worshippers** heartless mercenaries, nihilists, Usij cultists, warlords

**Minions** divs<sup>B3</sup>, ghuls<sup>B3</sup>, night hags, some sahkils<sup>B5</sup>

**Obedience** While praying to Ahriman, destroy something of monetary or sentimental value to another person, preferably in front of someone who feels a strong emotional connection toward it. Alternatively, voluntarily take 1 point of Constitution damage while chanting praises to Ahriman and flagellating yourself with a barbed lash. After performing this obedience, your true alignment is masked from detection. Each time you perform this obedience, you select an alignment that you wish to detect as. Once chosen, this alignment can't be changed until you perform this obedience again or 24 hours pass. The masked alignment can trick items and magic that require a particular alignment. For example, a neutral evil follower can make her alignment appear to be lawful good, which would allow her to safely pass beyond a *glyph of warding* keyed to lawful good.

#### EVANGELIST BOONS

**1: Ahriman's Word (Sp)** *command* 3/day, *detect thoughts* 2/day, or *suggestion* 1/day

**2: Unassailable Conviction (Su)** You know existence is pointless and find little that can affect your outlook or sway your ultimate outcome in the bleak span of existence. Once per day when you fail a Will save, you can immediately roll again and use the second result as your actual saving throw result. If you succeed at this second save, you gain a +2 morale bonus on attack rolls and saving throws for 1 hour.

**3: Force the Lie (Su)** Once per day, you can twist the intention of beneficial effects. As a standard action, you can create a wave of crackling black energy that fills a 30-foot-radius spread at any point within 90 feet of you. Creatures in this area other than yourself that are benefiting from a luck, morale, or sacred bonus instead treat that bonus as a penalty. You and other worshipers of Ahriman can see through this area of black energy with ease, but all other creatures treat the area as if it were under the effects of *obscuring mist*. The black energy persists for 1 round per Hit Die you have, and cannot be dissipated by wind effects. An affected creature can negate this adjustment to bonuses with a successful Will save (DC = 10 + half your Hit Dice + your Charisma modifier), but this does not negate the obscuring effect.

#### EXALTED BOONS

**1: Hamper the Righteous (Sp)** *protection from good* 3/day, *touch of idiocy* 2/day, or *bestow curse* 1/day

**2: Pierce Obfuscation (Su)** You can see the bleak truth despite means to hide your vision. You can see perfectly in darkness of any kind, including that created by *deeper darkness*. Once per day, you can cast *true seeing* as a spell-like ability.

**3: Call for Ruin (Sp)** You can conjure some of Ahriman's armies for your own purposes. Once per day as a standard action, you can summon 1d4+1 ghawwas<sup>B3</sup>, 1d3 shiras<sup>B3</sup>, or one sepid<sup>B3</sup> as if with *summon monster IX*, and you gain telepathy with them to a range of 100 feet. The divs summoned in this way follow your commands perfectly for 1 round per Hit Die you have before vanishing back to their home in Abaddon. The summoned divs don't follow commands that would cause them to perform overly good acts or save mortal lives other than your own, and they immediately vanish if your orders contradict these restrictions.

#### SENTINEL BOONS

**1: Break the Weak (Sp)** *inflict light wounds* 3/day, *death knell* 2/day, or *dispel magic* 1/day

**2: Serpentine Lash (Su)** Any whip you wield becomes an extension of your embodiment of evil, lashing out against all those who fail to prostrate themselves before you and oblivion. You gain Weapon Specialization (whip) and Whip Mastery<sup>UC</sup> as bonus feats, even if you do not meet the prerequisites. In addition, your whip takes on the illusory appearance of a serpent, and you gain a +2 profane bonus to combat maneuver checks to trip opponents. If you wield a whip with at least a +1 enhancement bonus, you can grant it the *dancing weapon* special ability for 6 rounds per day as a swift action. These rounds need not be consecutive.

**3: Crush Opposition (Su)** Three times per day, you can target one corporeal enemy within 60 feet and call out a castigating challenge that causes the creature to painfully collapse in on itself in a crackle of black energy. The target takes 10 points of damage per Hit Dice you have. Creatures targeted by this ability can attempt a Fortitude save (DC = 10 + half your Hit Dice + your Charisma modifier) to reduce the damage by half. A creature slain by this effect is completely destroyed, and all items it was carrying or wearing at the time fall to the ground and become cursed for a number of hours equal to your Hit Dice. The curse on these items causes nonevil creatures who carry one of the items to take a -1 penalty on saving throws against fear and insanity effects; the penalties for carrying multiple items stack.

Scholars say that when genies were brought to life, a shadow of destruction followed. This shadow cast itself across the world, countering light and creation where it fell. Over countless millennia, this spirit came to be known as Ahriman.



## Chapter 1: Fiendish Divinities

Ahriman is a ruinous fiend who seeks to corrupt mortals' minds and works by spreading "wrong thought." He is a being of destruction, but that destruction does not need to be catastrophe or physical devastation alone. He delights in wrecking mortal governments, sowing schisms in religions, and breaking the bonds of family or clan by encouraging poor choices and self-destructive behavior.

Ahriman rules the divs from his throne in the realm of Ahermanabad, atop Mount Kaf on the edge of Abaddon. At least one permanent extraplanar portal connects this realm to the House of Oblivion in central Thuvia on Golarion—other portals may well link to additional monuments to Ahriman on other worlds. While Ahermanabad is a small realm, the daemons of Abaddon leave the divs and their lord to their own devices. However, clashes still sometimes occur between daemons and divs, often resulting in the divs' retreat so as not to anger any of the Four Horsemen.

Ahriman appears as a bestial fiend, his hands clawed like those of a tiger and feet taloned like those of a vulture. Oily snakes worm through his scarred black flesh, riddling their host and all near him with deadly venoms. Horns etched with ancient curses crown Ahriman's tigerlike face, and beyond a great maw filled with soul-rending fangs lies a gate to a realm of darkness rivaled only by oblivion.

Ahriman's ultimate goal is to spread such oblivion. To further his immortal plots, he has spawned innumerable blasphemies, but the corrupted genie spirits known as divs are his most numerous slaves. Ahriman and his minions delight in influencing mortals to abandon wisdom in favor of destructive decisions. As ageless and patient as he is vicious, this force of ancient evil seeks to ease the world toward dissolution, one failure at a time.

In his palace in Abaddon, Ahriman is served by all manner of div, though his preferred bodyguards are powerful akvan<sup>B3</sup> princes with evocative names such as Crumbling Earth, Dying Ember, Gasping Wind, Thirsty Sea, and Unbalanced Soul. Ahriman is rarely encountered without at least one of these powerful divs at his side.

A conniving demigod, Ahriman accepts the worship of evil mortals despite his and his minions' loathing of such beings. Clerics of Ahriman are either nihilists or deluded cultists who work to corrupt others, sow misfortune, and tear down the works of geniekind. The most widespread of Ahriman's cultists are known as the Usij. These dangerous spellcasters seek to spread ruin and break down the bonds of society. Usij cabals originated in Kelesh ages ago, but they have spread throughout Golarion in the time since.

These cultists carefully hide their true affiliation and operate with a strong attention to subtlety. Usij like to work themselves into positions of power

so that they can corrupt a system from within. Some exceptionally skilled Usij have even stood as national leaders or posed as priests of rival religions, where they have worked to taint and destroy everything good that nation or religion ever stood for.





## ALDINACH

### SHE OF THE SIX VENOMS

CE female demon lord of sand, scorpions, and thirst

#### CULT

**Domains** Animal, Chaos, Evil, Sun

**Subdomains** Demon, Feather, Fur, Light

**Favored Weapon** kukri

**Unholy Symbol** gold scorpion with sand dripping from its claws

**Temples** barren valleys, burrows, caves, pyramids

**Worshippers** desert nomads, raiders, slavers, unusually violent or cruel girtablilus<sup>83</sup>

**Minions** fiendish earth elementals, giant scorpions

**Obedience** Pray to Aldinach while lying prone on sand for an hour, during which time you must

eat at least one live scorpion. Gain a +4 profane bonus on saving throws against poison from vermin and against effects that cause fatigue or exhaustion.

#### EVANGELIST BOONS

**1: Dominion Over the Sands (Sp)** *entropic shield* 3/day, *gust of wind* 2/day, or *ray of exhaustion* 1/day

**2: Living Sandstorm (Su)** Three times per day, you can dissipate yourself and all of your gear into a swirling mass of wind-tossed sand for 5 minutes. While in this form, you gain DR 10/— and immunity to acid, critical hits, disease, fire, infestations, poison, and precision damage (such as sneak attacks). You can speak, but you can't make physical attacks or manipulate objects, and you can't use somatic or material (including focus) spell components. You can fly at a speed of 10 feet and automatically succeed at Fly checks, and you can pass through small holes or narrow openings. You are treated as a Fine creature for the purpose of wind effects. While in sandstorm form, you can enter another creature's space once per round as part of a move action; this provokes an attack of opportunity as normal. When you enter a creature's space this way, that creature takes 3d6 points of slashing damage from abrading sands and is blinded for 1d6 rounds; the target can halve the damage and negate the blindness with a successful Reflex save (DC = 10 + half your Hit Dice + your Constitution modifier). A creature can be affected in this way only once per round, even if you move into its space multiple times.

**3: Flensing Storm (Sp)** Once per day, you can call out to Aldinach to conjure a deadly sandstorm from the Whispering Sands, which flenses those caught within down to nothing but bloody bones. This acts as an *incendiary cloud* spell, except that instead of fire damage it deals 6d6 points of slashing damage and 1d4 points of Constitution damage; this Constitution damage can be negated with a successful Reflex save (DC = 10 + half your Hit Dice + your Constitution modifier). As a move action, you can direct a flensing storm to move up to 60 feet in any direction; this need not be a straight line. You are immune to the effects of your flensing storms and can see through them without penalty.

#### EXALTED BOONS

**1: Desert's Wrath (Sp)** *endure elements* 3/day, *glitterdust* 2/day, or *searing light* 1/day

**2: Raise Scorpion (Su)** Once per day, you can cause a dead body within 60 feet to transform into a fiendish giant scorpion under your mental control. This transformation lasts for 1 round per level, after which the scorpion returns to its original corpse form. This is a polymorph effect.





# Chapter 1: Fiendish Abilities

**3: Dehydrating Strike (Su)** Once per day as a swift action, when you deal damage to a creature, that creature must attempt a Fortitude save (DC = 10 + half your Hit Dice + your Constitution modifier) to avoid becoming instantly and painfully dehydrated. If the victim fails this save, it takes 1d10 points of Strength drain, is stunned for 1 round, and is then staggered for 1d4 rounds. On a successful save, the victim is instead staggered for 1 round.

## SENTINEL BOONS

- 1: Chitin and Sting (Sp)** *nauseating dart*<sup>ACG</sup> 3/day, *barkskin* 2/day, or *cup of dust*<sup>APG</sup> 1/day
- 2: Hidden Strike (Ex)** She of the Six Venoms grants you a scorpion's talent for striking rapidly from hiding. You gain a hidden strike, with which you deal an extra 2d8 points of precision damage on melee attacks or ranged attacks from within 30 feet against foes who are unaware of your presence or who consider you an ally. You can also deal hidden strike damage to a target that you are flanking or that is denied its Dexterity bonus to AC, but in these cases, the damage is reduced to 2d4. You can deal hidden strike damage against targets with concealment (but not total concealment). This stacks with other sources of hidden strike damage or sneak attack damage you already have. In addition, like a deadfall scorpion, you are adept at taking advantage of your foes' surprise. During a surprise round, you can take a full round's worth of actions, rather than a single standard action.
- 3: Sting of Aldinach (Su)** Once per day as a swift action, you can grow a golden-hued scorpion's tail, complete with stinger. This sting is a primary natural attack that deals damage as appropriate for a creature of your size (1d6 points of damage for a Medium creature). The sting is poisonous (injury; *save* DC 10 + half your Hit Dice + your Constitution modifier; *frequency* 1/round for 6 rounds; *effect* 1d3 Str damage and 1d3 Con damage; *cure* 1 save). Like that of the immense black scorpion, your stinger strikes with blinding speed; you can make an attack with your stinger as a swift action (in addition to any other attacks or actions taken during that round). Once activated, your stinger remains for a number of minutes equal to your Hit Dice.

Aldinach appears as a Colossal golden scorpion. Her claws are made of living crimson crystal and have razor-sharp edges, and her face is hideously human, if unwholesomely colored. On her back swarm countless smaller scorpions, members of her endless brood that she can send out to do her bidding with but a thought. Her sting is particularly dangerous, for it injects six different horrific supernatural toxins with each attack and has been said to be able to envenom even those who normally count themselves as being immune to the effects of poison.

Aldinach's cults are strongest in deserts, particularly in Osirion's wastelands and the remote reaches of Rahadoun, where her cultists work to seduce and corrupt that realm's

godless citizens. Certain tribes of particularly violent girtablilus<sup>B3</sup> venerate her in hive-cities in eastern Osirion, where their strange traditions mix worship of Aldinach and Rovagug into an unusual pantheon of arachnoid horror. In these cults, the leaders of her faithful are often half-fiend girtablilu clerics. Those who fall prey to one of these desert-dwelling cults can look forward to an agonizing and lingering death, for a favored method of living sacrifice involves a painful combination of death by long exposure to the elements and periodic torments where the lingering demise is lengthened by tantalizing sips of life-giving water. By extending a victim's periods of thirst to agonizing length, the suffering soul is made to taste all the sweeter in death. Her worship is relatively unknown outside of Garund's desert regions—when she is worshiped elsewhere, it is typically by a lone cultist or fanatic.

Just as the demon lord herself carries countless offspring atop her back, Aldinach is in turn one of Lamashtu's countless daughters, although since Lamashtu's ascension to divinity, the two have not associated overmuch. The same cannot be said of her and her sister Areshkagal, with whom Aldinach is locked in an eternal war. Ever since Aldinach stole the Abyssal realm known as the Sea of Whispering Sands from her sister, forcing Areshkagal into exile in the desolate Blood Clefts, Aldinach has been forced to defend her desert realm from her sister's constant, increasingly desperate attempts to reclaim her lost territory.

Although Aldinach has ruled the Whispering Sands for only a few dozen centuries, already she has inspired her minions to create hundreds of eerie desert cities in her honor, hidden amid the trackless sands. The greatest of these cities lies at the heart of the Sea of Whispering Sands—a sprawling metropolis of twisted buildings constructed from spiny chitin and flexible resin. Named Aioganthus, this impossible city is built within the slowly collapsing walls of a funnel-shaped sinkhole in the sand. As the buildings of Aioganthus slide inexorably down the funnel's walls, they gather in the center and tangle together, forming a towering spire of chitin and resin that evokes the image of an immense scorpion's tail. Every few hours, this constantly growing spire lurches downward to “sting” the funnel's rim, where building material at the tower's apex breaks off, falling toward the rim, and forms a new structure on the outskirts of the city. The eternal recycling of Aioganthus's buildings in this manner forces those who dwell within to repeatedly relocate, for those who remain in one building too long are eventually crushed and recycled along with their domicile. This ongoing replenishment of buildings and reworking of the city layout makes Aioganthus an exceptionally difficult location to navigate or assault. Only certain regions inside the central tower remain fixed in place, the slowly churning mass of structure flowing ever upward around them toward the spire's apex. These stable regions house the personal quarters, laboratories, and prison cells of Aldinach herself.



# ANDIRIFKHU

## THE RAZOR PRINCESS

CE female demon lord of illusions, knives, and traps

### CULT

**Domains** Chaos, Evil, Luck, Trickery

**Subdomains** Curse, Deception, Demon, Thievery

**Favored Weapon** kukri

**Unholy Symbol** skull pierced by six thin blades

**Temples** dungeons, labyrinths, torture chambers

**Worshippers** bugbears, derros, drow, illusionists, sadists, trap creators and designers, torturers

**Minions** illusion-using monsters, mariliths, retrievers, trap-using monsters (like ettercaps and leng spiders<sup>B2</sup>)

**Obedience** Torture a living creature smaller than yourself using a mechanical device that employs blades or spikes, or torture a bound creature of any size with a knife. The creature must remain alive for the duration but must die within 1 minute of the end of the obedience. If no suitable victim is available, you can instead carefully carve labyrinthine patterns into your flesh with a knife while offering prayers to Andirifkhu, taking 1 point of damage per Hit Die you have as part of this variant obedience. Gain a +4 profane bonus on saving throws against illusions and to AC against traps that deal slashing damage.

### EVANGELIST BOONS

**1: Alter Perception (Sp)** *silent image* 3/day, *mirror image* 2/day, or *invisibility sphere* 1/day

**2: Subtle Razor (Ex)** You gain sneak attack +2d6; this stacks with any sneak attack damage you can already deal from class levels and other sources. In addition, whenever you deal sneak attack damage, you can have all damage dealt by the attack become nonlethal damage. If you deal nonlethal damage this way to a creature that is unaware of your presence, the creature is unaware it has been attacked or has taken damage (instead experiencing a sense of unexplained weariness or weakness).

**3: Unreal Legion (Su)** Once per day, you can create three illusory copies of yourself. These copies are semireal; each uses your saving throws, has an Armor Class equal to your touch AC, and has hit points equal to one-quarter your maximum hit points. The copies move as you mentally direct them (a free action) and can be instructed to attack, although they always miss (the copies can provide flanking, however). When you cast a spell or use an ability, you can have the copies appear to cast that spell or use that ability simultaneously; if the effect has an obvious point of origin, you can have it appear to originate from all copies simultaneously. As an immediate action, you can switch places with one of the copies. If a copy is ever more than 60 feet from you, leaves your line of sight, or is reduced to 0 hit points, it immediately ceases to exist; otherwise, the copies last 24 hours or until you use this ability again, whichever comes first.

### EXALTED BOONS

**1: Sadist's Trick (Sp)** *magic weapon* 3/day, *phantom trap* 2/day, or *snare* 1/day

**2: Deeper Cuts (Ex)** When you damage a creature with a slashing weapon or an effect that deals slashing damage, you can also deal 5 points of bleed damage.

**3: Andirifkhu's Kiss (Sp)** Once per day, you can cast empowered *blade barrier* as a spell-like ability. You are immune to the effects of this blade barrier.

### SENTINEL BOONS

**1: Princess's Blade (Sp)** *unerring weapon*<sup>UC</sup> 3/day, *spiritual weapon* 2/day, or *twilight knife*<sup>APG</sup> 1/day

**2: One of Ten Thousand Deaths (Sp)** You can summon the murderous creations of Andirifkhu's realm to the mortal world. Three times per day as a full-round action, you can conjure a trap into being in a square or squares within 30 feet. The trap must have a CR equal to or less than half your Hit Dice, and the environment must be able to support it (for example, a falling block trap must have a ceiling to fall from). The appropriate triggers for the trap, such as pressure plates or divination spells, are added to the environment in the fashion of your choosing. A trap conjured this way vanishes after 24 hours, when it is disabled, or after it is triggered and its effects have been resolved.

**3: Killing Machine (Su)** Once per day as a full-round action, you can transform yourself into a trap. The trap must have a CR equal to or less than your total Hit Dice (maximum CR 20), and the environment must be able to support your new form. When your trap form is triggered, or when a creature attempts to disable your trap form, you can instantaneously return to your normal form (appearing in the square or squares targeted by your trap form). This occurs after the trap has finished triggering and its effects are resolved (if appropriate), and it causes a surprise round in which only you and those who were aware of your true nature may act. This transformation otherwise lasts for 24 hours or until you dismiss it as a full-round action. This is a polymorph effect.

Andirifkhu is the favored patron of debased illusionists, cruel torturers, and sadistic inventors. Her cultists are fond of building trap-ridden dungeons and sending sacrifices inside to die on spikes, swinging blades, and spear tips within. In most cases, solving one of these trap-filled gauntlets only results in the victim being hobbled or otherwise crippled before being returned to the start of the maze and forced through again, so that death is often the only way to escape the ordeal. Typically, these dungeons include well-hidden networks of secret passages that allow the cultist or visiting allies to navigate the death trap-filled dungeon in relative safety so they may observe the effects of the traps and watch the progress of those placed within the murderous labyrinth.



## Chapter 1: Fiendish Divinities

Andirifkhu herself appears as a towering, beautiful woman with green, scaled skin and long, crimson hair. She has ophidian eyes and six arms that all wield different blades, although her favorite weapons are kukris. She strikes in battle with astonishing speed, and is capable of making multiple attacks with all her weapons in a whirlwind of slashing fury that leaves all around her bleeding and staggered from the onslaught. Even her hair can flense flesh when she makes such whirling assaults. It is said that she can pluck strands of her hair to swiftly craft complex traps, often utilizing bladed weapons in the surrounding area (including those wielded by friend and foe alike). Some believe that in her temples, she can whisper and influence through the traps that fill those places of worship, and that those who fall prey to such fates have their souls cursed to wander her realm for an eternity.

Worship of the Razor Princess is strong among the drow, who look to her for inspiration in designing new methods of torture and torment. Many drow illusionists are devout worshipers of Andirifkhu, despite not casting divine spells, and these specialist wizards share a belief that every illusion is but a different reflection of the Razor Princess within the world. Some drow illusionists even claim to be able to communicate directly with Andirifkhu via these illusions. On the surface world, Andirifkhu's cult is less centralized—her worshipers tend to work alone, immersing themselves in grand projects to expand their working knowledge of traps and mechanized forms of execution. In revolution-torn Galt, her worship seems to be gaining a foothold, and here one can find small cells of a half dozen or so cultists working together in the shadows. Still, these cells of cultists remain scattered and have little incentive or interest in broader collaboration.

Andirifkhu's realm in the Abyss is the Vault of Ten Thousand Deaths, an immense, trap-filled labyrinth rumored to have hidden connections to hundreds of dungeons scattered throughout the multiverse. Scholars believe that the preponderance of “death-trap dungeons” found on so many Material Plane worlds has some link to the Razor Princess. While most such trap-filled complexes have little direct link to the demon lord, it's certain that those sadistic souls who, in life, oversaw the creation of such dangerous complexes often find their way in the afterlife to the Vault of Ten Thousand Deaths.

One particularly unsettling legend speaks to a method by which these death traps have spread to so many worlds. According to this tale, a well-hidden route back to the Material Plane lies somewhere in the depths of Andirifkhu's domain. While some believe this rumor exists only to give those who find themselves lost in the Vault of Ten Thousand Deaths a bit of hope to cling to (for without such hope, those trapped within the Vault would

be far less inclined to explore the realm and fall victim to the Razor Princess's traps during their escape attempts), the truth is far more sinister. As with all Abyssal realms, the Vault of Ten Thousand Deaths is alive, and the legendary back door out of the complex is not so much a route for those trapped within to escape as it is the nefarious tendrils of the Abyss itself reaching out through thin spots in reality to extend itself to other worlds. There, new dungeons of death take root, serving as lures for foolhardy adventurers to fall victim to, or to inspire new infestations of Andirifkhu's religion on worlds untouched by her influence.





## ANGAZHAN

### THE RAVENOUS KING

CE male demon lord of apes, brutal tyrants, and jungles

#### CULT

**Domains** Animal, Chaos, Evil, Plant

**Subdomains** Decay, Demon, Fur, Growth

**Favored Weapon** spear

**Unholy Symbol** demonic ape face

**Temples** jungle glades, ruined cities, ziggurats

**Worshippers** charau-ka (apefolk), powerful girallons, jungle warlords, sadistic saurians<sup>B6</sup>

**Minions** awakened dinosaurs, fiendish dire apes of immense size, girallons, jungle monsters

**Obedience** Ingest hallucinogenic jungle plants and then beat a complex rhythm on a large drum made of human skin and bones while chanting prayers to Angazhan. Gain a +4 profane bonus on saving throws against diseases and poisons caused by exposure to the jungle or inflicted by creatures native to jungles.

#### EVANGELIST BOONS

**1: The Jungle Consumes (Sp)** *pass without trace* 3/day, *tree shape* 2/day, or *spike growth* 1/day

**2: Canopy Crawler (Ex)** Your feet become prehensile, making you adept at brachiating, and you can move unseen through the trees with ease. You gain a climb speed equal to your base speed + 10 feet, and you can attempt a Climb check in place of an Acrobatics check to leap or swing between branches or trees. As long as your feet are available (magical footwear reshapes to permit use, but mundane shoes do not), you can perform climbing-related activities without needing to use your hands, and you don't lose your Dexterity bonus to AC or your ability to use a shield while climbing. In addition, you can attempt a Climb check in place of a Stealth check while in the trees and can do so at full speed without taking penalties. You can also attempt a Climb check in place of a Stealth check while sniping from the trees, reducing the penalty for sniping by 10. You can execute somatic spell components and carry objects with your feet, though you can't wield weapons or shields with them.

**3: One With The Jungle (Su)** You tap into the collective consciousness of the jungle's life, from mighty trees to tiny gnats, granting you perfect awareness of all that transpires in your vicinity. While in the jungle, you gain blindsight to a range of 60 feet, you gain a +2 insight bonus to AC and on saving throws, and you are never flat-footed or surprised. You ignore cover and concealment caused by natural features of the jungle, as the very plants and stones twist out of the path of your attacks and spells.

#### EXALTED BOONS

**1: Jungle's Wrath (Sp)** *entangle* 3/day, *bull's strength* 2/day, or *summon monster III* (1 fiendish ape, 1d3 fiendish advanced baboons<sup>B2</sup>, or 1d4+1 fiendish baboons<sup>B2</sup>) 1/day

**2: Summon Child of Angazhan (Sp)** Once per day as a swift action, you can summon an advanced fiendish girallon, 1d3 advanced fiendish dire apes, or 1d4+1 advanced fiendish apes as if you had cast *summon monster VI*.

**3: Jungle's Might (Su)** You gain a +2 profane bonus to your Strength score and a +2 bonus on Fortitude saving throws.

#### SENTINEL BOONS

**1: Tyrant's Roar (Sp)** *command* 3/day, *sound burst* 2/day, or *suggestion* 1/day

**2: Reign of Terror (Ex)** You are a master of overwhelming your foes and minions through fear and intimidation. You gain a bonus equal to your Strength modifier on Intimidate checks (this does not stack with the bonus provided by Intimidating Prowess or similar effects). Once per minute, you can use Intimidate to demoralize a creature within 30 feet as a swift action, or all creatures within 10 feet as a move action. When using Intimidate to demoralize a creature in this way, if your result exceeds the DC by 5 or more, the creature is frightened for 1 round and then shaken for the normal duration; if your result exceeds the DC by 10 or more, the creature cowers for 1 round, then is frightened for 1 round, and then is shaken for the normal duration. When you use Intimidate to demoralize an ally, instead of being shaken, that creature gains a +2 morale bonus on attack rolls for the appropriate duration.

**3: Unchallenged Tyrant (Su)** You are attuned to the jungle mind, the primeval tangle of instinct that simmers below every sentient creature's consciousness; you can use it to forge your elite minions into a force of unequalled savagery, united by (and utterly subordinate to) your will. When you perform your obedience, designate a number of present and willing creatures equal to your Charisma modifier; these are your thralls. This designation lasts for 24 hours or until you next perform your obedience. Three times per day, you can infuse all thralls within 50 feet of you as a swift action, granting them a +4 bonus to their Strength and Constitution scores and a +2 bonus on initiative checks, and granting any teamwork feats you have as bonus feats. If a thrall dies within 50 feet of you at any time, you gain the effects of *death ward* (CL = half the thrall's Hit Dice, to a maximum of CL 20th).

Angazhan appears as a towering, blood-red ape with six long fingers on each hand, sharp fangs, twisted horns, and relatively small, bloodshot eyes. His worship is strongest in the jungles of the Mwangi Expanse, where his chattering brood, the simian charau-ka (known also as apefolk—see *Pathfinder Campaign Setting: Inner Sea World Guide*) hold court in jungle-choked ruins and feast on the flesh of human chattel. Angazhan is also served by nalfeshnee demons, and although most nalfeshnees are too proud and self-absorbed to admit that Angazhan is their lord, he is nonetheless served in his jungle realm of Ahvoth-Kor by hundreds, if not thousands, of their kind.



## Chapter 1: Fiendish Divinities

Angazhan's presence in the Mwangi Expanse of the Inner Sea region has been noted for an exceptionally long time. Explorers have encountered his minions for thousands of years, and the general consensus is that Angazhan has held power in the Expanse for far longer than humanity has ruled nations on Garund. His favored agents are known as the Gorilla Kings. Although only one Gorilla King rules in the Mwangi Expanse at a time, there have been hundreds of these violent jungle tyrants over the centuries, each assuming its simian form through potent artifacts. These magical totems are far more than focal sites for his worshipers to gather at and worship, for they serve as a method of perpetuating the leaders of his cult. When one such Gorilla King dies, the magic of these totems reaches out into the world to find a suitable replacement among the souls of recently slain mortals who, in life, epitomized the sinful brutality Angazhan so favors. These souls are given the opportunity to return to life as the new Gorilla King—those who accept the offer are reincarnated in a powerful new body with their memories and skills intact, save for a now-unending loyalty to the Ravenous King.

Angazhan himself is a brutal foe in combat. Although he can use weapons (provided they are crafted with his immense size in mind), he generally prefers his natural attacks: a powerful bite, crushing fists, impaling horns, and a swift slashing sting from his reptilian tail are typically more than enough to see the demon lord through any battle. Those slain in combat by the Ravenous King are sometimes subjected to a horrific fate—a forced reincarnation as a Gorilla King. Those who succumb to this cursed return to life remain loyal servants to Angazhan in their new lives unless they are rescued from the curse by allies. Such rescue typically requires the new Gorilla King's death, followed by magic to undo the curse before the victim's soul slips away to the Boneyard to be judged. Those who suffer this fate and then perish without escaping the curse find themselves consigned to eternal torment in the afterlife in the Abyss.

The Ravenous King's domain of Ahvoth-Kor is an expansive Abyssal realm, a seemingly endless

jungle that stretches along opposing faces of a vast Abyssal rift. Gravity in Ahvoth-Kor pulls toward the walls of this rift, so that someone standing in the jungle realm in an area where the canopy doesn't block the view above can "look up" to the opposite rift's jungle, although thick mists and clouds usually obscure the view. In places, immense trees and thick vines bridge the gulf between the twin jungles, allowing clambering denizens of one jungle to climb across to the opposing one. Both jungles are rife with dreadful simian life, fiendish dinosaurs, and megalithic nalfeshnee-ruled cities populated by demons and other fiends. The point where the jungles meet lies tens of thousands of miles below at the bottom of the rift, and it is here that Angazhan's palace squats: an immense ziggurat of black stone straddling deeper rifts that lead into uncharted horrors of the Abyss, which often belch forth qliphoth monstrosities or other alien horrors.





## APOLLYON

### THE PRINCE OF PLAGUES

NE male Horseman of Pestilence

#### CULT

**Domains** Air, Darkness, Destruction, Evil

**Subdomains** Catastrophe, Daemon, Loss, Night

**Favored Weapon** scythe

**Unholy Symbol** yellow scythe with diseased, fleshy tendrils

**Temples** battlefields, open mass graves, sewers, swamps

**Worshippers** evil druids, lepers, plague carriers, urdefhans<sup>B2</sup>, victims of pandemics, wererats

**Minions** diseased undead, leukodaemons<sup>B2</sup>, monstrous rats, nuckelavees<sup>B3</sup>, otyughs, piscodaemons<sup>B2</sup>, vermin

**Obedience** Induce the spread of disease into a population, either by befouling a well, encouraging the fecundity of disease-carrying pests, handing out contaminated clothing, or directly spreading a disease you carry to others. Gain a +4 profane bonus on saving throws against diseases and poisons.

#### EVANGELIST BOONS

**1: Plague's Blessing (Sp)** *ray of sickening*<sup>UM</sup> 3/day, *blindness/deafness* 2/day, or *contagion* 1/day

**2: Plague Breath (Sp)** You can cast *plague storm*<sup>UM</sup> twice per day as a spell-like ability.

**3: Fallow Flesh (Ex)** Infused with Apollyon's grace, you are immune to the negative effects of disease, yet you can still carry diseases in your body and infect others with them. Disease effects you create take effect at once, with the first day of damage happening immediately; the disease then progresses as normal. The saving throw DCs of disease effects you generate increase by 1, and victims can't recover from those effects naturally through rest; only magic can cure the diseases you create (although those who contract a disease from someone you infect treat the disease as normal). Any creature that is immune to disease as a result of a class feature or a nonartifact magic item is not immune to disease effects you create, but it gains a +4 bonus on its saving throw to resist the disease. Any creature that is immune to disease via a racial feature or as a feature of its creature type remains immune to your diseases.

#### EXALTED BOONS

**1: Plague's Grace (Sp)** *diagnose disease*<sup>UM</sup> 3/day, *summon swarm* 2/day, or *vermin shape* <sup>UM</sup> 1/day

**2: Breath of Flies (Su)** Once per minute as a standard action (up to three times a day), you can exhale a cloud of biting, corpse-bloated black flies in a 20-foot cone. Creatures caught in the cone take 8d6 points of slashing damage. A victim can reduce this damage by half with a successful Reflex save (DC = 10 + half your Hit Dice + your Constitution modifier), but any creature that takes any damage at all from this effect is sickened for 1 minute. The cloud of flies lingers for 1d4+1 rounds, congealing into a buzzing, 20-foot-square cloud

centered on the cone's original point of origin. A creature that ends its turn in this cloud must succeed at a Reflex save or take 4d6 points of slashing damage and be sickened for 1 minute. Any area effect that deals damage or creates strong or stronger wind disperses this cloud. You are immune to the effects of these flies, as are all daemons.

**3: Flood of Vermin (Sp)** You can cast empowered *creeping doom* as a spell-like ability once per day. You are immune to swarm attacks.

#### SENTINEL BOONS

**1: Plague's Crusader (Sp)** *mount* 3/day, *wartrain mount*<sup>UM</sup> 2/day, or *phantom steed* 1/day

**2: Contagious Strike (Sp)** Up to three times per day as a swift action, you can cause a creature damaged by a ranged or melee weapon you wield to become affected by *contagion*.

**3: Usher of Apollyon (Su)** As a swift action, you can summon into your hands either a +4 *unholy wounding scythe* or a +4 *adaptive*<sup>UM</sup> *distance unholy longbow*, lasting for a number of rounds equal to your Hit Dice + your Constitution modifier. This weapon vanishes if you release it, and the rounds of use need not be consecutive.

Apollyon, the Prince of Plagues, takes the form of a pockmarked man with the head of a diseased, snarling ram. The Horseman of Pestilence wears a cloak tailored from the tanned, stitched-together skins of a dozen angels, each flayed alive after failed attempts to slay the Horseman and recover the souls imprisoned within his domain. Each angelic soul was half devoured by Apollyon, and he used the other portions to empower a series of bows—the *Ushers of the Black Rain*—granted to his greatest servitors as badges of their position, with the original *Usher of the Black Rain* kept by the Horseman himself.

The apocalypse horse (*Pathfinder RPG Bestiary* 6 12) Septisaeus serves as Apollyon's mount, bearing a golden crown marked with its master's symbol and a neck punctured by a dozen barbed arrows. With a gleaming white coat, Septisaeus seems healthy at first glance but upon closer inspection bears the signs of horrific infection: sclera black with ocular bleeding, cracked gums and teeth, a frothing mouth, and purpuric blemishes marring its extremities.

Apollyon's reign as the Prince of Plagues began eons ago when the previous Horseman of Pestilence fell—not at the hands of one of its underlings or a vengeful god, as with previous Horsemen, but to something totally unknown. The precise details have never been discovered, at least not by daemons, but it is thought that the former Horseman of Pestilence Yrsinius went missing during a foray into the Maelstrom. Some believe that he was killed by the almost mythical protean Chorus of Malignant Symmetry. While conclusive proof of this was never uncovered, the other members of the Four provided a response nevertheless, butchering several protean choruses and dragging one of



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the protean elders from the Maelstrom's depths back to Abaddon. Since that time, the nameless protean lord's corpse has remained as a rotting monument in the Plaguemere. In Yrsinius's absence, the members of his court fought among themselves to succeed their fallen master, fracturing into a dozen different camps. It was amid this chaos that Apollyon rose to power, slaughtering his way through half his rival claimants before the others finally yielded. Tellingly, none of his original rivals remain, having defected to the courts of the other members of the Four, withdrawn into the unclaimed lands at Abaddon's fringes, or fled the plane entirely.

While other Horsemen engage in farther-reaching plans and more overt acts of brutality toward the mortals of the Material Plane, Apollyon and his servitors focus instead on their distinct form of creation: the crafting of new diseases and plagues capable of doing the daemons' work for them, which spread like wildfire across the Material Plane.

Apollyon frequently sends his minions to the Material Plane, and their actions often leave dark, communicable disasters long after they themselves have been killed or banished. When creating and spreading his ever more horrific and virulent plagues, the Horseman is not averse to granting temporary immunity to his mortal cultists in exchange for using them as carriers and living incubators, though this protection is short-lived—eventually, they too fall, their souls carried back to Abaddon amid clouds of corpse flies. Along with Trelmarixian, Apollyon has garnered the most followers among the daemon-created urdefhan race, trusting them and unintelligent vermin to spread his plagues far more reliably than non-daemon supplicants and carriers.

Apollyon's mortal proxies serve their master's goals, knowing that their veneration means nothing and that only results matter. Both they and Apollyon's daemonic servitors often aid potential allies such as evil druids, cults of Rovagug, the church of Urgathoa, and especially the church of Ghlaunder in their attempts to bring death to wide swaths of

mortal life. Of these, Ghlaunder, the demigod of parasites and infection, is perhaps most skeptical, knowing that the Horsemen view the cosmos as a zero-sum game and that Apollyon's aid in furthering their mutual goals will undoubtedly have an unpleasant ending. (This strained relationship may also have to do with the rumor that a previous Horseman imprisoned Ghlaunder within his cocoon in the first place, milking him of his power until Desna accidentally released him.)





## ARDA LILI

### THE END OF INNOCENCE

LE female Queen of the Night of seduction, snakes, and women

#### CULT

**Domains** Charm, Evil, Law, Scalykind (see page 181)

**Subdomains** Devil, Dragon (see page 180), Love, Lust

**Favored Weapon** dagger

**Unholy Symbol** wings made of snake tails

**Temples** brothels, defiled temples of Shelyn, wicked playhouses and theaters

**Worshippers** evil artists, grifters, manipulators

**Minions** erinyes, fallen angels, handmaiden devils, and other female devils

**Obedience** Spontaneously compose a song whose lyrics consist of a deliciously profane promise you do not intend to keep. If the promise is to another individual, you must perform the song so that person can hear it, but the intentionally disingenuous promise can instead be one you make to yourself (in which case you need not perform it for another). Gain a +4 bonus on saving throws against sonic effects and effects that deal sonic damage.

#### EVANGELIST BOONS

**1: Darkest Muse (Sp)** *disguise self* 3/day, *adoration*<sup>UC</sup> 2/day, or *reckless infatuation*<sup>UM</sup> 1/day

**2: Promises Insincere (Sp)** Much like Ardad Lili can make mortals see in her presence their fondest desires, you can create an image of yourself to make promises you don't intend to keep or otherwise fool your enemies into doing your bidding. Once per day, you can cast *project image* as a spell-like ability.

**3: Soul-Bound Caress (Sp)** Like that of Ardad Lili, your touch results in a much different experience than you might promise. Once per day, you can cast *soul bind* as a spell-like ability without paying the cost of the required material component. You must still touch the target corpse, however.

#### EXALTED BOONS

**1: Leveraged Wiles (Sp)** *innocence*<sup>APG</sup> 3/day, *calm emotions* 2/day, or *slow* 1/day

**2: False Innocence (Sp)** You have learned much from the ways of this fallen angel, including how to leverage your charms to convince fools to believe almost anything you wish. Three times per day when you are accused of anything, you can use *mass suggestion* as a spell-like ability. You can use this suggestion to persuade targets that you are innocent, that another is guilty, or that any other statement or insinuation is true. You or an ally must first be accused of some offense before you use this ability, however.

**3: From the Mouths of Fools (Sp)** In the course of exacting pledges of adoration and fealty from the fools you have tricked in your dark goddess's name, you have amassed memories of begging, wheedling, and other pathetic pleas

for your favor. Far from letting this energy go to waste, you can periodically release it in a mighty cacophonous scream. Once per day, you can cast *wail of the banshee* as a spell-like ability.

#### SENTINEL BOONS

**1: Selfish Scales (Sp)** *lock gaze*<sup>UC</sup> 3/day, *chameleon stride*<sup>APG</sup> 2/day, or *burst of nettles*<sup>UM</sup> 1/day

**2: Beware the Forked Tongue (Sp)** Just like the Serpent Muse can drop her pretense of innocence when she decides she's had enough of an annoying mortal, you can lash out at your enemies with all the force of Ardad Lili's hatred and wrath. Once per day as a standard action, you can cast *mass inflict serious wounds* as a spell-like ability.

**3: So Speaks the Serpent Muse (Su)** When the fury of Ardad Lili is bared, it is an unholy and terrifying sight, and so is it when you display your full might to your foes. Once per day as a standard action, you can speak a profane prayer to your goddess. When you do, each enemy within 60 feet must succeed at a Fortitude saving throw (DC = 10 + half your Hit Dice + your Wisdom modifier) or its skin partially turns to scales. This painful process deals 1d6 points of damage for every 2 Hit Dice you have, and the target is subject to the effects of a *slow* spell for a number of rounds equal to your Hit Dice. On a successful saving throw, a target takes only half the damage and negates the *slow* effect. Creatures need not hear you to be affected, but you must be able to speak to use this ability. This is a polymorph effect.

A being who engenders deliberately coaxed fear and misunderstanding among mortals and mixed admiration and loathing among celestials, Ardad Lili is a plotter, an unparalleled manipulator, and a dark queen of unique ambition. Most mortals think of her as a seducer—a figure of feminine predation who can corrupt victims by her very touch. However, the specter of a lustful serpent-queen is a carefully cultivated, millennia-old campaign of Ardad Lili's aimed at bringing down her former celestial brethren. They never believed that she could become as powerful as she has, and now she shoves their noses in her glorious infamy.

In the time when mortals were young, Ardad Lili was an angel from Nirvana tasked with visiting the Material Plane and inspiring nascent poets, sculptors, and songwriters on behalf of Shelyn, a then-minor deity. As time wore on, Ardad Lili became distinctly aware that many of her earthly assignments harbored feelings of lust toward her angelic form—particularly foolish youths, who clearly thought themselves worthy of her despite the fact that she was immortal and they were not. Ardad Lili grew to hate these smug mortals and soon burned with disgust for all mortals with their pathetic and shallow egos.

Over time, the jaded angel formulated a plan. She continued her work as a muse, but she began coaxing mortals into swearing fealty and their undying souls to her in



## Chapter 1: Fiendish Divinities

exchange for what she called a “stainless caress.” Usually, the pledge of allegiance came with Ardad Lili giving absolutely nothing in return, as she made long-term promises she never intended to keep, while prayers to her rose into Nirvana in droves. Those mortals who proved too virtuous to make the pledge or who bored her, she simply killed. As Ardad Lili grew in power, she shared her manipulative ways with other disgruntled angels of inspiration, and she plotted to overthrow Nirvana’s lords and carve out her own place of absolute rulership in the realm.

Eventually, the servitor of Shelyn known as Phoenix Tail appeared to Ardad Lili—without authorization from Shelyn—to ask what her end goal was, censure her self-serving behavior, and declare that she was but a speck in the hosts of Nirvana, destined for obscurity. Quietly incensed but not yet strong enough to take on the servitor and his allies, Ardad Lili responded by gathering her own supporters and fleeing during the Exodus to Avernus, where she knew she could come up with a logical plan. Nirvana became deeply divided between those who abhorred Ardad Lili’s power-hungry ways and those who admired her ingenuity and initiative.

Meanwhile, word of her deeds had spread—exaggerated, extrapolated, and sometimes outright fabricated—on the Material Plane. Where admiring celestials had called her a Queen of the Night, after she proved her ability to exact declarations of ardor from foolish, arrogant mortals to whom she appeared under the stars, some on Golarion called her a Whore Queen, the End of Innocence, and She of the Forked Tongue, attaching their strange and hateful obsession with vilifying sensual women to the fallen angel, who wielded her powers like a knife. For her part, Ardad Lili found the monikers hilarious, and the power-hungry queen played to them as she developed new and even more vicious ways to bring worshipers to her side.

Even now, the self-styled Serpent Muse basks in her Avernus home—quite ironically named the Stainless Caress—gathering an army of damned souls, foolish mortals, fallen angels, erinyes handmaidens, and like-minded female devils, waiting for the day she can invade Nirvana and twist its deluded servants into her dark likeness. Far more creative than the pedestrian devils who take Hell’s patriarchal hierarchy seriously,

Ardad Lili wishes to rule not a layer of Hell, but a corner of the heavens themselves.

Of the four Queens of the Night, Ardad Lili is the least monstrous and most human in appearance. She appears as a beautiful, dark-skinned woman, and she favors the colors green and white. Her only diabolic feature is her wings, which feature long, slithering snake tails instead of feathers. Despite this unsettling cosmetic feature, her wings allow her swift and graceful flight. She prefers to leave the grisly details of battle to her minions (of which she has countless), but if she’s forced to fight, her slender ivory-bladed dagger is capable of inflicting unusually painful and deadly wounds. Of course, Ardad Lili prefers to turn would-be enemies into loyal allies via magic or her silver tongue.





## ARESHKAGAL

### THE FACELESS SPHINX

CE female demon lord of greed, magical and mundane portals, and riddles

#### CULT

**Domains** Air, Chaos, Evil, Trickery

**Subdomains** Deception, Demon, Thievery, Wind

**Favored Weapon** sickle

**Unholy Symbol** a faceless woman's head decorated with a bloody pharaoh's headdress

**Temples** archways, hidden treasures, pyramids, stone megaliths, stone sphinxes

**Worshippers** avaricious rulers, dragons, drow

**Minions** evil sphinxes, golems

**Obedience** Inscribe several of the 23 riddles of the flesh (an interlocked series of conundrums, the answers to which no mortal has yet found) on your own flesh with a tiny knife

carved from a child's rib. Gain a +4 profane bonus on Will saving throws against sonic and language-dependent effects.

#### EVANGELIST BOONS

**1: Twisted Riddles (Sp)** *fumbletongue*<sup>um</sup> 3/day, *fox's cunning* 2/day, or *illusory script* 1/day

**2: Maddening Enigma (Sp)** Through your faith in the Faceless Sphinx, you are granted knowledge of three unsolvable riddles. Three times per day as a standard action, you can speak one of these riddles, though the riddles must be spoken in order. When spoken to a creature within 30 feet, the first unsolvable riddle you use in a day paralyzes the target as it searches for the answer; the creature must succeed at a Will save (DC = half your Hit Dice + your Charisma modifier) or be affected by *hold monster*. The second unsolvable riddle is filled with subliminal messages; up to one creature for every 3 Hit Dice you have within 30 feet must succeed at a Will save (at the same DC as above) or be affected by a *suggestion* spell (with a suggestion of your choosing). The third unsolvable riddle uses such circuitous and warped logic that it shatters listeners' sanity; each creature within 60 feet must succeed at a Will save (using the same DC) or become confused. Worshipers of Areshkagal are immune to these effects.

**3: Faceless Mystery (Su)** Areshkagal's form is the most sacred of shapes, and as one of her favored minions, you can adopt a similar form as your own. You gain the change shape universal monster ability, allowing you to assume the form of a sphinx as per *beast shape IV*. In sphinx form, your face is eerily devoid of features (although they appear when you need them to eat, speak, make bite attacks, cast spells, and so on), and you gain blindsight to a range of 60 feet. You can activate this ability only once per day, but the new form lasts indefinitely. However, if you lose access to this boon by failing to perform your obedience, you cannot change forms or return to your true form until you perform the obedience again or the effect ends.





# Chapter 1: Fiendish Abilities

## EXALTED BOONS

- 1: Sphinx's Secret (Sp)** *hold portal* 3/day, *touch of idiocy* 2/day, or *shrink item* 1/day
- 2: Portal Jump (Sp)** You understand that doorways and openings don't always have to lead to the same place. Once per day as a swift action, you can step through one doorway, arch, or window and emerge from another such portal at any point within 500 feet. This is a teleportation effect similar to *dimension door*, but you do not become disoriented when you use this ability.
- 3: Create Portal (Sp)** Doorways have the potential to exist anywhere and everywhere—one simply needs to know where and how to look for them to find them. Once per day, you can use *gate* as a spell-like ability, but only as a mode of planar travel, not as a method of calling creatures.

## SENTINEL BOONS

- 1: Gilded Arms (Sp)** *magic weapon* 3/day, *spiritual weapon* 2/day, or *magic vestment* 1/day
- 2: Auric Knight (Su)** Your greed demands that you equip yourself with the purest form of wealth: gold. When you are wielding weapons or shields made purely of gold (*Pathfinder RPG Ultimate Equipment* 53) or wearing armor made purely of gold, that equipment is considered to have all the properties of adamantine instead of the properties of gold; weapons affected this way also count as both cold iron and silver for the purpose of bypassing damage reduction. While you wield a shield made purely of gold, any DR/— you gain from armor made purely of gold increases by 2. In addition, you gain a +2 bonus on attack and damage rolls with sickles made purely of gold.
- 3: Avatars of Avarice (Sp)** You can conjure the paragons of greed from the Blood Clefts to serve you... for a price. Once per day as a standard action, you can throw gold (as coins, bars, or another form) to the ground, whereupon it vanishes to Areshkagal's realm. For every 500 gp's worth of gold thrown down this way, a fiendish young red dragon appears to serve you, up to a maximum of three dragons per day. These dragons follow your commands perfectly for 1 minute per level before vanishing back to the Abyss.

Areshkagal appears as a faceless female sphinx with six legs, blue fur, and pale flesh the color of old ashes. Her wings are draconic and her tail is a hissing viper, from whose mouth she whispers her unfair riddles to those she captures. Rumors hold that her actual face is too hideous for even the Abyss to bear, but that for brief moments she can reveal its true appearance to drive viewers insane, strike them dead, or worse.

Similarities between Areshkagal's form of a faceless sphinx and the appearance of one of the avatars of the Outer God Nyarlathotep have long intrigued scholars, and many have tried to discover whether an actual link exists between the demon lord and the Outer God. To date, no such connection has been discovered, yet scholars have not been dissuaded.

The fact that both entities revel in trickery and deception cannot be ignored, and it may well be that Areshkagal, in her former mortal life, knew of or even worshiped Nyarlathotep and chose her form as a demon lord in a deliberate attempt to sow confusion or as an unusual display (for a demon lord) of admiration and reverence to the Outer God. Certainly, the cults of Areshkagal and Nyarlathotep seem to get along well when they meet, and trades of secret magical rites or strange rituals between the two are not unheard of. Their cults have always taken care to avoid claiming territory known to belong to the other—though whether this is out of mutual respect or unwillingness to tolerate each other's presence and influence is unclear.

Areshkagal's realm in the Abyss is a barren region of stony, crimson hills and gulches through which rivers of blood seep. Plants grow here, but they comprise slithering grasses, thorny shrubs, and twisted trees that depend on blood to survive, rather than water—and many of these malevolent plants prefer blood sipped from living flesh rather than from the "groundblood" that suffuses the land. Known as the Blood Clefts, this region abuts Aldinach's Abyssal realm of the Sea of Whispering Sands, a realm that Areshkagal once called her own. The displaced demon lord often sends her armies into the desert to torment those of her half-sister Aldinach in hopes of someday regaining control over her former realm, but to date her forces have been unable to match the power of Aldinach's troops. It is said that Areshkagal's treasury still lies hidden somewhere below the Sea of Whispering Sands, and that Aldinach has yet to locate this vast vault. The riches rumored to lie within this lost treasury have long tempted adventurers and demons alike.

Areshkagal's cult values the enigma of riddles and often incorporates magical portals with eldritch defenses known as "riddle locks" into her temples, and typically certain parts of such structures can be accessed only via those routes. These locks bar any visitors from passing until they answer that portal's riddle. In some cases, an incorrect answer merely prevents the portal from activating, but in many cases the portal appears to activate regardless of the answer provided. When given an incorrect answer, however, these trapped portals transport the creature to a dismal cell with no physical exit or hurl the victim hundreds or even thousands of miles away to be deposited in the middle of a vast desert—perhaps not even on the same world where it stepped through the portal in the first place. Areshkagal's followers have a legendary hatred of the cult of Aldinach; this wrath is only fueled by the frustrating fact that the cult of Aldinach sees no value in pursuing a war with the cult of Areshkagal. It is almost as if Aldinach's followers view such a potential conflict as the pitiful death throes of a defeated religion after their own demon lord defeated Areshkagal and banished her to the Blood Clefts.



## ASMODEUS

### PRINCE OF DARKNESS

LE male deity of contracts, pride, slavery, and tyranny

#### CULT

**Domains** Evil, Fire, Law, Magic, Trickery

**Subdomains** Arcane, Ash, Deception, Devil, Divine, Smoke

**Favored Weapon** mace

**Unholy Symbol** red pentagram

**Temples** cathedrals, libraries, scriptoriums

**Worshippers** cruel bureaucrats and lawyers, diabolists, slavers, tyrants

**Minions** archdevils, devils, infernal dukes, malebranche

**Obedience** Using a ruby-bladed knife, inscribe symmetrical cuts into the flesh of another creature—preferably an unwilling, sentient being you own or hold dominion over. The blade may be solid ruby or forged of metal and edged with serrated ruby fragments, though devout priests of Asmodeus take pride in crafting elaborate daggers made entirely of ruby. Drain the victim's blood into a bowl of bone made from the skull of a sentient humanoid. The amount of blood drained is up to you; you don't have to drain so much that you make the creature weak or too useless to serve you. Use the bowl of blood to draw a large pentagram on the ground. Kneel within the pentagram, and concentrate on the glory you will bring to the Prince of Darkness's name. Gain a +4 profane bonus on saving throws against fire effects.

#### EVANGELIST BOONS

**1: Pitiless Judgment (Sp)** *wrath*<sup>APG</sup> 3/day, *flames of the faithful*<sup>APG</sup> 2/day, or *bestow curse* 1/day

**2: Tireless Judgment (Ex)** You gain Favored Judgment<sup>UM</sup> as a bonus feat, choosing chaotic outsider, good outsider, or a subtype of humanoid. If you don't have the judgment class feature, you instead gain a +4 profane bonus on Survival checks to track a creature or individual of this type. This boon doesn't grant you any ranks in the Survival skill; therefore, if you have no ranks, you still can follow tracks only if the DC of the task is 10 or lower.

**3: Resounding Judgment (Sp)** Once per day, you can channel the effects of *resounding blow*<sup>APG</sup> through your weapon, though you don't need to cast (or even know) the spell. You must declare your use of this ability before you roll for the attack. On a hit, the target is affected as if you had cast *resounding blow* before your attack, and the surrounding area rings with the sound of vicious, booming laughter. You don't gain the stunning effect of the spell unless you have access to the judgment or smite ability. If your attack misses, the *resounding blow* effect is wasted.

#### EXALTED BOONS

**1: Darkfire (Sp)** *burning hands* 3/day, *darkness* 2/day, or *deeper darkness* 1/day

**2: Embersight (Su)** Your eyes take on the appearance of red-hot, glowing embers, granting you the ability to see in darkness much like devils. You gain darkvision to a range of 60 feet. If you chose either *darkness* or *deeper darkness* as the spell-like ability granted by your first boon, you can also see perfectly through both *darkness* and *deeper darkness*. If you already have darkvision to a range of 60 feet or more, the range of your darkvision instead increases by 10 feet. Your eyes make you extremely distinctive, causing you to take a -4 penalty on Disguise checks.

**3: Hellfire Blast (Sp)** The fires of Hell itself are yours to command. You can cast *delayed blast fireball* once per day as a spell-like ability, hurling a sphere of soul-scouring hellfire. The hellfire is a mixture of black and crimson flames in which screaming, devilish faces can be seen twisting and writhing. Half the damage from this spell is fire damage, while the other half is unholy damage. This damage modification applies only to the *delayed blast fireball* you create through this boon, not to any other attacks, effects, or spells.

#### SENTINEL BOONS

**1: Unholy Warrior (Sp)** *protection from good* 3/day, *death knell* 2/day, or *defile armor*<sup>APG</sup> 1/day

**2: Deceitful Duelist (Ex)** Your devotion to the Prince of Darkness has imbued you with some of his trickery. Three times per day, you can attempt a feint as a swift action, with a +4 profane bonus on your Bluff check. If you hit a creature that has lost its Dexterity bonus to AC as a result of your feint, you deal an additional 1d6 points of damage. This stacks with other precision-based damage you deal, such as from a sneak attack, and isn't multiplied on a critical hit.

**3: Diabolical Resistances (Su)** Your dark patron rewards your faith with a few drops of devilish blood in your veins, granting you a measure of the resilience enjoyed by devilkind. Your skin takes on a ruddy cast, and your teeth grow slightly sharper. To a casual observer you may look no different, but anyone who studies you closely notices these traits. You gain fire resistance 10 and a +4 profane bonus on saving throws against poison.

Asmodeus reigns as the unquestioned lord of Hell, the emperor and god of the damned. He is the most powerful entity to reside within the infernal realm, and even the other deities who make their home within the Pit do so at the Prince of Darkness's leave. All of Hell is his fortress, each layer serving as a nefarious rampart between Nessus, his sinister keep, and a multiverse that screams in want of order. He is the most dreaded enemy to the freedom and spirit of the multiverse's mortal inhabitants, yet the surest route to a grim but eternal peace.

Asmodeus can take any form he chooses, yet in the depictions of his faith and visions of his worshippers, he appears as a tall, muscular man with red skin, dark hair, short



## Chapter 1: Fiendish Divinities

black horns, arrogant features, and hooved feet. Whether this is the Archfiend's true form or merely a guise he adopts so his mortal servants can conceive of him, none can say. Some legends tell that he has another form—one that bears a great, endlessly bleeding wound he received during his final battle with his brother Ihys—but if any souls have ever witnessed this shape, they have never been allowed to leave Nessus. He is rarely seen without his symbol of rule, the *Archstar*, an artifact forged before the diabolic Exodus from Heaven that bears his symbol and often takes the form of a burning ruby mace, rod, or staff.

Asmodeus is beyond arrogant, beyond confident, and beyond patient. He knows that, eventually, the tide of the multiverse will turn, the young deities that hold such appeal to the souls of the mortal world will perish or move on, and moralities will shift, elevating him to a place of righteousness. So it was, and so it will be once more. He is known for his devastating bouts of wrath, yet his ire is but a tool to inspire fear, for few events in the last millennia have truly enraged him. None know the face of the Prince of Darkness's true fury—his disciplined facade being impenetrable—but those who cross him come to know suffering in their lives and beyond like nothing imaginable. As a being of impossible age and intelligence, he is a cold but reasonable emperor, and even what seem to be snap decisions have undergone deliberation and consideration from countless angles. Once he utters his commands, few can hope to change his mind to favor them. He demands order, and with his vast intellect, he can often perceive patterns and reasons where none seem present—tales say that he had a hand in arranging the placement of the stars, the architecture of living forms, and the laws of physical existence. All of his cunning, genius, and passion Asmodeus combines with a deft tongue and disarming charm. Even the most benevolent deities have, at times, sought out Asmodeus's counsel, and afterward, they have shuddered to realize that the Ruler of Hell is no monster but a charismatic, sane, and wise being, opposed to all they believe yet nonetheless deserving of their awe. Furthermore, he commands countless powerful minions, the greatest of which are his eight archdevil champions, who gather together once every 13 years to plot infernal politics and be informed of his will.

For all the powers and boons he grants the creatures of the Material Plane, Asmodeus loathes mortals. Certainly his worshipers prove useful in exacting his whims upon the planes, but he bears not even the greatest of them an iota of love.

The creation of mortals has ruined the perfect order of the early multiverse; they sow chaos and disorder throughout the planes, and they nourish the most destructive forces of reality. They were the gods' first and greatest mistake, and these rampant souls will be a blight upon existence until they can be wiped out or fundamentally altered. Fortunately, Asmodeus is cultivating numerous subtle plans to bring about such ends. His stratagems have been in motion for centuries beyond counting—and they are working.





## BAALZEBUL

### LORD OF FLIES

LE male archdevil of arrogance, flies, and lies

#### CULT

**Domains** Air, Death, Evil, Law

**Subdomains** Devil, Murder, Undead, Wind

**Favored Weapon** spear

**Unholy Symbol** iron crown and diamond

**Temples** fallen temples to deities from Heaven, hothouses and refuges for vermin and flies, houses of disgraced nobility

**Worshippers** power-hungry spellcasters, revenge seekers, self-serving lords



**Minions** elite horned devils, greater host devils<sup>B4</sup>, ice devils, nemesis devils<sup>B4</sup>, pit fiends

**Obedience** Cover your hands and arms in a paste made from rotten fruit, spoiled meat, or any other malodorous organic material you create as an offering to Baalzebul, and sit perfectly still with your palms held upward. Wait for flies to gather on your limbs, and let them gorge themselves on the offering while you recount the mighty battles that the Lord of Flies has won in Asmodeus's name. Gain a +4 profane bonus on saves against mind-affecting effects.

#### EVANGELIST BOONS

**1: Cocytus's Deception (Sp)** *lesser confusion* 3/day, *misdirection* 2/day, or *glibness* 1/day

**2: White Angel of Hell (Sp, Su)** Baalzebul knows, perhaps a little self-deceptively, that he is the mightiest creature the Prince of Hell has ever created, and from this profane knowledge Baalzebul draws great power. Likewise, in your dark heart you know that you are one of Baalzebul's favored servants, and this knowledge invests you with authority. Whenever a creature senses your aura, such as with *detect evil* or similar spells, you radiate an aura as if you had 20 Hit Dice. A number of times per day equal to 3 + your Wisdom modifier, you gain a +20 bonus on Intimidate checks when you flaunt your association with Hell as part of the check. Additionally, you can cast *greater command* twice per day as a spell-like ability.

**3: Lies of the Son (Sp)** Like the Lord of Flies, you can weave a tapestry of lies so convincing that it can wipe the very identity from individuals' minds, and you can cleverly use this ability to your advantage. Once per day, you can cast *communal mind blank*<sup>UC</sup> as a spell-like ability.

#### EXALTED BOONS

**1: Flies of the Seventh (Sp)** *decompose corpse*<sup>UM</sup> 3/day, *haunting mists*<sup>UM</sup> 2/day, *distracting cacophony*<sup>UM</sup> 1/day

**2: Master of the Multitudes (Sp)** The Lord of Flies happily lends you his hellish servants to further your unholy cause and, of course, his own glory. Once per day, you can summon a swarm of blood-sucking flies to consume your enemies. This functions as per *summon monster VII*, except you can summon only a single swarm of blood-draining flies. Treat this swarm as a tick swarm with the fiendish template and a fly speed of 50 feet (perfect maneuverability; *Pathfinder RPG Bestiary* 2 265, 292).

**3: Consume Divine Flesh (Su)** You relish the thought of the dying Azhia hanging in Baalzebul's home, hellish flies feasting on the forgotten god's flesh for eternity. Your obsession with this macabre act has imbued you with mind-warping abilities



# Chapter 1: Fiendish Abilities

to make Baalzebul proud. Three times per day as a standard action, you can target a single living creature within 60 feet. If this creature fails a Will saving throw (DC = 10 + half your Hit Dice + your Wisdom modifier), it believes that flies and maggots are infesting its flesh, and it can take no actions for a full round as it claws at its flesh in terror. The imagined pain deals an amount of damage equal to 1d6 per Hit Die you have (maximum 20d6). The target can negate this effect with a successful Will saving throw. This is a mind-affecting effect. This ability has no effect on creatures that don't have flesh.

## SENTINEL BOONS

- 1: Dark Prince's Son (Sp)** *murderous command*<sup>DM</sup> 3/day, *blur* 2/day, *burst of speed*<sup>UC</sup> 1/day
- 2: Heir of Hell (Su)** Even if your companions refuse to acknowledge it, you know that your infernal devotion to and sacrifices for Baalzebul have earned you a place at the side of the greatest fiends of Cocytus, just as the Lord of Flies knows he deserves a place at the side of his dark father. Once per day as a standard action, you can declare your infernal birthright to inspire shock and awe in your enemies. Creatures within 30 feet that hear and oppose you must each attempt a Will saving throw (DC = 10 + half your Hit Dice + your Wisdom modifier) or be stunned for 1 round and then shaken for a number of rounds equal to your Hit Dice while contemplating your unholy power. Creatures that succeed at their saving throws are instead shaken for 1d4 rounds. This is a mind-affecting fear effect.
- 3: Baalzebul's Vengeance (Sp)** You can briefly call upon the unfathomable, unholy power of the Lord of Flies to bring down a mighty storm upon those who would oppose you, just as Baalzebul will one day crush all those who stand against him, Hell's servant or not. Once per day as a spell-like ability, you can cast *storm of vengeance*.

Few in Hell's armies loathe Heaven more than Baalzebul. A being of tarnished glory and wounded pride, the Lord of the Seventh was once a creature of luminous form and Asmodeus's undisputed favorite. Though he is still among the most powerful figures in Hell, millennia of violence and disappointment have warped him into a creature of vicious jealousy and absolute arrogance. Also known as the Lord of Flies, Hell's Angel, and the White Son, Baalzebul revels in hollow victories, enviously eyeing the gifts of others as he seeks a birthright that was never his.

One of the first beings created by the earliest gods, Baalzebul was once held as the son of Asmodeus and called Lord of That Which Flies—he was possibly the first creature to have an angelic form. When war came to the gods, Baalzebul's allegiance was unquestioned, and it was he who led his master's legions and trained the newly made generals Belial, Dispat, Moloch, and Nybbas. As Asmodeus's champion, he won his lord countless victories and, when the time came for Exodus, he led those who followed in

the Prince of Darkness's path. In Hell, he expected to rule at his creator's side, but such was not to be. The creation of Mephistopheles and the distribution of Hell's rule among the archdevils infuriated Baalzebul, who had expected a far greater reward for his service. Forgetting himself, the Lord of That Which Flies railed against his maker, demanding a realm far greater than those granted to fiends created after him. Bemused, Asmodeus asked why Baalzebul deserved these things, whereupon the great warrior recounted the innumerable feats he had performed in his lord's name.

Unstirred, the Prince of Darkness responded, "You are as I made you and have done only as I have willed. Yet, if you imagine yourself lord of the multitudes, so be it." With that, Asmodeus stripped Baalzebul of his magnificent form, fusing him instead with millions of biting flies. Horrified but cowed, Baalzebul fled back to Cocytus, the realm newly granted to him, taking his throne as the Lord of Flies.

Although Asmodeus transformed him untold millennia ago, Baalzebul still mourns the beautiful form of his creation. His relationship to the Prince of Darkness is complex but one-sided; he simultaneously loathes Asmodeus even as he seeks to prove himself as the Lord of Hell's greatest creation. Asmodeus, for his part, knows of his minion's inner conflict and watches Baalzebul closely, but he cares not for the archdevil's endlessly imagined vengeance and brazen attempts to curry his favor—though the impetuosity of the Lord of Flies often leads to developments far more interesting than those of his more stable servants.

Baalzebul rules Cocytus not as the realm it is but as the realm he believes it should be, his every gesture and edict accompanied by mock ceremony. Although the Lord of Flies pursues no schemes to overtly usurp any of the other archdevils—knowing that such an act would enrage Asmodeus—he grants them no favors. All of the archdevils have been stung by Baalzebul's combative nature, but none relish the thought of opposing the Lord of the Seventh. Such deliberation stems not from any ancient debt, but from wariness of his storied prowess and fear of any fundamental weakness he might have gleaned during their instruction.

As Baalzebul has great knowledge of the ways of magic, many who seek to improve their fortunes through arcane means beseech him for aid, as do lords seeking greater power and any who desire revenge. Entreating the White Son requires petitioners to navigate a labyrinth of formalities and flattery, convincing Baalzebul that they revere him honestly and absolutely without earning his suspicion or inadvertently sparking his petty envy. When Baalzebul does choose to act upon the mortal plane, he typically sends a single fly to whisper secrets of dark magic or give tyrannical advice. Occasionally, he sends an ice devil or even a manifestation of himself—either in his true shape or in that of a gigantic fiendish fly—to properly awe those who would serve him. Ultimately, though, Baalzebul serves only himself.



## BAPHOMET

### LORD OF THE MINOTAURS

CE male demon lord of beasts, labyrinths, and minotaurs

#### CULT

**Domains** Animal, Chaos, Evil, Strength

**Subdomains** Demon, Ferocity, Fur, Resolve

**Favored Weapon** glaive

**Unholy Symbol** a brass minotaur's head with ruby eyes

**Temples** basements, catacombs, labyrinths

**Worshippers** conspirators, minotaurs, secret societies

**Minions** chimeras, fiendish carnivorous animals (particularly carnivorous aurochs or bison), gorgons

**Obedience** Remain motionless for 55 minutes, and then spend 5 minutes speaking 50 observations regarding your surroundings into a hollowed-out bull's horn. Gain immunity to *maze* and a +4 profane bonus on saving throws against confusion and insanity effects.

#### EVANGELIST BOONS

- 1: Walk among the Herd (Sp)** *pass without trace* 3/day, *undetectable alignment* 2/day, or *clairaudience/clairvoyance* 1/day
- 2: Unquestioned Influence (Sp)** As a reward for your devotion to him, Baphomet grants you the power to make pawns of the weak willed and spread your influence among the ignorant masses. Three times per day, you can cast *mass suggestion* as a spell-like ability.
- 3: Invoke Tempter (Sp)** You can conjure an agent of the Abyss to spread demonic intrigues and tempt the foolish. Once per day as a standard action, you can conjure a glabrezu to your location. The glabrezu remains for 1 minute per Hit Die you have before returning to the Abyss. This is a calling effect, and the glabrezu is not under your control, although it generally aids you and follows your directives. This glabrezu is loath to employ its *wish* ability for your use, preferring instead to offer it to others as a bargaining chip on your behalf or to tempt foolish mortals. This ability always calls the same glabrezu; if the glabrezu conjured this way is slain, you cannot use this boon for 1 month (at which point you can call a new glabrezu).

#### EXALTED BOONS

- 1: Conspirator's Whisper (Sp)** *summon monster* 1 3/day, *misdirection* 2/day, or *beast shape* 1 1/day
- 2: Minotaur Form (Su)** Once per day, you can change shape (as per the universal monster ability) into a minotaur for 1 hour. When you do so, you gain a +4 size bonus to Strength and take a -2 penalty to Charisma. If you are already a minotaur, this ability instead allows you to assume a Small, Medium, or Large humanoid form at will (this change of form does not alter your ability scores). This is a polymorph effect.
- 3: Maze of Madness (Sp)** You can cast *maze* with the benefits of the Extend Spell feat as a spell-like ability once per day.

#### SENTINEL BOONS

- 1: Might of the Labyrinth (Sp)** *enlarge person* 3/day, *bull's strength* 2/day, or *nondetection* 1/day
- 2: Devouring Beast (Ex)** To aid in your profane crusade against the cult's many enemies, Baphomet sends one of the flesh-eating bulls of the Ivory Labyrinth to slaughter and feed at your side. You gain an aurochs animal companion as a druid of a level equal to your Hit Dice - 4, in addition to any animal companions you already have. This animal companion possesses the fiendish template and the extraplanar subtype, along with a bite attack that inflicts 1d6 points of damage. Any day on which you fail to perform your obedience, this beast vanishes back to the Ivory Labyrinth; if returned to the Abyss, whether by this or by other means, it returns to you when you next perform your obedience (along with any gear it was equipped with).
- 3: Invocation of the Gorgon (Su)** You gain the change shape universal monster ability, allowing you to assume the form of an ivory-colored gorgon as per *beast shape* IV. Although you can activate this ability only once per day, the new form lasts indefinitely. If you lose access to this boon by failing to perform your obedience, you cannot change forms or return to your true form until you perform the obedience again or the effect is otherwise ended.

Although Baphomet is traditionally the god of the minotaur race, his cult is on the rise among humanity. His human worshipers hold secret sermons in his name and hand down his teachings along family lines across generations, forming clandestine societies that tend to hold great political power in Golarion's larger cities. They remain silent about their allegiance to Baphomet, however, patiently awaiting a time when he might call upon them to rise up against their enemies and return the world to the dominion of the beast. These secret societies use complex hand gestures, passwords, sigils, and signs to identify themselves to one another and pass messages; in these communications, worshipers use their "true names" and refer to themselves as Templars of the Ivory Labyrinth in honor of Baphomet's labyrinthine Abyssal realm.

Minotaurs themselves worship Baphomet in a different way; they are less secretive about their faith and value Baphomet as the epitome of their kind. A minotaur that worships Baphomet typically sets aside a portion of its maze lair as sacred to Baphomet, where the walls are carved with prayers and only the devout are allowed to tread without fear of triggering magical traps.

Baphomet appears as a lanky humanoid with a demonic goat's head; he is only rarely depicted without his cruel glaive in hand (a weapon said to be able to cause particularly horrid and painful wounds to good-aligned targets). As the Lord of the Minotaurs, Baphomet can summon powerful members of this race to his side with a brief thought.



## Chapter 1: Fiendish Divinities

Incredibly intelligent, Baphomet can make use of any language and utilize magic from scrolls with utmost skill. He is served by glabrezu demons, who often act as advisors to his Templars and seed new cults in cities not yet tainted by his word.

Originally, Lamashtu kept Baphomet as her personal consort, elevating him to the status of demon lord from the soul of the first minotaur. In an ill-considered attempt to gain even greater favor from his benefactor, Baphomet left Lamashtu's side to seek out a legendary trophy. Baphomet's ambition was as great as his folly, and he invaded the deepest layer of Hell, intent on stealing Asmodeus's ruby rod for his mistress. Needless to say, he was swiftly caught. Lamashtu claimed no relation to him, and Asmodeus imprisoned Baphomet in a devious maze that he proclaimed to be unsolvable—even by the first minotaur. The archdevil also carved his own symbol into Baphomet's brow with the nail of his index finger in an attempt to further subjugate the demon lord.

But in this act, it was Asmodeus who overstepped his bounds. Not only did Baphomet solve the seemingly impossible maze after a mere decade, but when he escaped, he took the world-sized labyrinth with him. Baphomet had changed over time, and while his physical form had become emaciated, he had grown much wiser. He did not return to Lamashtu's side; instead, he took Asmodeus's infernal maze and made it his own, claiming a portion of the Abyss as his personal realm.

This realm is known today as the Ivory Labyrinth. The true size of this world-maze is unknown, but it is certainly larger than most Material Plane worlds. Densely constructed cities, entire mountain ranges, plains of bones, sprawling underground reaches, swamps, torturously winding rivers, and vast forests are but a sampling of the terrains explorers of the Ivory Labyrinth have reported encountering, all of which present their own unique and confounding variants on the realm's labyrinthine theme. Cities are composed of narrow alleys and tangled streets. Mountain ranges are crisscrossed by winding ledges and craggy passes. Forests are dense and riddled with trails and narrow paths. When one first travels to this realm, however, the first maze encountered is always the Ivory Maze for which the realm is named—a twisting complex of rooms and tunnels with walls, ceilings, and floors paved in countless bones.

It has been eons since Baphomet escaped Hell and created his realm, and now the Lord of the Minotaurs is a powerful demon lord in his own right. He has forgiven Lamashtu and occasionally serves as her lover, but he's no

longer her subservient minion. He works to increase the influence of his cult on countless worlds, building his forces so that one day he might again invade Hell. Yet next time, Baphomet plans on taking much more than Asmodeus's weapon—he intends to take Asmodeus's life!





## BARBATOS

### THE BEARDED LORD

LE male archdevil of animals, corruption, and gateways

#### CULT

**Domains** Evil, Law, Magic, Travel

**Subdomains** Arcane, Devil, Divine, Trade

**Favored Weapon** quarterstaff

**Unholy Symbol** three-eyed beard

**Temples** mysterious rural stopovers, outposts or forts in contested territory, secluded woodland shrines

**Worshippers** those who mourn damned souls, tyrants, wicked trade magnates

**Minions** barbed devils, bearded devils, host devils<sup>B4</sup>, pit fiends, various devils mounted on nightmares or giant fiendish stymphalides<sup>B3</sup>

**Obedience** Build a small, tree-shaped shrine to Barbatos

out of broken branches, moss-covered stones, viscous mud, or any other sort of naturally occurring material. While pacing around the shrine, spatter it with fresh blood—either your own or that of a companion or an enemy—and speak 21 words of allegiance to the Bearded Lord. Gain a +4 profane bonus on Knowledge (arcana, planes, and religion) checks concerning evil-aligned planes, evil faiths, or evil magic.

#### EVANGELIST BOONS

**1: Taint of the Promised Land (Sp)** *ill omen*<sup>APG</sup> 3/day, *blindness/deafness* 2/day, or *howling agony*<sup>UM</sup> 1/day

**2: Defile the Sacred (Su)** You can project the terrible mysteries of Barbatos's true form into an opponent's body, infusing it with a mere iota of the Bearded Lord's horrors. Once per day as a standard action, you can target a living good-aligned or neutral creature with a touch attack that briefly transforms its body into a mass of quivering worms and undulating flesh. This deals an amount of damage equal to 10 points per Hit Die you have (maximum 150 points of damage) and nauseates the target for 1 round. A target that succeeds at a Fortitude saving throw (DC = 10 + half your Hit Dice + your Charisma modifier) takes only half damage and negates the nauseated effect. If the creature you target is evil-aligned, this ability has no effect and is wasted for the day.

**3: Faces of the Wise (Su)** You are keenly aware of the million possible visages that might lurk under Barbatos's hood and can project those images into an enemy's mind. Once per day as a standard action, you can target any creature within 100 feet. If the target fails a Will saving throw

(DC = 10 + half your Hit Dice + your Charisma modifier), it is stunned for 1 round and then paralyzed for a number of rounds equal to your Hit Dice. Each round on its turn while it is paralyzed, the target can attempt a new saving throw to end the paralyzing effect; this is a full-round action that does not provoke attacks of opportunity. A creature that recovers from this effect early after being affected by it for at least 2 rounds is staggered for 2d4 rounds. A creature that succeeds at its initial saving throw against this effect is merely staggered for 1 round. This is a mind-affecting fear effect.

#### EXALTED BOONS

**1: Beasts of the First (Sp)** *magic fang* 3/day, *fox's cunning* 2/day, or *stench of prey*<sup>ACG</sup> 1/day





# Chapter 1: Fiendish Abilities

**2: Gnashing of Brutish Teeth (Su)** You are intimately familiar with the guttural sounds of hellbeasts and can imitate their cacophonies to the detriment of your foes. Once per day as a standard action, you can unleash this clamor, forcing all enemies within 30 feet of you to attempt a Will saving throw (DC = 10 + half your Hit Dice + your Charisma modifier). Those who fail are frightened for a number of rounds equal to your Hit Dice and take an amount of sonic damage equal to 1d6 per Hit Die you have (maximum 20d6). Creatures that succeed at their saving throws take half damage and are instead shaken for this effect's duration. This is a mind-affecting fear effect.

**3: Bearded Lord's Aspect (Sp)** Once per day, you can assume an imitation of one of the many forms Barbatos prefers when traveling in the mortal realms. This functions as *frightful aspect*<sup>UM</sup>, using your Hit Dice as your caster level, except you also gain darkvision with a range of 90 feet, scent, and a bite attack. Treat the bite attack as a primary attack made with your full base attack bonus; it deals an amount of damage equal to 3d6 plus 1-1/2 times your Strength modifier.

## SENTINEL BOONS

**1: No Passage (Sp)** *bungle*<sup>UM</sup> 3/day, *piercing shriek*<sup>UM</sup> 2/day, or *glyph of warding* 1/day

**2: From Whence You Came (Sp)** The Bearded Lord has untold knowledge of not only fiends and their places in Hell and beyond but also all outsiders, and you can periodically harness this confounding reality to your advantage. Three times per day, you can cast *dismissal* as a spell-like ability. When you do, you are immediately affected by *protection from good* if the dismissed outsider was good-aligned, or *protection from evil* if the outsider was evil-aligned, for a number of minutes equal to your Hit Dice.

**3: Avernus's Iron Gates (Sp)** You have an unholy tie to Barbatos's demesne. Once per day, you can open a gate to Avernus, as per the spell *gate*, and use it either for planar travel or to call a pit fiend to your service. If you use it to call a pit fiend, this functions like the *gate* spell's calling creatures effect, but you are not required to pay the 10,000 gp material cost. If the pit fiend has more Hit Dice than you, you can't control it (as normal), but pit fiends tend to gladly obey the requests of powerful minions of Barbatos.

Few dare speak Barbatos's name, as legend says he is the most likely of Hell's archdevils to hear. Of Asmodeus's lieutenants, the mysterious lord of Avernus has held his station for the shortest time—a term measured in millennia, but still a tenure too short for Hell's elite to embrace the newcomer. The aloofness of the other archdevils stems not entirely from Barbatos's relatively short reign but rather from his fundamental nature, as he is not a devil at all. In fact, Barbatos's true nature remains one of Hell's greatest mysteries: a secret supposedly known by Asmodeus alone, and some say not even by him.

Barbatos appears as a strange humanoid wrapped in robes. From the sleeves of his rags stretch withered hands whose total number of fingers seems strangely fluid. Although a veil of gloom often hides his features, points of bilious light pierce the shadows of his hood, forming a pyramid of luminous, alien eyes. From beneath these strange orbs spills the archdevil's most recognizable feature—a beard of thin, greasy tendrils that fall in a squirming cascade. In one hand, he clutches a tall staff made from yew, studded with blinking, animalistic eyes, while in the other he sometimes carries a black orb that reveals the location, crimes, and deepest secrets of every soul in Avernus.

Mysterious and subtle, Barbatos cloaks his aspirations. Neither a direct ally nor an overt enemy to any of the other archdevils, he appears content with his current dominion. This alone serves to further unsettle the other lords of Hell, as none of their agents have ever uncovered what the Lord of the First's greater ambitions might be. For council with Asmodeus and the other tyrants of Hell, Barbatos arrives in Nessus without pomp and on foot. He rarely speaks, though he addresses his peers cordially, showing absolute deference to the Prince of Darkness. When his counsel is called upon, his words are plain and wise, often referring to unusual planar conjunctions, events of prehistory, and other obscure wisdom he has no apparent right to know.

As the Lord of the First, Barbatos holds the least enviable duties of any of the archdevils: the dual Sisyphean tasks of disseminating the endless tides of accursed souls to their appropriate damnations and guarding Hell's borders against incursion. In his duties, the Bearded Lord employs numerous infernal dukes who defend key domains and oversee the passage of the damned. Barbatos rules with a light hand but brooks no disobedience, swiftly revealing any plot to oppose him. Those who repeatedly prove themselves untrustworthy are sapped of their vitality and hung upon the Penitent Cross—a massive, bleeding willow tree at the heart of his floating paradise of worms, the Promised Land. Legends tell of mortals who venture to Avernus to treat with Barbatos for the release of loved ones' souls. Often the Lord of the First consents, but never without seeking a damning price, and rarely is what the archdevil releases not returned to him many times over.

It is said that Barbatos can look upon the Material Plane through any representation of his sigil, can hear 21 words spoken after his name, and knows the languages of all beasts. When called upon by desperate souls, he delights in sending servants to offer just enough lore or out-of-context information for a mortal to make her situation all the more hopeless. When he appears on the mortal realm, he typically takes the shape of a heavily cloaked hermit or a woodland creature with a long, strange beard. In any guise, he always retains some vestige of his natural form, by which the wary might recognize him.



## BELIAL

### THE PALE KISS

LE archdevil of adultery, deception, and desire

#### CULT

**Domains** Charm, Destruction, Evil, Law

**Subdomains** Catastrophe, Devil, Lust, Rage

**Favored Weapon** ranseur

**Unholy Symbol** two-toned devil mask

**Temples** black markets, brothels, illicit pleasure houses

**Worshippers** fleshwarpers and evildoers obsessed with physical aesthetics, hedonists, jilted lovers, lechers

**Minions** accomplice devils (*Pathfinder Campaign Setting: Inner Sea Gods* 279), contract devils<sup>B3</sup>, half-succubi and other half-fiends, sire devils (*Pathfinder Campaign Setting: Chelax, The Infernal Empire* 59)

**Obedience** Fill a chalice, cup, or other small receptacle with pure, clean water, then despoil it with 13 drops of bodily fluid of any nature. Hold the spoiled concoction in your hands, envision the most sexually enticing image imaginable, and pray aloud to Belial until your throat is parched. Then, drink from the receptacle until it is empty. Gain a +4 profane bonus on saving throws to resist charm effects and spells with the charm descriptor.

#### EVANGELIST BOONS

**1: Sins of the Flesh (Sp)** *erase 3/day, acute senses<sup>UM</sup> 2/day, or nondetection 1/day*

**2: Idolisque's Apogee (Su)** The Pale Kiss delights in painful acts of carnal desire, and you share this sense of glee when others so suffer. Once per day as a standard action, you can target a single creature within 60 feet with a number of Hit Dice less than or equal to twice your own. If that creature fails a Will saving throw (DC = 10 + half your Hit Dice + your Charisma modifier), it feels the emotional anguish of a beloved's betrayal. The creature drops all held items and, beginning on the round it is targeted by this ability, deals 1d8 points of damage to itself each round (no saving throw) as a full-round action as it tries to grapple with its emotions. The creature can take no other actions while it is affected by this ability. A creature that is restrained with a successful grapple or otherwise rendered immobile cannot damage itself for that round. This ability lasts for a number of rounds equal to your Hit Dice. Each round a creature is affected, it can attempt a new saving throw to end this effect. This is an emotion<sup>UM</sup> mind-affecting effect.

**3: Thorny Caress (Su)** The pinnacle of the Thorned Caress's worship has taught you how to couple being desirous to others with the ability to inflict great pain upon those you entice. For a number of minutes per day equal to your Hit Dice, anyone who touches your skin (such as with a successful natural weapon attack, touch attack, or unarmed strike) takes 4d6 points of bleed damage. You cannot deal

this bleed damage to others by touching them yourself. Activating this ability is a standard action, and dismissing it is a free action. This effect's duration need not be used all at once, but it must be used in 1-minute increments.

#### EXALTED BOONS

**1: Desires of Mortals (Sp)** *charm person 3/day, unnatural lust<sup>UM</sup> 2/day, or seek thoughts<sup>APG</sup> 1/day*

**2: The Palest Kiss (Su)** Like Belial, you can offer great pleasures at an even greater price. Twice per day when you lure a creature into an act of passion, such as a kiss, as a standard action you can bestow a negative level on the creature and cause it to be exhausted for a number of rounds equal to half your Hit Dice. You can affect an unwilling creature, but that creature must be grappled for you to use this ability. A creature can negate the negative level and exhaustion effect with a successful Will saving throw (DC = 10 + half your Hit Dice + your Charisma modifier).

**3: Skeletal Palace (Sp)** Deep understanding of the Pale Kiss has taught you how to lure chattel to your side with sweet promises of pleasure, lulling them into a sense of complacency before they realize they can never escape your iron grasp. Once per day, you can cast *mass hold monster* as a spell-like ability, assaulting potential victims' minds with promises of pleasures.

#### SENTINEL BOONS

**1: Great Deceiver (Sp)** *disguise self 3/day, alter self 2/day, or glibness 1/day*

**2: Infernal Shapeshifter (Su)** Studying and worshiping the inscrutable ways of Belial, the Duke of Many Forms, has taught you how to imitate the appearances of many creatures. Three times per day as a standard action, for a number of minutes equal to your Hit Dice, you can take on the appearance of any outsider with a number of Hit Dice equal to or fewer than your own. If the outsider has a fly speed, you gain its fly speed while this ability is in effect, and you similarly gain any of the outsider's resistances and immunities. You do not gain any of this outsider's other statistics or abilities, and you only superficially appear to be the outsider, but you gain a bonus equal to twice your Hit Dice on Bluff checks to convince others that you are the outsider. Any creature that interacts with you can attempt a Will saving throw to disbelieve your illusion (DC = 10 + half your Hit Dice + your Charisma modifier). This effect's duration need not be used all at once, but must be used in 1-minute increments.

**3: Phlegethon's Forges (Su)** You embody the might of the forges of Belial's realm. For a number of rounds equal to your Hit Dice each day, you gain DR 15/good and silver, immunity to fire and poison, and SR equal to 11 plus your Hit Dice. You also gain fast healing 5, and all your weapons count as evil and lawful for the purpose of overcoming damage reduction. Activating this ability is a swift action, and dismissing it is a free action. This effect's duration need not be used all at once, but it must be used in 1-round increments.



# Chapter 1: Fiendish Divinities

Do what you will: such is all that impassioned Belial demands of their followers. Along with the titles given them by mortals—the Pale Kiss, Thorned Caress, Duke of Many Forms—the Lord of the Fourth goes by a number of aliases, most commonly Belhor, Jouvart, and Mechembuchus. Their variety of names merely suggests the diversity of their form, as few beings in the multiverse can match Belial as a seducer, creator, and deceiver.

Before the Exodus, Asmodeus sought to create a beauteous figure to outshine all others in existence. Wisely understanding that no individual could be all things to all creatures, he granted his creation complete malleability of form, a body that shifted in response to the deepest desires of all who looked upon it. The result was terrible and insane, a thing of golden hair, heaving flesh, and luminous eruptions, which Asmodeus locked away for all time. In his second attempt, he withheld the boon of subjective transformation, granting his creation control over their shape along with a silver tongue so they might learn what those around them found most appealing and so become those things. This being he called Belial.

Possessing one of the most incredible imaginations in Hell, Belial commands the respect and envy of the infernal elite. Aside from assuring continued excitement through millennia of hedonism, their creativity has spawned numerous deadly infernal weapons, perverse magic, and entire new races of devils. Although they possess an unrestrained flair for the dramatic, they care little for what they create; their attention and interests are as quick to change as their fluid form. They serve as forgemaster of Phlegethon, but they hold little interest in such coarse work. In recent centuries, the Lord of the Fourth has become increasingly intrigued by the method of their genesis, seeking to recreate whatever powerful magic brought them into being. When they privately entreated Asmodeus for this secret, the Prince of Darkness rebuffed them, telling them not to be concerned with the dominion of the gods. Undeterred, Belial experiments with the creation and modification of mortal life in what they believe to be secret, though Asmodeus has long known of the archdevil's disobedience and merely has yet to castigate his servant.

Jilted lovers, the forlorn, and both the ugly and the beautiful beseech Belial. The lonely beg for comforts of the flesh, while aging beauties offer the youth of others to retain their own. The Lord of the Fourth takes special note of sacrifices offered during carnal acts and humors stolen from unwilling lovers. Inconstant in their interest in the Material Plane, Belial is as likely to answer a summons by sending an emissary as by sending an aspect of their own ravishing shape. When they do travel to the Material Plane, they coerce mortals into indulging their basest desires, encouraging them toward acts of self-destructive gratification and unspeakable pleasures. On any visit to the Material Plane, Belial inevitably leaves a part of their glory behind; they are likely the progenitor of more half-fiends than any other devil in the multiverse.





# CHARON

## THE BOATMAN

NE male Horseman of death

### CULT

**Domains** Death, Evil, Knowledge, Water

**Subdomains** Daemon, Ice, Memory, Undead

**Unholy Symbol** grinning skull, its eyes covered by gold coins



**Favored Weapon** quarterstaff

**Temples** graveyards, rivers, ruins, catacombs

**Worshippers** ferryman, grave robbers, undead, undertakers, urdefhans<sup>B2</sup>, would-be immortals

**Minions** astradaemons<sup>B2</sup>, grim reapers<sup>B5</sup>, hydrodaemons<sup>B2</sup>, night hags, river monsters, thanadaemons<sup>B2</sup>, undead

**Obedience** Meditate upon your infirmities and the slow, inevitable progression of physical and mental decay inherent to the ravages of time. Mimic this progression by immersing yourself or a victim in icy water until nearly unconscious, or by consuming alcohol or drugs that dull memory and mental faculties. Gain a +4 profane bonus on saving throws against necromancy and negative energy effects.

### EVANGELIST BOONS

**1: Death's Blessing (Sp)** *memory lapse*<sup>APG</sup> 3/day, *catatonia*<sup>OA</sup> 2/day, or *create soul gem* (see page 184) 1/day

**2: Soul Crush (Su)** As a standard action, you can crush a *soul gem* (such as one you create via *create soul gem* or one created by a *cacodaemon*<sup>B2</sup>) to gain fast healing 15 for a number of rounds equal to your Hit Dice. This action condemns the crushed soul to Abaddon; resurrecting this victim requires a successful DC 28 caster level check.

**3: Death's Clutches (Sp)** You can use *soul bind* as a spell-like ability once per day.

### EXALTED BOONS

**1: Death's Grace (Sp)** *ray of enfeeblement* 3/day, *death knell* 2/day, or *sands of time*<sup>UM</sup> 1/day

**2: Hunger of the Styx (Su)** By channeling the memory-sapping ability of the River Styx, you can stun foes with a sudden but temporary loss of all memory. You can use this ability three times per day, activating it as a swift action when you strike a foe in combat with a melee weapon. The creature struck is stunned for 1 round and then staggered for an additional 1d4+1 rounds if it fails a Will save (DC = 10 + half your Hit Dice + your Charisma modifier). On a successful save, the creature is instead staggered for 1 round. This is a mind-affecting effect.

**3: Grasp of the Styx (Sp)** Once per day as a standard action, you can call upon the waters of the Styx to bubble up and manifest as an immense, skeletal talon of mud and black water. This effect duplicates the effects of *grasping hand*, except any creature that is grappled by the hand must also succeed at a Fortitude save against the spell or gain 1 negative level.

### SENTINEL BOONS

**1: Death's Crusader (Sp)** *mount* 3/day, *wartrain mount*<sup>UM</sup> 2/day, or *phantom steed* 1/day



## Chapter 1: Fiendish Abilities

**2: On a Pale Horse (Su)** You gain the ability to invoke the power of the Pale Horse. As a swift action, you cause a flickering image of the Pale Horse to appear in a 10-foot square adjacent to you. It then moves up to 120 feet as you mentally direct its movement (doing so is a move action that requires concentration). The image of the Pale Horse ignores difficult terrain and can walk over water or other surfaces that would normally not bear a creature's weight, but it cannot fly. Any creature whose space the image of the Pale Horse passes through must succeed at a Fortitude save or take a -6 penalty to Strength, Dexterity, and Constitution, as if it had suddenly aged to become venerable. Creatures (like dragons) that normally gain benefits from aging do not gain any benefits, and they instead take the ability score penalties described above. These penalties do not stack with themselves or with existing penalties from aging. A creature can resist the effects of the Pale Horse with a successful Fortitude save (DC = 10 + half your Hit Dice + your Charisma modifier). A creature can be affected by the Pale Horse only once per round, regardless of how many times the Pale Horse moves through its space. This is an aging curse effect.

**3: Death's Call (Sp)** Once per day, you can call upon Charon's power to wither your enemies into dust. This ability functions as *wail of the banshee*, except it lacks a sonic component.

Charon, the Horseman of Death and Boatman of the Styx, is ancient even in comparison to the other Horsemen. Mortals whisper that, of all the Four, he alone is one of the original Horsemen: the first—and only—Lord of Death. Yet Charon's title obfuscates his true focus. Charon holds dominion not simply over death as a whole, which is the purview of all daemons, but specifically over death by old age. Even the heartiest mortals eventually succumb to that looming specter, and so it's not surprising that many consider the Boatman the most powerful of the Four. The legendary force of Charon's patience echoes the certainty of mortality's inevitable end, and he is more willing than any other Horseman to sacrifice immediate gains for a guaranteed eventual victory. Charon is also the most secretive of his kind, holding knowledge of many things forgotten before his kindred were even living mortals. Despite his age, Charon has not been challenged since he rose to power in Abaddon's earliest days—or if he has, no one speaks of it.

Daemons in Charon's service rove far and wide across Abaddon, often riding the Styx to other reaches of the cosmos, hunting souls in his name. Unlike servitors of the other Horsemen, his own often act in understated and subtle ways, yet they harvest just as many souls. It is said Charon operates alongside his servitors, fishing for souls in the exact same way, and that any daemon looking upon one of the thanadaemons might in fact be looking into the face of Charon himself. True or not, the rumor hangs over other daemons' every interaction with Charon's chosen.

Not all souls claimed in Charon's name are consumed. Many daemons capture or only partially devour their cargo, then vomit the screaming souls into the Styx. The souls' effluvium boils and churns, slowly transforming into the shapes of the victims as they appeared in life; the bodies drift, brutalized, struggling to find purchase in the fouled waters, before being fished from the current by Charon's thanadaemons.

When approached independently by a soul or other traveler of the River Styx, Charon and his servitors sometimes simply carry the guest off to be consumed. At other times, however, they make deals, their bargains working toward ends hundreds or thousands of years in the future. In the beginning, such a deal might benefit the bargainer, with Charon's forces rescuing a soul from its rightful afterlife in an unpleasant plane, transporting an adventuring party to the place it needs to go, or safeguarding an entire Material Plane nation or world from disaster. But inevitably, the terms of the deal take their toll; Charon's coffers are always flooded with souls foolishly bargained away by their owners.

Such dealings are not only with mere mortals. Charon has bargained with dozens of dying and desperate archdevils, divinities, and even entire worlds, offering them aid in return for payments of souls, knowing all the while that the bargainers were beyond saving before they came to him. When they die, he claims them as well, and his domain hosts daemoniac feasts of untold scale. Charon's dealings benefit him in all things, and even his fellows among the Four often acquiesce to his authority.

As the oldest and the only surviving original member of the Four Horsemen of the Apocalypse, Charon alone knows the true history of Abaddon, accounts of which are brutally revised and scoured to suit the purposes of each new Horseman upon the death of his or her predecessor. Charon does not necessarily share these secrets with the new Horsemen, whom he considers junior colleagues rather than peers or siblings. The only exception in his regard is the recently deposed Lytheria, the original Horseman of Famine, whom he saw as something akin to a sister.

Charon actively seeks to keep any friction or disagreement between members of the Four a secret among them, ensuring that they present a godlike, perfectly unified, and unassailable front to their subjects. This is ostensibly because he does not wish to tempt any of these minions with the chance to depose one of their number, though many suspect that Charon has precipitated just such a revolt against one or another of his kindred in the past. At present, Charon is most occupied with the erratic spontaneity of the youngest of the Four. Increasingly faced with Trelmarixian's obsession with his own origins, Charon has subtly stymied Famine's search, perhaps worried about what the mad demigod could discover.



## CYTH-U'SUG

### PRINCE OF THE BLASTED HEATH

CE male demon lord of disease, fungus, and parasites

#### CULT

**Domains** Chaos, Earth, Evil, Plant

**Subdomains** Caves, Decay, Demon, Growth

**Favored Weapon** scimitar

**Unholy Symbol** severed, mold-caked tentacle coiled in a spiral

**Temples** caverns, dead or fallen trees, diseased forests, sewers

**Worshippers** alchemists, black dragons, derros, drow, evil vegepygmies, ex-druids, polluters



**Minions** fungal creatures<sup>B4</sup>, fungus queens<sup>B6</sup>, giant vermin, mandragoras<sup>B2</sup>, swarms

**Obedience** Eat moldering flesh rife with parasitic worms and drink putrid alcohol distilled from rare fungi during a 1-hour feast. Gain a +4 profane bonus on saving throws against diseases and effects that cause the nauseated condition.

#### EVANGELIST BOONS

**1: Contamination (Sp)** *ray of sickening*<sup>UM</sup> 3/day, *pox pustules*<sup>APG</sup> 2/day, or *fungal infestation*<sup>UM</sup> 1/day

**2: Cloud of Toxicity (Su)** As a standard action, you can exhale a 20-foot cone of a disgusting miasma that exacerbates disease. Each diseased creature in the cone must attempt a Fortitude saving throw (DC = 10 + half your Hit Dice + your Charisma modifier); if it fails, it immediately takes damage as though it had failed its Fortitude saves against all of its diseases, and any remaining onset times for these diseases end. You can use this ability a number of times per day equal to your Charisma modifier.

**3: Ravaging Harm (Su)** Three times per day with a successful touch attack, you can weaken a living creature's immune system unless the target succeeds at a Fortitude saving throw (DC = 10 + half your Hit Dice + your Charisma modifier). For the next 24 hours, when a creature that failed its save takes ability damage, 1 point of that damage becomes permanent ability drain instead. This is a curse effect, and it can be removed with a *remove curse* spell (treat your total Hit Dice as the caster level).

#### EXALTED BOONS

**1: Sickness Within (Sp)**

*ray of enfeeblement* 3/day, *warp wood* 2/day, or *contagion* 1/day

**2: Parasitic Link (Su)**

Once per day with a successful touch attack, you can infest a living creature with tiny, gnawing, parasitic worms unless the target succeeds at a Fortitude save (DC = 10 + half your Hit Dice + your Constitution modifier). These parasites retain an unholy link to you, draining the target creature's energy and transferring it to you. This infestation persists for 10 rounds, during which you act as if under the effects of a *haste* spell and the infested victim is staggered. As a swift action, you can quicken the parasitic infestation—this reduces the remaining duration by 1 round, but the target takes 1d3 points of Charisma damage as the parasites feed at an accelerated rate.



## Chapter 1: Fiendish Abilities

You can maintain a parasitic link with only one creature at a time. These parasites count as a disease effect.

- 3: Fungal Ruin (Sp)** Once per day, you can target a creature with a *destruction* spell. A creature slain by this effect crumbles into a mound of russet mold (*Pathfinder RPG Bestiary* 273) that immediately releases a cloud of spores in a 20-foot-radius burst.

### SENTINEL BOONS

- 1: Deadly Nature (Sp)** *thorn javelin*<sup>ACG</sup> 3/day, *sickening entanglement*<sup>ACG</sup> 2/day, or *command plants* 1/day
- 2: Vicious Thorns (Su)** As a standard action, you can cause the ground in a 5-foot-radius burst centered on you to sprout twisting, thorny vines. Creatures moving through the area must travel at half speed or take bleed damage equal to half your character level; if you activate this ability in an area with numerous plants (grass, trees, weeds, etc.), the area also becomes difficult terrain. These effects last for 1 minute, after which the vines crumble to dust. Creatures able to move through natural undergrowth unhindered ignore the effects of this ability. You can use this ability a number of times per day equal to 3 + your Charisma modifier.
- 3: Shambling Form (Su)** Once per day as a move action, you can assume the form of a Huge shambling mound. You gain a +8 size bonus to Strength, a -2 penalty to Dexterity, a +4 size bonus to Constitution, and a +6 natural armor bonus. You gain a constrict special attack and two slam attacks that each deal 2d8 points of damage plus your Strength modifier and have the grab special attack. You gain darkvision (60 feet) and resistance 20 to electricity and fire. In addition, if you are struck with an attack that deals an amount of electricity damage that is less than your resistance, you gain temporary hit points equal to your level. You lose these temporary hit points after 1 hour. You return to your true form after 10 minutes or when you take a free action to dismiss this ability, whichever comes first.

When mortal life came into being, so did all of its associated sins, and as sinful souls passed into the afterlife, the Abyss transformed some of them into demons. Thanks to the fertility of mortals and their boundless potential for cruelty, the Abyss over time filled with legions of demons. The belligerent demons clashed with the qliploth for control over the plane, and though they were relatively young, the demons had the advantage of numbers. They won skirmish after skirmish and, in doing so, increased their strength until some became demon lords to rival the most powerful of the qliploth.

The qliploth lord Cyth-V'sug wanted no part in this endless war and so stayed within his realm. He slew those demons that attempted to invade his sanctuary, but the constant onslaught soon began to wear him down. After careful observation, he realized that his more potent foes were worshiped by self-destructive mortals. He sent tendrils of his

consciousness onto the Material Plane and, when he found desperate creatures longing for someone (or something) to answer their prayers, he responded to these pleas. However, while this helped to increase his strength, Cyth-V'sug was still ultimately forced into the Abyss's deepest, most remote areas alongside the other qliploth.

As Cyth-V'sug lurked in these dark domains, he continued to hear the entreaties of his worshipers. They constantly wanted more—more divine gifts, and more responses from their deity. This greed had a strange effect on the qliploth lord: he began to experience this mortal emotion of desire himself. He wanted his original home back. He wanted to taste more demon blood. He wanted vengeance for being driven out. In time, the other qliploth lords—Oaur-Ooung in particular—noticed this change and were not pleased. They threatened Cyth-V'sug with destruction, and so he fled to the upper reaches of the Abyss.

Cyth-V'sug soon realized that he had become like the very demons he hated, but this revelation did nothing to quell his expanding hunger. He continued to demand sacrifices from his followers, and as he did so, he slowly transformed into a full demon lord. Though he is now one of their kind, his hatred for demons burns no less hot. His ultimate goal is to consume every world of the Material Plane that contains mortal life, thereby cutting demons off from their source of souls and allowing the qliploth to return from exile. That this plan may also result in his own destruction does not matter to Cyth-V'sug, as it means his appetite will finally be sated.

Cyth-V'sug's realm is both a place and a being—an immense parasitic fungus called the Jeharlu, capable of extending tendrils into other planes, corrupting worlds, and then drawing them into the Abyss to expand itself. A quivering, spherical clot of fungal matter that dwarfs the largest of planets, the Jeharlu lies at the center of an immense cavern, suspended by thick white filaments that attach it to the surrounding rift. Deformed fungal dragons (half-fiend green or blue dragons with the fungal creature<sup>B4</sup> template), fungus queen<sup>B6</sup> priestesses, moldering shamblers (Gargantuan 24-HD half-fiend shambling mounds), pallid giant worms (Colossal 32-HD fiendish purple worms), and all manner of demons are but a few of the Jeharlu's dangers. At the heart of this fungal sphere dwells Cyth-V'sug himself, an immense monstrosity that appears as a tangled mass of fungal tubers, grasping claws, and tentacles topped by a heaving draconic body with puffball eyes and jagged teeth. Cyth-V'sug is a parasite that infests worlds and consumes them, adding the waste that he creates to his ever-expanding Abyssal realm.

One of Cyth-V'sug's greatest minions, the nascent demon lord Treerazer, recently established a domain on the Material Plane after a failed coup against Cyth-V'sug, but curiously, the Prince of the Blasted Heath has refrained from striking back against his wayward minion.



## DAGON

### THE SHADOW IN THE SEA

CE male demon lord of deformity, the sea, and sea monsters

#### CULT

**Domains** Chaos, Destruction, Evil, Water

**Subdomains** Catastrophe, Demon, Oceans, Rage

**Favored Weapon** trident

**Unholy Symbol** gold disk inscribed with sinister runes around an open octopus eye

**Temples** decaying seaside churches, lighthouses, sea caves, underwater cathedrals

**Worshippers** boggards, deep ones<sup>B5</sup>, desperate or insane coastal dwellers, heretical sahuagin and skum, krakens, marsh giants<sup>B2</sup>, other sea monsters

**Minions** devilfish<sup>B2</sup>, fiendish water elementals, krakens, shoggoths, other sea monsters

**Obedience** Offer a bowl of fresh, warm blood to Dagon by speaking prayers over the blood and then emptying the bowl into the sea. The bowl must be made of gold, inscribed with runes sacred to Dagon, and worth no less than 100 gp, but it can be reused for multiple obediences. Gain a +4 profane bonus on saves against the extraordinary and supernatural attacks of creatures with the aquatic or water subtype.

#### EVANGELIST BOONS

**1: Enslave The Sea (Sp)** *hydraulic push*<sup>APG</sup> 3/day, *slipstream*<sup>APG</sup> 2/day, or *water breathing* 1/day

**2: Aspect of Ishiar (Su)** You can cause the flesh and bone of your body to liquefy into a roiling mass of brackish sea water as a move action. While under this effect, your body takes on a slick, watery appearance and can stretch and shift with ease. You become mostly transparent, as if you were composed of liquid, granting you a +4 bonus on Stealth checks. While underwater, this bonus increases to +8, and you can attempt Stealth checks while observed and without needing cover or concealment. You gain DR 10/slashing and your reach increases by 10 feet. In addition, you can pass through small holes or narrow openings, even mere cracks, with anything you were carrying when you activated this ability (except other creatures). Finally, you gain the water subtype and a swim speed of 60 feet, and you can breathe both water and air for the duration of this effect. You can use this ability for 10 minutes per Hit Die per day; this duration need not be consecutive but must be spent in 10-minute increments.

**3: Drowning Doom (Sp)** You can use *mass suffocation*<sup>APG</sup> once per day, but instead of drawing the air from creatures' lungs, this effect fills creatures' lungs with anoxic water (and as such, the ability to breathe water offers no protection). While disturbing, this water is largely a cosmetic effect and doesn't otherwise adjust how the spell effect functions.

#### EXALTED BOONS

**1: First Oath (Sp)** *speak with animals* (aquatic animals only) 3/day, *disfiguring touch*<sup>UM</sup> 2/day, or *summon monster III* (aquatic creatures only) 1/day

**2: Second Oath (Ex)** You become immune to damage from water pressure and gain the ability to breathe water, a +2 profane bonus to Constitution, and a swim speed equal to your base speed (if you already have a swim speed, it increases by 30 feet instead).

**3: Third Oath (Sp)** You can cast *dominate monster* as a spell-like ability once per day but can target only aquatic creatures or creatures currently breathing water.

#### SENTINEL BOONS

**1: Teratogen (Sp)** *long arm*<sup>ACG</sup> 3/day, *bear's endurance* 2/day, or *resinous skin*<sup>UC</sup> 1/day

**2: Mutagenic Strike (Su)** A number of times per day equal to your Hit Dice, when you strike a creature with a melee weapon, as a swift action you can cause it to become deformed. When you do so, the creature struck must succeed at a Fortitude save (DC = 10 + half your Hit Dice + your Charisma modifier) or take 2 points of Charisma drain. A creature reduced to 0 Charisma in this way is permanently transformed into a hideously deformed aquatic version of itself; it gains the mutant template (*Pathfinder RPG Bestiary* 5 180), the aquatic subtype, and the amphibious quality, and its alignment becomes chaotic evil. When this transformation occurs, all Charisma damage the creature has suffered is instantly cured. Such mutants are initially friendly toward you. This transformation is a curse effect.

**3: Horror of the Deep (Su)** As a move action, you can switch between your natural form and a hideous hybrid of your natural form and a deep-sea monstrosity. In your hybrid form, you are immune to damage from water pressure, gain the ability to breathe water, and gain a swim speed equal to twice your base speed. Your head becomes that of a viperfish, granting you a bite attack that deals damage as for a creature two size categories larger than you (2d6 for a Medium creature). In addition, a single long tentacle sprouts from your body, granting you a tentacle secondary natural attack that deals damage as for a creature of your size category (1d4 for a Medium creature). This tentacle has the grab and constrict abilities; the constrict damage is equal to your tentacle damage plus 1-1/2 times your Strength modifier. While grappling a creature with your tentacle, you are not considered grappled and do not take any of the penalties associated with that condition. You can maintain this form for 1 minute per Hit Die per day; this duration need not be consecutive but must be spent in 1-minute increments.

Dagon dwells within the Abyssal sea of Ishiar, in a sunken city called Ugothanok. The surface of this Abyssal sea is dotted with countless islands, some inhabited by fiendish and half-fiend humans known as Ishians. The Ishians wage



## Chapter 1: Fiendish Divinities

constant nautical warfare against each other, fighting to claim new islands and impress Dagon with their cruelties.

Not quite fish or octopus or eel, Dagon is a monstrous combination of all manner of aquatic horrors, his undulating body an ever-shifting tangle of feelers, fins, serpentine limbs, tendrils, and tentacles. Like some other demon lords, Dagon predates the advent of mortal life and, before the rise of demonkind in the Abyss, existed as a potent qliphoth lord. In those early days, Dagon had no name and no real intellect or personality of his own; he was only an immense, ravenous sea monster that swam through the depths of Ishiar, feeding on anything unfortunate enough to cross his path. It was through the consumption of countless demons and once-mortal petitioners that Dagon gained sentience and in so doing infused his terrible form with the influence of mortal sin. He is aware of his origin as a nearly mindless qliphoth and does not seek to return to this state; on the contrary, reveling in the awareness he earned, the demon lord has spent eons building up his presence on countless Material Plane worlds. Although he bears the qliphoth no ill will, he does not suffer their intrusions into his realm.

Dagon is fond of sending his offspring into the vast oceans of the Material Plane to spread his influence. Often they do so physically by breeding with either creatures of the deep or ones in isolated coastal societies. Marsh giants are traditionally among his most fervent worshipers on land, but in some remote locations (particularly along the western coastlines of Avistan and Garund), his cult is growing among humans. A village that turns to Dagon worship often does so secretly, maintaining a facade of worshiping another deity while the town's real devotions are to the Shadow in the Sea. In the most remote locations, these cults mix with boggards, sahuagin, and other hideous aquatic creatures. The deformed hybrid children born from these unions are a sign of Dagon worship, and these communities consider such deformities badges of honor.

Deep ones have been known to venerate Dagon as well. Those that do so often mix this worship with that of the Great Old Ones, particularly of Cthulhu, merging the traditions of these two powerful demigods into a singular, blasphemous faith. Further confusing these practices among the deep ones is their habit of using the name "Dagon" as an honorific for the powerful elder deep ones that rule their sunken cities. Dagon himself is amused by this convention, interpreting the use of his name in this way as a compliment, even though the demon lord has no direct ties to Cthulhu or other Great Old Ones.





## DESKARI

### LORD OF THE LOCUST HOST

CE male demon lord of chasms, infestations, and locusts

#### CULT

**Domains** Chaos, Destruction, Evil, War

**Subdomains** Blood, Catastrophe, Demon, Tactics

**Favored Weapon** scythe

**Unholy Symbol** crossed locust wings dripping with blood

**Temples** caverns, rifts, ruined churches

**Worshippers** denizens of the Worldwound, doomsayers, worms that walk<sup>B2</sup>

**Minions** giant vermin, retrievers, swarms, vermlaks<sup>B6</sup>

**Obedience** Meditate while allowing insects or worms of any

type to crawl upon your body. If no such vermin is available, you must instead lie facedown in a trench dug into soil and mouth prayers to Deskari into the dirt while scratching yourself with sharp bits of bone or wood. Gain a +4 profane bonus on saving throws against disease and against effects caused by vermin.

#### EVANGELIST BOONS

**1: Locusts' Gifts (Sp)** *jump* 3/day, *acid arrow* 2/day, or *fly* 1/day

**2: Avatar of the Locust Host (Sp)** You can cast *verminous transformation*<sup>HA</sup> as a spell-like ability once per day; the swarming parts of your body are comprised of locusts, and your swarm attack deals double damage to plant creatures.

**3: Infestation of Flesh (Su)** Once per day as a standard action, you can take the form of a hellwasp swarm<sup>B3</sup> for up to 8 hours. You gain swarm traits (including immunity to weapon damage) and a swarm attack. You also gain the distraction, inhabit, and poison special attacks. While in this form, you cannot perform any actions that the swarm could

not perform; this includes casting spells with somatic components and wielding weapons or items. While not using the swarm's inhabit ability, you can return to your normal form as a full-round action. This is a polymorph effect.

#### EXALTED BOONS

**1: Swarming Susurrus (Sp)** *inflict light wounds* 3/day, *summon swarm* 2/day, or *summon monster III* (vermin only) 1/day

**2: Swarm-Walker (Su)** You can walk through any swarm without taking damage or suffering any ill effects—swarms recognize you as one of their own. As long as you stand within a swarm, you gain a +4 profane bonus on initiative checks and saving throws.

**3: Swarm Master (Sp)** You can cast quickened *insect plague* once per day.

#### SENTINEL BOONS

**1: Split the Earth (Sp)** *stumble gap*<sup>APG</sup> 3/day, *create pit*<sup>APG</sup> 2/day, or *spiked pit*<sup>APG</sup> 1/day

**2: Planar Wound (Su)** You can cut through the fabric of reality, delivering foes to your master's embrace. Three times per day as a standard action, you can strike the ground with a scythe to open a fissure under your feet or the feet of an adjacent Medium or smaller creature (if you target yourself, the rift opens just enough to let you—and only you—through, regardless of your size). This fissure is a planar rift that sends the creature to the Rasping Rifts in the Abyss, as per *plane shift*, except





## Chapter 1: Fiendish Activities

the fissure can transport only one creature and closes instantly after doing so (or after being avoided). An unwilling target can attempt a Reflex save (DC = 10 + half your Hit Dice + your Charisma modifier) to evade the fissure and negate this effect. Flying and levitating creatures are immune to this effect, and a creature capable of flight that is standing on the ground can avoid this effect if it succeeds at a DC 20 Fly check (it can still attempt a Reflex save to avoid the spell if it fails this Fly check).

**3: Welcome the Rasping Rifts (Sp)** You can cast *rift of ruin* (see page 185) once per day as a spell-like ability. When the rift closes, each creature still present within the rift must attempt a Will save (against the spell's save DC). Creatures that succeed at this save are expelled violently (as normal for the spell), while those that fail are expelled violently into the Rasping Rifts in the Abyss. If you close the rift early to summon creatures, you summon one additional creature of the same type.

Long before the Worldwound opened, the thin planar boundary between Deskari's realm and the land once known as Sarkoris allowed the demon lord to prey upon the mortal humans there. This habitual exploitation put him into frequent conflict with the living god Aroden. Eventually, Aroden was able to defeat Deskari's avatar and drive many of his demons and cultists into the Lake of Mists and Veils. However, this was only a temporary setback for the demon lord—with the help of a powerful worshiper in Sarkoris, he managed to revive his cult there less than 200 years later and create many small portals into the city of Threshold. Upon Aroden's death in 4606 AR, Deskari's influence on Golarion manifested in force, transforming Sarkoris into the demon-haunted Worldwound. This gave the demon lord a solid foothold on Golarion, and now he plays a patient game of corruption and advancement. His minions press the borders of their territory slowly forward, working toward fully dragging Golarion into the realm of chaos.

Despite his monstrously inhuman appearance, Deskari is neither a mere brute nor a mindless insect. He is a genius who has lived for thousands of years and understands the nature of mortal fears, sins, and souls. Just as a hive is willing to sacrifice drones and soldiers to destroy a dangerous invader or expand its territory, Deskari is willing to spend the lives of his minions, even allowing territorial losses if doing so helps him achieve victory in the long run. He thinks of himself as superior to other demon lords, especially those who began their route to power as mortal souls. As the spawn of two powerful demons, Deskari himself was never mortal, and as such he deems his origin to be "purer." He was always a demon and never anything else, and is thus superior to any demon lord who had a mortal life before becoming a demon.

Deskari's intellect is evident in his strategy for taking over Golarion through the Worldwound. Although Deskari

could have sent his amassed armies surging over the land in waves to conquer the realm, such a purposeful act would have aroused great alarm in the celestial realms and spurred immediate resistance. Instead, he tested the waters by sending a disorganized wave of troops to murder and pillage. The good churches and other factions of the Mendevian Crusades eventually turned back the demons, thereby falling under the impression that the armies were a leaderless mob of frenzied fiends that were obviously unable to work together—a tide that, while dangerous, could be contained by walling it away.

Furthering Deskari's aims, some of the servitors in that first wave instead teleported to various dark places in the world, stirring up monsters from their deep lairs and luring mortals into sin. Deskari's initial intent was to send many more demons to do the same during later waves, but the construction of magical megaliths known as *wardstones* limited the use of teleportation. However, he had a secondary plan: the longer the forces of good crusaded against his armies, the more they would succumb to corruption, unwittingly doing the demons' work for them. And despite being contained within the ruined land of Sarkoris, the demonic armies would have plenty of targets to torment and destroy while awaiting the next big onslaught. With the aid of Baphomet and his cult of Ivory Templars, the demons now use this time to pick away at the mental fortitude of the crusaders, sending disguised demons and hidden cultists to vex them and stir up feelings of contempt, then letting human nature do the rest. The crusaders, now shot through with corruption, sin, and treachery, weaken themselves with pillaging, witch hunts, and infighting over strategy. The reach of the Worldwound extends farther every day—and the Abyss's influence on mortals goes well beyond its physical footprint in the world.

Cults of Deskari continue to prosper and cause problems in Brevoy, Mendev, and northeastern Numeria, but it is in the Worldwound itself that the presence of the Lord of the Locust Host can most strongly be felt. There, powerful demons lead armies of bickering fiends, and the land itself shakes in pain. Even far beyond the regions directly affected by the Worldwound, Deskari's cult is known and abhorred. His worshipers constantly seek to amass power and then use it to further their demonic patron's plans for domination over the Material Plane, one small town or realm at a time.

Deskari's Abyssal realm, a horrific maze of chasms known as the Rasping Rifts, features many direct portals to the growing rift of the Worldwound. Deskari himself appears as an insectoid creature, humanoid above the waist and locust-like below, with wings made of swarming insects. He can breathe out a noxious acidic slime, poison those normally immune to toxins, and control swarms. He wields a terrible scythe known as the *Riftcarver*, a powerful weapon that can cause earthquakes and cut chasms in the ground.



## DISPATER

### THE IRON LORD

LE male archdevil of cities, prisons, and rulership

#### CULT

**Domains** Evil, Law, Nobility, Trickery

**Subdomains** Deception, Devil, Leadership, Thievery

**Favored Weapon** heavy mace

**Unholy Symbol** iron nail, crown, and ring

**Temples** forgotten prisons, unholy chapels, urban sprawl

**Worshippers** evil and privileged hermits, the forlorn and forsaken, obsessed administrators, outcasts

**Minions** contract devils<sup>B3</sup>, diabolists, erinyes, handmaidens, devils<sup>B2</sup>, kyttons, night hags

**Obedience** Use an iron staff or bar to draw a mazelike pattern in a soft surface such as dirt or sand. In the center of the pattern, draw a bloodshot eye inside a pentagram, and trace these lines repetitively while chanting prayers to the Iron Lord. Gain a +2 profane bonus on Bluff checks as well as a +2 profane bonus on Diplomacy and Knowledge (nobility) checks when among nobles or in a courtly setting.

#### EVANGELIST BOONS

**1: Wicked and Urbane (Sp)** *charm person* 3/day, *castigate*<sup>APG</sup> 2/day, or *suggestion* 1/day

**2: Master of the Maze (Sp)** You can use the immense, profane powers of the Oppidan Maze to your advantage. Once per day, you can cast *maze* as a spell-like ability, except the DC of the Intelligence check to escape the labyrinth is 15 and you must succeed at a touch attack to target a creature. The maze you conjure is a replica of the infamous labyrinths of the Infernal City itself: walls of iron and black marble, with the tormented faces of the damned screaming and contorting soundlessly throughout their facades.

**3: Towers of Marble and Flesh (Su)** You can harness some of the Infernal City's horrific landscape and use it to warp your enemies' flesh. Once per day as a standard action, you can target a creature made of flesh. If the target fails a Fortitude saving throw (DC = 10 + half your Hit Dice + your Charisma modifier), it is turned into an infernal statue made of black marble and hardened soul flesh as per *flesh to stone*. Additionally, each round on the target's turn for 3 rounds (starting on the round after it is turned to stone), the target takes 10d6 points of damage as ravenous souls from Dis consume its petrified body (this damage bypasses the statue's hardness). The target can attempt a Fortitude saving throw each round to halve the damage. If this damage kills the target, its petrified body shatters, and only *miracle*, *true resurrection*, or *wish* can bring the target back to life.

#### EXALTED BOONS

**1: Fist of the Iron Lord (Sp)** *forbid action*<sup>UM</sup> 3/day, *enthrall* 2/day, or *force punch*<sup>UM</sup> 1/day

**2: Eclipsing Eye's Glare (Su)** You carry an air of the Iron Lord's dark perfection about you and can see easily through the pettiness of your friends and foes alike. For a number of minutes per day equal to your Hit Dice, you can see things as they actually are, as per *true seeing*. You must use a standard action to activate this ability and can dismiss it as a free action. The duration need not be used all at once, but must be used in 1-minute increments. Additionally, once per day while this ability is active, when you use it to see a creature that is invisible or under a *blur* or *displacement* effect, you can invoke the Iron Lord's unholy power to strike fear into its heart as a swift action, giving it the shaken condition for a number of rounds equal to your Hit Dice and removing the *blur*, *displacement*, or *invisibility* effect. There is no saving throw for this secondary effect, and it is a fear effect.

**3: Courtly King (Sp)** Like the Iron Lord, you see the value in using your infernal charm to get your way rather than relying on brute force, and your darkly honeyed words are intoxicatingly compelling. Twice per day, you can cast *mass charm monster* as a spell-like ability, except no two of the creatures can be more than 60 feet apart.

#### SENTINEL BOONS

**1: No Sympathy, No Mercy (Sp)** *doom* 3/day, *bull's strength* 2/day, or *rage* 1/day

**2: Judgment of Fiends (Su)** Three times per day, as a swift action that does not provoke attacks of opportunity, you can pronounce fiendish judgment upon a target. For a number of rounds equal to half your Hit Dice, add a bonus equal to half your Hit Dice on your attack rolls against the target, and your attacks ignore the target's DR and energy resistance, if it has any. Additionally, while this ability is in effect, you gain a bonus equal to your Hit Dice on damage rolls against the target. You can have only one fiendish judgment active at a time. If a target of your fiendish judgment dies before this ability's duration ends, it still counts as one use.

**3: Gaoler of the First (Sp)** Twice per day, you can cast *forcecage* as a spell-like ability. The DC of the Reflex saving throw to negate this effect is equal to 10 + half your Hit Dice + your Charisma modifier. Regardless of whether you use this effect to create a barred cage or a windowless cell, creatures caught in it hear the low rumble of a deep, taunting, profane chuckle for the entirety of the time they are confined.

The outcast, the forlorn, and the forsaken all need only to call upon Dispater to have their path home revealed. Known as the Iron Lord, Dispater welcomes all to his perfect city. One of the most active and cunning of Hell's rulers, he directly oversees the administration and constant expansion of his vast metropolis, entertains dispossessed souls and the envoys of powerful lords from throughout the planes, and judges those who flout infernal law. Dispater holds a favored



## Chapter 1: Fiendish Divinities

place in the hierarchy of Hell as one of Asmodeus's oldest and most loyal allies, and serves his lord by creating a city of such dark perfection as to surpass all godly imagining.

An ancient being, Dispater takes the form of a muscular humanoid with rust-colored skin and an elaborate crown of iron horns. As a symbol of his rule and devotion, he bears the *Eclipsing Eye*, a staff of black metal that bears a glowing ruby inside its sunburst-shaped top, through which Asmodeus can witness whatever Dispater sees. He often wears treasures drawn from Dis's vast vaults, lordly regalia eclipsing the wealth of whole worlds. A master of illusions and a being of malleable form, he regularly alters his appearance to intimidate or put at ease those in his presence, depending on his current mood and plots.

Though he's calm, creative, and wise, Dispater is also arrogant, manipulative, and unforgiving, blending the traits of the perfect ruler with those of the archdevil he is. He places great value on rank and station, as well as on the intricacies of courtly manners and lordly right. Despite his interest in proper conduct and the enjoyment he takes in deriding the uncouth, the Lord of the Second quickly dismisses such decorum to further his schemes, often confessing his boredom with Hell's formalities to those he seeks to influence.

Dispater stands alone among the archdevils in upholding the concept of courtly love. Thrice during his rule has the Iron Lord taken a queen. His first bride was a fallen angel, though none can recall her face, name, or fate; this amnesia does not spare even Dispater himself, a condition that greatly vexes the archdevil. His second wife, Feronia, was a demigoddess from the Plane of Fire, and after a tryst lasting but a few centuries, she left the First King—somewhat congenially—taking with her the babe who would become the empyreal lord Ragathiel. His current wife, the beauteous Erecura, was once mortal, but her gift of fateful visions allowed her to slip the bonds of death. The pair share a cordial romance, and she is one of Dispater's closest advisors, revealing her visions to him in exchange for mysterious gifts.

Dispater rarely leaves his city, except when summoned by the Prince of Darkness. When he does

depart, examples of Dis's greatest wonders follow him—the lord orders the uprooting of whole gardens, menageries, markets, and theaters to accompany him on his trek. The greatest of his armies travel to guard him as well, as the veteran archdevil knows that in Hell there is no such thing as friendly ground. The Iron Lord never journeys to the Material Plane, in physical form or in aspect, finding the mortal realm base and demeaning. Instead, for any business there, he sends an erinyes servant or a member of his court, depending on the importance he sees in the matter.





## DOLORAS

### OUR LADY IN PAIN

LE female Queen of the Night of detachment, dispassion, and pain

#### CULT

**Domains** Destruction, Evil, Law, Repose

**Subdomains** Catastrophe, Devil, Rage, Souls



**Favored Weapon** kukri

**Unholy Symbol** halo of tears

**Temples** inescapable prisons, locations used to hide abducted victims, torture chambers

**Worshippers** kytons and kyton-summoning diabolists, merciless torturers, sadists

**Minions** apostate devils<sup>B5</sup>, eremite kytons<sup>B3</sup>, evangelist kytons, ice devils, sacristan kytons<sup>B4</sup>

**Obedience** Take a small, humanoid-shaped doll and slowly insert needles, small daggers, or other sharp implements into its pressure points. Throughout the process, dispassionately narrate what you're doing, detailing the steps you take to maximize the physical pain you're symbolically causing. After each step, repeat a mantra dedicating your efforts to Our Lady in Pain. Gain a +4 profane bonus on saving throws to resist pain effects and effects that would cause the nauseated condition.

#### EXALTED BOONS

**1: Caina's Cold Logic (Sp)** *forbid action*<sup>UM</sup> 3/day, *owl's wisdom* 2/day, or *dispel magic* 1/day

**2: Unholy Mind over Matter (Sp)** Doloras's profane teachings have shown you that the only way to true power is to have a clear mind unpolluted with petty emotions or attachments. You have made an art of using Doloras's unholy power to inure creatures against the weaknesses emotions cause. Once per day, you can cast *sequester* as a spell-like ability.

**3: Leave This Petty Existence (Sp)** Like Our Lady in Pain, you know that the emotions and love of others, especially family members, are foolish distractions that only make you vulnerable to your enemies. Thus, you have become adept at transcending your pathetic feelings and can briefly enter new states of existence along with anyone smart enough to ally with you. Once per day, you can cast *etherealness* as a spell-like ability, using your Hit Dice as your caster level.

#### EVANGELIST BOONS

**1: Excise Fervor (Sp)** *ray of sickening*<sup>UM</sup> 3/day, *calm emotions* 2/day, or *nondetection* 1/day

**2: Power over Passion (Su)** Like Doloras torturing the souls of the damned in Caina, you know that the passions of your enemies only give you more fodder with which to torment them. Once per day, when one or more creatures within 60 feet of you is under an emotion or mind-affecting effect, as a standard action you can speak a profane prayer to Our Lady in Pain. When you do, the creature or creatures must succeed at a Will saving throw (DC = 10 + half your Hit Dice + your Charisma modifier) or be paralyzed for 1 round and then staggered for a number of rounds equal to your Hit Dice. A successful saving throw negates this effect. When this ability targets multiple creatures, you can choose to exclude one



# Chapter 1: Fiendish Abilities

or more of them. Once a creature has been targeted by this ability (whether or not it succeeded at its saving throw), that creature cannot again be the target of power over passion for 24 hours. This is a mind-affecting emotion effect.

- 3: Emotionless Void (Sp)** Adherence to the ways of Our Lady in Pain has taught you how to siphon desires, dreams, fears, and hopes out of your enemies, until the void of dispassion steals the very breath from their lungs. Once per day, you can cast *mass suffocation*<sup>APG</sup> as a spell-like ability.

## SENTINEL BOONS

- 1: Suffer for Our Lady (Sp)** *interrogation*<sup>UM</sup> 3/day, *instrument of agony*<sup>UC</sup> 2/day, or *inflict serious wounds* 1/day
- 2: Bringer of Pain (Sp)** Like Our Lady in Pain, who is deaf to the screams of agony from the souls that she and her minions perpetually torture in her unholy realm, you have perfected the art of visiting pain upon your enemies, and you delight in drawing forth their tormented cries. Three times per day, you can cast *harm* as a spell-like ability.
- 3: Hell's Sadistic Angel (Sp)** Doloras is well versed in ways to cause unholy pain to even the strongest and most resourceful souls, and you have painstakingly studied her torturer's techniques. Once per day as a standard action, you can call down your evil goddess's dispassionate, unholy might upon all enemies in a 30-foot radius centered anywhere within 100 feet of you. When you do, otherworldly chains forged in the infernal morass of Hell itself latch on to your enemies' feet, rooting them in place for a number of rounds equal to your Hit Dice. Affected creatures cannot damage the hellish chains nor magically escape them; if they attempt to use teleportation magic or a similar ability to circumvent the chains, the spell or ability fails and is wasted. While they are rooted, affected creatures take 2d6 points of piercing damage and 4d6 points of fire damage per round as blazing, hellish needles stab into the exposed portions of their bodies (affected creatures begin taking damage as soon as they are under this ability's effects). A creature that succeeds at a Reflex saving throw is only held in place for half the number of rounds and takes the listed damage only once.

Our Lady in Pain is an infernal demigoddess, the immortal model for detachment and dispassion. However, when mortality was young, she was a roundly impassioned planetar angel serving as a general in Erastil's celestial armies. Doloras was charged with holding the line against a decades-long incursion of demons rushing the outskirts of Erastil's realm in Heaven. But when several solar angels were dragged off as prisoners into the Abyss, including Doloras's three brothers, Doloras followed, alone, to hunt the demons she thought responsible. When she finally caught up to them in an upper pocket of the Abyss, she trapped and chained the demons, full of fury. For 66 days, she tortured them for information about her brothers' whereabouts.

While she tormented those demons, something broke within Doloras's mind. At first she was torn by the moral quandary that her deeds created, but she eventually became entirely inured to the demons' guttural screams of agony and cries for mercy. She even found herself enjoying the act of inflicting pain on helpless souls so much that even when it became clear that these demons weren't part of her brothers' kidnapping party, she continued. Thrice, an emissary of Heaven found her and informed her that her brothers had returned home relatively unharmed, and thrice, Doloras murdered the messenger. She told herself that they were demons or other fiends in disguise—but in truth, she simply relished the feeling of her greatsword slicing through new flesh.

Shortly after cutting down the third angel, Doloras accidentally destroyed the demons she was tormenting. Annoyed, she looked down at her hands and found daggers in the place of her fingers. Her eyes and skin had turned to solid ebony, and her once plumose wings bristled with needles. Atop her head sat a crown made of tears the exact size and shape that her former kin had shed when she tore the life from their bodies.

Passing through the Outer Sphere, Doloras discovered what came as no surprise: the gates of Heaven were closed to her. She had fallen from grace, but as she had now found salvation through an absence of emotion, she set herself about finding a home that suited her better. Embracing the title *She Who Betrays Her Own*, Doloras realized she no longer cared about her brothers. As for her angelic siblings, to this day they mourn her as dead, though they harbor deep suspicions about their sister's true fate.

Although she eschewed good, she still found chaos inimical. Thus, while looking for a new home, Doloras explored the depths of Hell. While there, she came across the imprisoned kytons, in whose sadism and wickedness Doloras saw much of herself, and so she unleashed the fiends. She was exploring Caina when Mephistopheles, Lord of the Eighth, found her and offered her a deal. Doloras would have her choice of spire and all that she wished to outfit her new home, in exchange for viciously torturing specific souls whenever he asked.

Without reservation, Doloras agreed, and ever since she has resided on the Spike of Our Lady's Pain. Unlike many fiends, the Sadistic Angel does not seek dominion; she wishes only to inflict her emotionless, bloodthirsty vision on those set before her. She was willing to ally with the other Queens of the Night when Eiseth drew them all together, so long as Doloras was free to torment her choice of captives—a condition the other queens have happily granted. She regards the mortal-given title of *Whore Queen* with characteristic indifference, and those who try to hurl the epithet at her often find themselves upon her rack, thus providing Doloras as much joy as one such as her can feel.



## EISETH

### THE ERINYES QUEEN

LE female Queen of the Night of battle, revenge, and wrath

#### CULT

**Domains** Destruction, Evil, Law, War

**Subdomains** Blood, Catastrophe, Devil, Rage

**Favored Weapon** longbow

**Unholy Symbol** horned longbow

**Temples** fleshwarping sites, martialing fields, military barracks

**Worshippers** bitter nobles, disgruntled diabolists, evil generals

**Minions** accuser devils, erinyes, horned devils, pit fiends, warmonger devils<sup>85</sup>

**Obedience** Sharpen a blade with 603 strokes—one for each year the Erinyes Queen wandered existence, building glorious hatred in her heart—repeating prayers to Eiseth for the duration. Gain a +1 profane bonus to attacks against a single type of creature, chosen each time you perform this obedience. If you choose humanoids or outsiders, you must choose an associated subtype.

#### EVANGELIST BOONS

**1: Dark Wings of Vengeance (Sp)** *murderous command*<sup>UM</sup> 3/day, *death knell* 2/day, or *excruciating deformation*<sup>UM</sup> 1/day

**2: Erinyes Legion (Su)** Once per day as a standard action, you can call down a shower of erinyes' flaming arrows in a 40-foot-radius area centered anywhere within 400 feet of your position. Each creature in the area takes 3d6 points of fire damage and 3d6 points of evil-aligned damage and is then staggered for 1d4 rounds. A creature that succeeds at a Reflex saving throw (DC = 10 + half your Hit Dice + your Charisma modifier) takes half damage and negates the staggered condition.

**3: Fallen Angel's Return (Sp)** The might and fury of a vengeful Eiseth standing against her foes is a terrible sight to behold. Once per day, you can create an overwhelming image of Hell's Valkyrie storming the gates of Heaven to annex her long-deserved dark queendom. This ability functions as per *weird*.

#### EXALTED BOONS

**1: 603 Years of Wrath (Sp)** *ear-piercing scream*<sup>UM</sup> 3/day, *badger's ferocity*<sup>UM</sup> 2/day, or *fireball* 1/day

**2: Descent of Hell's Valkyrie (Sp)** When Eiseth beats her mighty wings in unholy wrath, all take notice—and you know how to harness this power to aid you in battle. Once per day, you can cast *scouring winds*<sup>UM</sup> as a spell-like ability. Instead of sand, the storm conjures clouds of fiery ash, and it deals fire damage instead of piercing damage.

**3: The Furies Unleashed (Sp)** Once per day, you can summon five erinyes to your side to fight on your behalf. This functions as *summon monster IX*. When an erinyes is defeated or the effect's duration has expired, a cloak of the blackest night heralds the erinyes's return to Dis, creating a 10-foot-radius

sphere of darkness (as per *deeper darkness*) for 1 round, centered on the erinyes's last position.

#### SENTINEL BOONS

**1: Dark Battle Rising (Sp)** *true strike* 3/day, *flame blade* 2/day, or *force hook charge*<sup>UM</sup> 1/day

**2: Swords of the Ash Wings (Su)** Three times per day when you successfully strike an enemy, you can infuse your blow with the weight of Eiseth's dark fury as a swift action. When you do, your attack deals an additional 4d6 points of fire damage and 4d6 points of slashing damage as flaming swords from the depths of Hell bite into your opponent's body. This damage is considered evil-aligned for the purpose of overcoming damage reduction. This additional damage is never doubled upon a critical hit.

**3: The Dark Queen Marches (Sp)** When she focuses her terrible wrath on a single goal, the Erinyes Queen is a force of unbelievable power. You have studied Eiseth's tactics carefully and can imitate them to advance your goddess's dark glory. Once per day, you can cast *ride the lightning*<sup>UM</sup> as a spell-like ability. Instead of a lightning bolt, though, you transform into a streak of lava, so this ability deals fire damage instead of electricity damage.

A demigoddess of terrible infernal wrath, Eiseth is a fallen angel now known as the Erinyes Queen, Hell's Valkyrie, and She Who Defies Limitation. When the throes of the Exodus had just begun to ripple throughout the multiverse, Eiseth was a movanic deva serving in the infantry of a good god who most believe is now long dead. Eiseth perpetually found herself frustrated—held back, even—by the failings she saw in her empyrean angel commander and in the hosts of less dedicated angels around her. The young deva ached to become an empyrean herself so she could command her own legions as she saw fit. But her ambition didn't end there; Eiseth set her sights on rising to the rank of an empyreal lord of duty and vengeance. Over time, she became convinced that when her superior fell, she would grow in power and step in to take her place.

Envy and impatience continued to fester in Eiseth's heart until, one day, after her commander made a decision she considered particularly foolish, the deva rammed her halberd into the chests of the commander and the leader's most trusted advisors. When Eiseth was called before a tribunal of solars to account for herself, she plainly stated her reasons for the murders, certain that she had made the right decision to further Heaven's cause. Instead of rewarding Eiseth, however, the horrified angels handed down a swift, harsh punishment.

The deva never gleaned the full details of her sentence, because as soon as she sensed the tribunal turning against her, she fled her celestial home. For 603 years she wandered creation, unsure of why her wicked deeds were not considered committed for the greater good, with growing hatred of her former celestial brethren burning a hole in her once-pure heart.



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Near the end of these 6 centuries, Eiseth saw a vision of herself in a dream. In it, her angelic wings were pitch black, her pristine robes tainted with the blood of her celestial enemies, and her once-golden armor a pure, matte ebony. She presided over an entire realm of suffering saints and screaming souls—a queendom nestled into a strange mountain of iron and brass blades. Grippled with the desire to make this vision a reality, Eiseth dedicated herself to searching for this mountain, and find it she did: in Dis, the second layer of Hell. For his part, the infernal king Dispatel welcomed this strange new denizen, enamored of her ever-burning fury and her dedication to smiting those she once called kin.

Millennia later, after scores of damned souls had become the first erinyes, word reached Hell's Valkyrie that some mortals had begun calling her a Whore Queen, associating her with Ardad Lili simply by virtue of their femininity and their homes in Hell. Eiseth rolled her eyes at the ridiculous notion that the mortals' misogynist epithet against her might in any way temper her fury or skill. The epithet did change her, but not in a way mortals anticipated or desired: it prompted her

to travel with a contingent of erinyes to the Stainless Caress to meet its new queen. Ardad Lili's cunning and singularly focused hatred of Nirvana impressed Eiseth, who then reached out to Doloras and Mahathallah. The four demigoddesses, finding that their interests did not conflict, named themselves Queens of the Night and formed an alliance of convenience to further their own agendas. Over time, the Queens of the Night became closer to true allies, recognizing that in the fires of Hell, their strength is greater together.

Eiseth now builds her armies in Dis, laughing each time infernal denizens tell her she's reached the pinnacle of power to which a woman might climb in Hell. Though Eiseth keeps the true name of her home closely guarded, the damned call it Widow's Cry, and it echoes with the screams of the suffering. Most believe these are the cries of wronged mothers and maidens, but the truth is much darker: they are the howls of fiends undergoing transformation. Eiseth's forces grow stronger daily as she prepares to invade Malebolge and unseat Moloch. Once she takes that iron throne, Eiseth intends to marshal all of Hell's armies and finally defeat Heaven for good.



## FLAUROS

### THE BURNING MAW

CE male demon lord of fire, salamanders, and volcanoes

#### CULT

**Domains** Chaos, Evil, Fire, War

**Subdomains** Ash, Blood, Demon, Smoke

**Favored Weapon** spear

**Unholy Symbol** fanged mouth drooling lava

**Temples** caverns, lava caves, volcanoes

**Worshippers** arsonists, drow, fire giants, evil metalworkers, red dragons, salamanders

**Minions** brimoraks<sup>86</sup>, fiendish fire elementals

**Obedience** Burn any living creature or a valuable nonmagical object (worth at least 100 gp) as an offering and eat the ashes. Gain a +4 profane bonus on saving throws against fire effects.

#### EVANGELIST BOONS

**1: Salamander Magic (Sp)** *magic weapon* 3/day, *pyrotechnics* 2/day, or *protection from energy* (fire only) 1/day

**2: Servants of the Burning Maw (Sp)** Flauros is served by a wide range of burning demons and fiery fiends, and as one of his favored, you have the power to call upon the aid of the servants of the Burning Maw. Once per day as a standard action, you can summon two advanced salamanders or two advanced brimorak<sup>86</sup> demons as though using *summon monster VII*.

**3: Salamander's Heart (Su)** Although they dwell in the Plane of Fire, salamanders have long ranked among Flauros's favorite minions he sends to impose his will upon realms beyond the Abyss. As one of his chosen few, you can take on aspects of this favored race. Your skin turns a deep crimson, and your body emanates intense heat. You gain the fire subtype and DR 10/magic. Your touch and any metallic weapons you wield deal 1d6 points of fire damage, but your equipment is not damaged by this effect. At will, as a standard action you can transform your legs into a salamander-like tail or back again. This tail reduces your base speed by 10 feet, to a minimum of 20 feet, but grants you a tail slap natural attack (dealing 2d6 points of damage for a Medium creature) with reach 5 feet greater than your natural reach. You also gain the grab and constrict special attacks; your constrict damage is equal to your tail slap damage plus 1-1/2 times your Strength modifier.

#### EXALTED BOONS

**1: Fire's Harlot (Sp)** *burning hands* 3/day, *flaming sphere* 2/day, or *fireball* 1/day

**2: Flame's Consort (Ex)** You see perfection in the burning blood and molten flesh of your demonic patron and have been rewarded with a fraction of this power. You permanently gain fire resistance 30. If you are immune to fire or gain permanent immunity to fire at a point after you gain this boon, you

instead gain cold resistance 30, as your flesh and blood burn so hot that they protect you against such extremes.

**3: Awaken Flames (Su)** Even fire itself must answer to mighty Flauros, and at his whim, flames take on lives of their own. You have developed a method of doing the same. Once per day as a standard action, you can call forth an elder fire elemental from any flame source. Alternatively, you can activate this ability as a swift action while you cast a spell with the fire descriptor, causing an elder fire elemental to manifest in a space adjacent to you. The elemental appears immediately, and you can direct its actions as a free action via telepathy. The elemental is considered called, not summoned, and remains your minion for 1 hour. Unlike a normal elemental, this elder fire elemental is chaotic evil in alignment and has the Chaotic and Evil subtypes.

#### SENTINEL BOONS

**1: Volcanic Fury (Sp)** *magic stone* 3/day, *scorching ray* 2/day, or *ash storm*<sup>UM</sup> 1/day

**2: Pyroclastic Execution (Sp)** It is said that every volcano on every world is an extension of the Burning Maw, and you have been granted the power to open new maws in the worlds you travel. By stabbing the earth below you with your spear, you cause a deadly eruption that engulfs a foe. This allows you to cast maximized *pyrotechnic eruption*<sup>HA</sup> once per day. You must be wielding a spear to use this ability.

**3: Vengeful Annihilation (Sp and Su)** The wrath of Flauros fills you, causing your might to intensify with every wound—and erupting from you in a killing wave when you finally fall. Whenever you have taken at least 1 point of damage per Hit Die, your attacks deal an additional 1d6 points of fire damage, and the save DCs of fire spells and effects you create increase by 1. Once per day, you can cast *fire shield (warm shield)* on yourself as a swift action. When you die, your body explodes in a wave of ash and magma, dealing 10d6 points of fire damage to all creatures within a 30-foot burst; a target that succeeds at a Reflex save (DC = 10 + half your Hit Dice + your Constitution modifier) takes half damage. Your body is destroyed by this eruption, but your gear is not. If you die in this way, you can be restored to life only via *miracle*, *true resurrection*, or *wish*.

Flauros appears as an immense reptilian monster with a humanoid torso and skin of red-hot lava. In places, his flesh cools to the sheen of volcanic glass only to crack open and melt anew as his liquid interior spills over the surface. His face is dominated by a fanged mouth from which clouds of smoke, thick rivulets of magma, and tongues of fire emerge. Flauros has the ability to spew out gouts of supernaturally hot molten rock that can scorch and burn even those normally immune to fire. He can also command the viscosity of lava, causing it to run like water, thicken into a mud-like consistency, or harden instantly into rock. He uses the latter ability not only to trap foes immersed in lava



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but also to swiftly shape weapons of volcanic glass that burn with fire. Despite being made of obsidian, they function like adamantine weapons and typically have an enhancement bonus of +2 with the *flaming burst* special ability. Flauros's obsidian spear, *Eshaharu*, was created in this way, and it can transform into a 60-foot-long lash of lava that instantly immolates mortals it strikes. Yet for all these weapons and abilities, it is Flauros's command over volcanoes that is most devastating; legends tell of the demon lord causing new volcanoes to emerge from the ground to raze entire regions that have slighted him.

As a demon of fire and lava, Flauros is favored by the salamander race. The Mistress of Fire, a jealous and vindictive elemental lord named Ymeri, has long waged war against Flauros for the salamanders' worship, but Flauros has traditionally emerged the victor. The demon lord has even been known to work portals into the hearts of volcanoes in his domain, burning through reality to connect to the equally violent volcanoes that line the borders between the Elemental Planes of Earth and Fire—all for the sole purpose of tormenting Ymeri by leading armies of demons on periodic assaults against her domains. Flauros makes a point of never looting the dead or stealing from Ymeri's resources on these raids, suggesting that the tools Ymeri's forces wield would not survive the greater fires of Flauros's domain. The enmity between the two powerful demigods is said to stem from a failed attempt by Flauros eons ago to woo the elemental lord. Ymeri has never lacked for suitors, and she quite famously enjoys rebuffing them, but Flauros did not take rejection well. Ymeri, for her part, endures Flauros's attacks on the outskirts of her domain with a stoicism bordering on disinterest—a reaction that further vexes and enrages Flauros.

Flauros is also worshiped by the drow—particularly by those who dwell in volcanic regions or pride themselves on crafting weaponry in lava forges—and by fire giants, red dragons, and countless humanoid arsonists. Those who venerate Flauros are typically known as much for their swift tempers and cruel natures as for their skill in working metal; this expertise is most evident when followers of the Burning Maw work with metals that are difficult to smelt or forge, such as adamantine.

Flauros's Abyssal realm, known as the Bloodypyre Fields, is an immense cavern lit by the searing fires of a semicircular

arc of volcanoes surrounding the shores of an ocean of lava. This molten sea pours off the side of a bottomless chasm, yet it never drains. Flauros dwells in an adamantine castle suspended by immense chains over the boiling caldera of the largest volcano in his domain. A great wyrm red dragon named Fengasma dwells in the lake below. Many believe that she and Flauros are lovers and that the half-fiend red dragons ruling other volcanoes of this realm are their offspring. Flauros sends these Abyssal dragons to the Material Plane to do his work, and their devastating visits can lay waste to entire nations in a matter of days.





## GERYON

### THE SERPENT

LE archdevil of heresy, proscribed lore, and snakes

#### CULT

**Domains** Evil, Law, Strength, Water

**Subdomains** Devil, Ferocity, Oceans, Resolve

**Favored Weapon** heavy flail

**Unholy Symbol** serpent's head

**Temples** abandoned libraries, defiled temples of good gods, repositories of stolen information, snake-filled oases

**Worshippers** blasphemers, conspiracy theorists and truth seekers, wicked scholars

**Minions** apostate devils<sup>B5</sup>, bone devils, drowning devils<sup>B4</sup>, heresy devils<sup>B5</sup>, sentient fiendish serpents

**Obedience** Wrap each of your bare arms with three dried and preserved snakeskins, representing your submission to the hellish embrace of Geryon's coils. Then, ritually recount the events of the previous day, but interweave them with subtle and profane lies about your actions, a companion's motivation, or your group's goals. Gain a +4 profane bonus on saving throws to disbelieve illusions.

#### EVANGELIST BOONS

**1: Stygia's Secrets (Sp)** *fumbletongue*<sup>UM</sup> 3/day, *augury* 2/day, or *illusory script* 1/day

**2: Truths and Lies Overwhelming (Sp)** Once per day, you can cast *dictum* as a spell-like ability.

**3: Whispers of Ithysige (Su)** Although you find Stygia's ominous white stone monolith of Ithysige a mystery, you know that a mere glimpse of the truth behind the obelisk can drive a mortal insane. Once per day as a standard action, you can target one or more living creatures, no two of which can be more than 15 feet apart. Each creature who fails a Will saving throw (DC = 10 + half your Hit Dice + your Charisma modifier) is affected as if by an *insanity* spell. This is a mind-affecting compulsion effect.

#### EXALTED BOONS

**1: Sound the Horn (Sp)** *forbid action*<sup>UM</sup> 3/day, *hideous laughter* 2/day, or *blood biography*<sup>APG</sup> 1/day

**2: Geryon's Torpor (Su)** Once per day, you can spend 10 minutes meditating on the unholy might of the heresies Geryon sows in the hearts of all. You must remain quiet and undisturbed during this time, and you can't take any other actions while thus meditating. During the 24 hours following your meditation, you can grant yourself and up to four other creatures within 30 feet a +4 profane bonus on ability checks, attack rolls, saving throws, and skill checks as a move action. You can maintain these bonuses as a free action for up to 1 round per Hit Die, after which you must meditate again to regain the ability. These rounds need not be consecutive, but the duration must be used in 1-round increments. You can deactivate the bonuses as a free action. Performing your

obedience to Geryon does not count toward the meditation time this ability requires.

**3: Trophies of the Betrayer (Su)** Three times per day as a standard action, you can target any creature within 60 feet and whisper lies directly into its mind. If the target fails a Will saving throw (DC = 10 + half your Hit Dice + your Charisma modifier), it has a temporary crisis of faith, and it cannot access any abilities granted to it by its faith, including the ability to cast spells. This effect has no lasting effect on a creature's faith, and when the effect ends, the target returns to normal. This effect lasts for a number of rounds equal to your Hit Dice. This is a mind-affecting effect but is not language-dependent, as the lies you weave are understood regardless of the languages the target speaks.

#### SENTINEL BOONS

**1: Ophidian Kiss (Sp)** *disguise weapon*<sup>ACG</sup> 3/day, *animal trance* 2/day or *greater magic fang* 1/day

**2: Crushing Coils (Sp)** Although it is often contemplative, the Serpent relishes visiting a hellish and mighty wrath upon those liars and sinners who have earned its ire, particularly the damned souls that writhe in the swamps of Stygia. As its worshiper, you are more than happy to further Geryon's dark work. Once per day, you can cast *vortex*<sup>APG</sup> as spell-like ability.

**3: Three-Headed Serpent (Su)** For a number of minutes equal to your Hit Dice, you become a Large version of yourself, with powerful coils sprouting in place of your feet. This increases your base speed by 30 feet. Additionally, you can use your coils to form a cage for your enemies. When you successfully grapple a creature, you can transfer that creature into your coils; this works like the swallow whole universal monster ability. Your coils have AC 17 and 18 hp when an entrapped creature attempts to cut itself free. Your coils heal quickly while this ability is in effect, allowing you to transfer another (or the same) creature into your coils 1 round after a creature cuts itself free. Activating three-headed serpent is a standard action, and dismissing it is a free action. This effect's duration need not be used all at once, but it must be used in 1-minute increments.

All lies spill from Geryon's three mouths.

As it is among the most physically dominating of the archdevils, those ignorant of the Lord of the Fifth's cunning might easily mistake the archdevil for some terrible guardian or Hell-spawned giant of Stygia's endless morass. However, physical force is but one facet of the menace posed by Geryon who is known as the Serpent, the Source of Lies, and the Wild Beast. Its mere existence profanes the will of the multiverse, and it reigns as lord of all heresies and forbidden knowledge.

A titan of living blasphemy, Geryon rises taller than any other archdevil—a mountain of bestial muscle and chimerical features. From the waist down undulate the coils of tremendous pythons, their envenomed scales capable of



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crushing legions within their lethal embrace. Above, the torsos of a trio of indomitable warriors rise forth. One warrior wields a deadly infernal weapon, one an archaic shield, and one the *Horn of Lies*, the instrument by which Geryon spreads new heresies throughout the multiverse. While it often wears elaborate helms, at least one of Geryon's heads always remains unarmored, revealing angular, ophidian features, reptilian eyes, and a maw full of venomous fangs.

A being of terrifying contrasts, Geryon has the cunning and intelligence to craft flawless elaborate lies, while its physical force is capable of bringing whole nations to ruin. Although it spends most of its time pondering the depths of Stygia's sunken cities and torturing the souls of long-dead scholars, little delights it more than crushing the mossy columns and riblike buttresses that litter its domain.

Often, the Wild Beast enters a kind of oracular torpor. During these times, it surrounds itself with its favored scribes, charging them with committing its every hiss and murmur to record. Its trances reveal blasphemies of devastating potential and perfect lies capable of destroying entire lands. Although the Lord of the Fifth claims these heretical insights as its own, even this is a lie, as in its black heart it suspects it may be but a conduit for the infernal whispers of Hell itself.

For all of its trickery, few things in the multiverse prove more ironclad than Geryon's rarely given word, for the Source of Lies knows that without truth there can be no deception. Thus the Lord of the Fifth, ever seeking new truths, orders its legions of osyluths to scour Hell and the mortal realm for the greatest secrets they can find. After considering each osyluth's report, Geryon warps the fulcrum of the most fascinating secrets and releases them back to the proper minds, carried upon the deafening whispers of the *Horn of Lies*—for Geryon finds that hidden truths serve as fertile soil for the most convincing deceit.

Those who desire the truth most often call upon Geryon, for it can recognize any deception, but those who request its aid are fools to do so. Although it often provides insights that bear a taste of truth, the visions it bestows are rarely anything more than illusions reinforcing blind hopes or suspicions. When abjured, Geryon taints the focus used in the divination black to show its influence.

Offerings that include tongues, preferably from sentient creatures, and divinations employing serpents—using snake organs for extispicy, burning snakes for pyromancy, or even casting snakes as a form of rhabdomancy—aid in attracting the attention of one of its three heads. In the end, though, those who call upon Geryon risk their souls in order to be lied to, and even its greatest servants rarely know whether they are the Wild Beast's generals or pawns.





# GOGUNTA

## SONG OF THE SWAMP

CE female demon lord of amphibians, boggards, and swamps

### CULT

**Domains** Chaos, Death, Evil, Water

**Subdomains** Demon, Murder, Rivers (see page 181), Undead

**Favored Weapon** whip

**Unholy Symbol** fetish of a boggard or frog made of twigs

**Temples** bog islands, marshy pools, swamp deadfalls

**Worshippers** boggards, chuuls, swamp-dwelling maniacs

**Minions** froghemomths, giant frogs, hezrous

**Obedience** Drown a living creature in muddy water, and impale the body on a branch so creatures can feast on it. You must then spend the rest of your obedience meditating on the sound of fluid dripping from the sodden corpse. Gain a +4 profane bonus on saves against disease and poison caused by exposure to the jungle or inflicted by creatures native to swamps.

### EVANGELIST BOONS

**1: Swamp Secrets (Sp)** *obscuring mist* 3/day, *tree shape* 2/day, or *lily pad stride*<sup>APG</sup> 1/day

**2: Murky Gaze (Sp and Su)** Gogunta has many eyes, and nothing escapes her glare. Your eyes take on a pale green-blue hue as you are granted a fraction of the power of her murky gaze. You gain a +2 bonus on Perception checks and can see through fog and mist as though they weren't there. While in swamp terrain, you ignore concealment and cover (including total cover) from vegetation and water. In addition, once per day when in swamp terrain, you can cast *true seeing* as a spell-like ability.

**3: Fen Witchcraft (Sp or Su)** As one of Gogunta's most powerful worshippers, you have been granted access to some of the most sinister powers of her faith. You are constantly under the effects of *freedom of movement*. In addition, once per day as a standard action, you can activate a drowning aura. Creatures within 30 feet of you must succeed at a Will save each round (DC = 10 + half your Hit Dice + your Constitution modifier) or be unable to speak or breathe. A creature can still hold its breath, but the aura saps held

breath as well—a creature in the aura can hold its breath only for a number of rounds equal to its Constitution modifier before running out of air. Worshippers of Gogunta and creatures that don't breathe air are unaffected by this aura.

Once activated, your drowning aura persists for 1 round per Hit Die.

### EXALTED BOONS

**1: Swamper's Boon (Sp)** *jump* 3/day, *summon swarm* 2/day, or *water walk* 1/day

**2: Warty Skin (Ex)** Just as the flesh of her favored minions, your skin grows thick and warty (or more warty than normal, in the case of a worshiper such as a boggard), increasing your base natural armor bonus by 3.

**3: Summon Froghemomth (Sp)** Once per day, you can summon a fiendish froghemomth as if using *summon monster IX*.

### SENTINEL BOONS

**1: Plague of Frogs (Sp)**

*summon monster I* (1 fiendish poisonous frog) 3/day, *summon monster II* (1 fiendish giant frog or 1d3 fiendish poisonous frogs) 2/day, or *rain of frogs*<sup>UM</sup> 1/day





# Chapter 1: Fiendish Abilities

**2: Boggard's Blessing (Ex)** Your form becomes batrachian in aspect, like the frogfolk of the marshes. You gain the boggard's hold breath, sticky tongue, and terrifying croak abilities. In addition, you count as a boggard for the purpose of effects, including prerequisites (although you lose access to related options if you haven't performed your obedience). If you are a boggard, you instead gain a permanent +2 profane bonus to Strength, Dexterity, Constitution, and the DC of your terrifying croak ability, and you can use your terrifying croak ability at will.

**3: Kiss of Gogunta (Sp)** Calling out to the Song of the Swamp, you transform those who oppose you into frogs and toads. Any number of creatures of your choice within 30 feet must succeed at a Fortitude save or be transformed into Diminutive frogs or toads, as per *baleful polymorph* but heightened to a 9th-level spell. As with *baleful polymorph*, any creature that fails its Fortitude save must then succeed at a Will save to retain its mental faculties. Any creature that intentionally touches a creature transformed this way must succeed at the same saving throws or be transformed as well; a creature that kisses a transformed creature automatically fails its Fortitude save against this effect but automatically succeeds at its Will save. This ability can be used once per day.

Gogunta, goddess of the boggards, is said to have begun her life as a mighty mobogo<sup>®</sup>. The boggards believe she became a demon lord by spending her life slaughtering just the right creatures and feeding on just the right parts of their bodies. Scholars of the demonic believe it more likely that she was instead a hezrou in Dagon's service who ascended to the role of demon lord by more traditional means. Certainly she favors the hezrous as guardians and lovers, and she often sends them to guard or even lead boggard tribes on the Material Plane, especially in the River Kingdoms, the Sodden Lands, and Varisia's Mushfens.

Gogunta is unusual among the demon lords in that her realm is not entirely her own—the stinking salt marsh of Mephizim is a vast region, but it is contained within Dagon's realm of Ishiar. Mephizim floats upon the surface of the vast sea of Ishiar, pulled idly along by the current. Though the swampy island is the size of a continent, it is only a speck on the surface of the great Abyssal sea. Dagon seems content to let Gogunta rule her tiny realm above his own, ignoring her cavorting. Gogunta's cult often mingles freely with that of Dagon on the Material Plane, with her boggards and Dagon's cultists mixing and mating in ways that nature never intended. Certain particularly lurid stories uncomfortable to recount go into disturbing detail on the nature of Dagon and Gogunta's personal relationship, and if these blasphemous tales are to be believed, the existence of the boggard race owes as much to Dagon as they do to Gogunta herself.

Gogunta can appear either as an immense, multiheaded frog with many eyes and even more tongues, or—as in some boggard artwork—as an immense boggard queen. In truth, both of these appearances constitute her true form; she favors neither one over the other. In the form of a frog, she has the ability to unleash a soul-shattering croak that can carry for miles through swamplands, even seeping across planar boundaries to lure or drive mad those who hear it. This is the legendary song of the swamp, and few that listen to it are left unchanged, their thoughts increasingly obsessed with tracking down the source of the song to offer themselves to Gogunta as meals—or as something more unspeakable. When confronted by those she simply wishes to kill rather than feed upon or mate with, Gogunta can attack with her multiple acid-dripping tongues, her many fanged maws, and her sharp talons. Those swallowed by Gogunta spend ages in stasis in one of her many stomachs, and when she belches them up, it is as twisted, frog-like mutants who serve as her minions forevermore.

In her boggard queen appearance, Gogunta is immensely corpulent but moves with supernatural grace and speed. She wields a barbed whip fashioned from the severed tongue of an immense frog that lashes around the throats of those it strikes, choking the life out of them. Gogunta need not physically wield this whip for it to attack—it can fight on its own like the most powerful of *dancing* weapons. The nature of her song of the swamp changes when she adopts this less monstrous form, but it is no less devastating to enemies unfortunate enough to hear its croaking tones. This version of the song of the swamp compels those who hear it not to seek the source, but to move out into the world as her agents and dreadful missionaries.

While it's unusual for a tribe of boggards to worship anyone but Gogunta, this isn't entirely due to an inborn need to venerate the demon lord; instead, it's evidence of how brutal Gogunta's faithful are. Boggards that worship deities other than Gogunta are seen by her favored as extraordinary affronts—or even threats—to her rule, and when word of such “heretical boggards” reaches the attention of a devout Goguntan tribe, its members spare no expense or mercy in striking down their wayward kin. These raids rarely leave survivors, and the occasional captive survives only by choosing to repent and praise Gogunta.

Other creatures worship Gogunta as well, although none as ubiquitously as the boggards. Humans who dwell in swamps often venerate Gogunta as much out of fear as true piety, and they adorn their mossy fen shacks with all manner of hanging charms and fetishes to prove to the denizens of the swamp their allegiance to its queen. Swamp-dwelling witches are particularly drawn to the worship of Gogunta; many meld their veneration of the Song of the Swamp with adoration of Mestama, the Mother of Witches, ignorant of the fact that the two demon lords have very little interest in working together.



## HAAGENTI

### THE WHISPERS WITHIN

CE male demon lord of alchemy, invention, and transformation

#### CULT

**Domains** Artifice, Chaos, Evil, Strength

**Subdomains** Construct, Demon, Resolve, Toil

**Favored Weapon** battleaxe

**Unholy Symbol** the philosopher's stone

**Temples** foundries, laboratories, libraries

**Worshippers** cruel or sadistic alchemists, drow, non-werewolf lycanthropes, shapechangers

**Minions** golems (particularly those who have been granted a modicum of intellect via occult alchemical means), magical beasts, mutated animals, oozes, retrievers, warmonger wasps, other Abyssal constructs

**Obedience** Practice the Divine Experiment by following the procedure to transmute lead into gold. This process normally requires a *philosopher's stone*, but for this obedience, you can substitute any material for lead—it's not the actual transmutation that functions as the obedience, but the act of going through the motions. Gain a +4 profane bonus on saving throws against transmutation effects.

#### EVANGELIST BOONS

**1: Novice Philosopher (Sp)** *cure light wounds* 3/day, *lesser restoration* 2/day, or *cure serious wounds* 1/day

**2: Altered State (Su)** It is said that Haagenti introduced the concept of mutagens to the first alchemists at the dawn of time. Regardless of the veracity of this legend, your worship and faith in the Whispers Within grants you the ability to create a mutagen<sup>APG</sup>, as per an alchemist of a level equal to your Hit Dice – 4 (maximum 20th level). If you could already create mutagens, any mutagen you create from this point onward no longer applies its penalties to ability scores; in addition, any ability score increased by your mutagen increases by an additional 2 points.

**3: Immortal Chymist (Su)** You have mastered the legendary techniques of Haagenti's Divine Experiment. Your body no longer physically ages (although you continue to accrue mental bonuses), and you don't die from old age. If you were middle-aged or older, your body returns to its prime—you retain your mental bonuses but lose any penalties to Strength, Dexterity, and Constitution gained from advanced age. Each day, when you perform your obedience, you create a small amount of mystic quicksilver; if mixed with a *potion of cure serious wounds*, it creates a dose of *oil of life*. Just like that created by a *philosopher's stone*, if this oil is sprinkled over a dead body (a standard action), it revives the dead creature as per *true resurrection*. Alternatively, the quicksilver can be used to convert up to 1 pound of lead into gold (worth a maximum of 50 gp). This quicksilver loses its potency after 24 hours or when you next perform your obedience.

#### EXALTED BOONS

**1: Truth in the Flesh (Sp)** *enlarge person* 3/day, *alter self* 2/day, or *beast shape* I 1/day

**2: Transformation (Sp)** You can cast extended *transformation* as a spell-like ability once per day.

**3: Master of Shapes (Su)** You gain the shapechanger subtype. Your body can react instantaneously to mitigate attacks, granting you immunity to critical hits and sneak attacks (which are treated as normal attacks). Whenever you are affected by a polymorph effect, you regain 4d8 hit points.

#### SENTINEL BOONS

**1: Alchemical Armaments (Sp)** *lead blades*<sup>APG</sup> 3/day, *alchemical allocation*<sup>APG</sup> 2/day, or *versatile weapon*<sup>APG</sup> 1/day

**2: Inventive Warfare (Ex)** You can treat any weapon as if you were proficient with it. Any feats or effects you have that apply specifically to battleaxes (such as *Weapon Focus* or the sentinel's symbolic weapon class feature) or to the axe weapon group (such as the fighter's weapon training class feature) apply to any weapon you wield. In addition, as a swift action, you can grant weapons you wield one of the following special weapon features for 1 round: brace, disarm, nonlethal, reach, or trip.

**3: Adaptive Flesh and Twisting Steel (Sp)** You can transform into whatever form is most efficient for the battle ahead, and your tools remain ready for use. Whenever you use any polymorph effect, all of your equipment is altered in whatever manner necessary to function with your new form (including functioning as *ghost touch* or similar magical effects). You can use *shapechange* once per day. In addition, add *monstrous physique* IV<sup>UM</sup>, *undead anatomy* IV<sup>UM</sup>, and *vermin shape* II<sup>UM</sup> to the list of spells that *shapechange* spells you cast can function as.

Many believe that Haagenti, known in some circles as the Whispers Within (a conceit some inventors and alchemists liken to a form of external but mysterious muse that manifests as soft voices in the back of the mind) is among the least destructive and most reasonable of the demon lords. Of course, this impression is largely smoke and mirrors, for Haagenti is as cruel and sadistic as any demon lord. He simply masks his evil through alchemical creations and wondrous inventions that, while seeming beneficial, subtly influence the development of a society toward destruction. Transmuting lead to gold may seem like a financial miracle, but applied too often, it can destroy a nation's or even a world's economy. The power to bring back the dead may seem like the ultimate mercy, but most beings restored to life via Haagenti's gifts end up as sadists or demon-worshipping villains. The greatest secret he has revealed to mortals is the method of transmuting lead into gold using a *philosopher's stone* (a revelation he granted the wizardly rulers of ancient Thassilon—that these rulers went on to become cruel and sadistic tyrants



## Chapter 1: Fiendish Divinities

can be no mere coincidence), but he is the author of other secrets as well, such as the method of creating retrievers and the principles underlying drow fleshwarping. Scholars believe Haagenti has been responsible for guiding many of humanity's greatest minds to discover new methods of inflicting destruction and pain on each other.

Haagenti has myriad forms and can change his appearance at will. He often appears as an especially attractive member of whatever race he interacts with, particularly in a shape that others will find seductive or pleasing to be around. Regardless of his form, he maintains a dark sense of humor and irony, incorporating some unsettling feature to reflect his demonic nature and mock the form he took. This could be obvious: horns, a hoofed foot, or demonic wings; it could instead be something more subtle, such as eyelids that blink sideways, fingernails on the undersides of his fingers, or a navel in the small of his back. In such cases, he might take pains to hide his "defect," only to reveal the truth after a victim has profited from the nefarious secrets Haagenti revealed.

The closest thing that Haagenti has to a true form is that of a demonic, winged, bull-like monster, but he appears in this form only in battle. When he manifests as a bull, Haagenti's toxic breath has the power to violently transform the flesh and bone of his victims, turning them into pain-riddled fleshwarps that find relief from their constant agony only when they are directly following Haagenti's whispered demands. Haagenti's axe-bladed horns can penetrate all defenses, transmuting into silver as needed to strike against devils or into adamantite against golems. But despite his ferocity on the battlefield, it is his ability to whisper telepathically that may be his most destructive power—for this is how Haagenti plants the seeds of innovation and inspires even the most mild-mannered of tinkerers to create deadly and cruel devices.

Enabling thinkers who pursue theories despite the devastation their ideas might engender in the world is the greatest of Haagenti's work in the realm of mortals. When Haagenti reveals his secrets to mortals, he chooses those who already have a penchant for cruelty. For example, the ability to cure disease at a touch might be a gift in the right hands, but Haagenti would give such a gift only to someone who he knows will charge great sums of money or demand humiliating favors for his gift.

Alternatively, Haagenti might grant the ability to create a magical oil that, when applied to the flesh, turns aside weapon blows, but he would gift this discovery to a sadistic warmonger who wants to inflict terror upon the land.

Haagenti's realm in the Abyss is a labyrinth called Cerebulim, an immense collection of bestiariums, laboratories, libraries, torture chambers, and more. Underneath Cerebulim is a clockwork mechanism that Haagenti can manipulate to rearrange the chambers to suit his preferences, confusing and trapping any who venture therein.





## JEZELDA

### MISTRESS OF THE HUNGRY MOON

CE female demon lord of desolation, the moon, and werewolves

#### CULT

**Domains** Animal, Chaos, Evil, Trickery

**Subdomains** Deception, Demon, Fur, Moon (see page 181)

**Favored Weapon** scimitar

**Unholy Symbol** full moon rising above a desolate moor

**Temples** forest glades, remote farmhouses, standing stones in moors or bogs

**Worshippers** debased rural folk, lunatics, werewolves

**Minions** dire wolves, wolves, worgs

**Obedience** Under the night sky, offer prayers to the moon. On nights when there is no moon, you must supplement your prayers by sacrificing a living creature by tearing out its throat with your teeth and feeding on the still-warm body. Gain a +4 profane bonus on saving throws attempted when the moon is visible in the night sky.

#### EVANGELIST BOONS

**1: Moonshadow (Sp)** *keen senses*<sup>APG</sup> 3/day, *darkness* 2/day, or *rage* 1/day

**2: Lunatic Potency (Su)** The light of the moon fills your spells with maddening power and opens your heart to pure and primal rage. The DC of spells and spell-like abilities you cast under the light of the moon increase by 1, and you are healed of an amount of damage equal to the spell's level as the spell is cast. During nights of the full moon, spells with the fear or emotion<sup>UM</sup> descriptor have their save DCs increased by 2 and you are healed of an amount of damage equal to twice the spell's level when you cast such a spell.

**3: Howl at the Moon (Su)** You take on the aspect of the wolf—you become more rugged, your ears become elongated, and you sprout sharp fangs and fur. You gain a +2 profane bonus to your Strength, the scent ability, and a +4 bonus on trip combat maneuvers checks. You gain a bite natural attack that deals damage appropriate to your size (1d6 if you are Medium). As a swift action or whenever you hit with a bite attack, you can attempt combat maneuver to trip your foe; this trip attempt does not provoke attacks of opportunity.

#### EXALTED BOONS

**1: Gift of the Moon (Sp)** *charm animal* 3/day, *summon nature's ally II* (1 fiendish wolf or 1d3 wolves only) 2/day, or *beast shape I* 1/day

**2: Afflicted Lycanthrope (Su)** You contract lycanthropy and become a werewolf (even if you couldn't normally gain that template). If you are already a werewolf, you become a true lycanthrope. If you are already a true lycanthrope, you gain a +2 bonus to your Strength and Constitution scores.

**3: True Lycanthrope (Su)** You can use your lycanthropic change shape ability as a swift action. You become a true lycanthrope if you were an afflicted lycanthrope. If you are

already a true lycanthrope, you gain another +2 bonus to your Strength and Constitution scores.

#### SENTINEL BOONS

**1: Desolation of Flesh (Sp)** *ray of enfeeblement* 3/day, *feast of ashes*<sup>APG</sup> 2/day, or *ray of exhaustion* 1/day

**2: Beast Within (Su)** You contract lycanthropy and become a werewolf (even if you couldn't normally gain that template). If you are already a werewolf, you become a true lycanthrope. If you are already a true lycanthrope, you gain a +2 bonus to your Dexterity score and a 10-foot increase to your base speed in your hybrid or animal form.

**3: Lupine Champion (Su)** You can use your lycanthropic change shape ability as a swift action. You become a true lycanthrope if you were an afflicted lycanthrope. If you are already a true lycanthrope, your natural armor bonus increases by 2 in your hybrid and animal form, or it increases by 6 when you're not wearing armor. In addition, you gain the pounce ability when in your hybrid form (whether you are a true lycanthrope or not), but only when you make attacks with natural weapons.

In certain rural areas, particularly in the region of Darkmoon Vale or within the gloomy woodlands of Lozeri in northern Ustalav, the howls of wolves carry an additional implied threat when they echo across the land on nights of the full moon. Here, stories of werewolves and their bloody predations on rural folk are facts of life.

The original source of lycanthropy has long fascinated scholars and philosophers, for it is an affliction that has plagued civilization from the very beginning. Many religious texts point to a woman named Jezelda as the first to spread lycanthropy among the mortals of the world, but strangely, the texts of Jezelda's own worshipers do not support this claim; instead they remain strangely silent upon her history, as if it held a secret the world is not yet meant to know. That Jezelda was once a mortal woman seems apparent enough, and that she suffered lycanthropy seems logical, but her worshipers are noncommittal when asked about her origins. That she exists to be worshiped is enough for the faithful of the Mistress of the Hungry Moon.

Jezelda is a shapechanger and the patron of werewolves. She can appear as a beautiful and dark-haired Varisian woman, a feral and slaving wolf with huge fangs and yellow eyes, or her favored form—an emaciated amalgamation of the two. Regardless of the form she adopts, she always bears a pair of demonic horns atop her head. Despite her association with werewolves and the moon, Jezelda is not a deity of lycanthropy itself. Indeed, she despises non-werewolf lycanthropes and charges her worshipers with seeking out these "heretics" for particularly grisly sacrifices in which all manner of silvered torture implements worshipers use with horrifying creativity. Good-aligned lycanthropes in particular provoke Jezelda's ire, and sacrificing them almost always curries her favor.



## Chapter 1: Fiendish Divinities

Jezelda is an accomplished shapeshifter, and she can transition between her three forms with incredible speed, sometimes quickly enough to avoid being struck in combat or to gain bonuses on certain combat maneuver checks. She prefers her human form when interacting with those ignorant of her true nature; in such cases, her demonic horns, while still present, are smaller and easily hidden by hoods or extravagant hairstyles. She assumes her wolf form when hunting and feeding. In combat, she prefers her hybrid form, as it is in this shape that she is most dangerous. She has a wide range of natural attacks, including a slavering bite with which she can attack twice per round, and adversaries she damages risk contracting a particularly fearsome form of lycanthropy that transforms them into fiendish werewolves under Jezelda's complete and total control.

Jezelda's realm in the Abyss is known as the Moonbog. This vast realm is large enough to contain its own glowing and continuously full moon, and the "stars" in the night sky are said to be the eyes of her favored wolf consorts looking down upon the realm below. The Moonbog consists of vast stretches of relatively dry moorland separated by bogs, fens, and wetlands infested with a variety of monstrous denizens. Hezrous and half-fiend frogheмоths often rule over the deepest and most remote of these bogs.

But the true dangers of this realm are found on the moors themselves, where Jezelda and her favored consorts hunt under the wan light of the moon, devastating isolated communities of humanoid souls harvested from countless worlds. In many cases, the hapless citizens of these small villages and hamlets have no idea that they dwell in the Abyss, and they wake each night with vague memories of yesterday having a day, never quite realizing they've never actually seen daylight. Jezelda hunts constantly, moving from one village to another. In her wake, her minions work furiously to gather more mortals and repopulate the Moonbog from Material Plane worlds so that their mistress is never faced with a realm bereft of prey.

Since just over a century ago, an eerie new tradition has risen to prominence among Jezelda's followers. In Lastwall and Ustalav, many call the first full moon of Desnus the Remembrance Moon, under which people honor those fallen in the crusade against the Whispering Tyrant. But a tiny lycanthropic cult in northeastern Ustalav was the first to turn the Remembrance Moon festivities into a night of hunting, wherein its members stalk and kill a target the cult had chosen for the "honor" the year before.

The tradition has slowly spread among Jezelda's followers, with cult members selecting their target on the first day following the Remembrance Moon. As the cult tracks its victim throughout the year, some cultists take pains to befriend the victim, only to reveal the truth before they feed during the following year's holiday. When a victim has been

successfully hunted, the cult's success is taken as a sign of Jezelda's favor. But when the victim evades the hunt by dying prematurely, moving away, or otherwise dodging the cult's observation, the cult believes that Jezelda has grown weary of them and they must sacrifice one of their own.

Knowledge of this tradition spread beyond those members of Jezelda's cults only a few years ago, when a particularly sloppy pack of werewolves in Lastwall made the mistake of selecting a well-known paladin as the target of their hunt. The paladin turned the tables on the werewolves and managed to lead a countercrusade against the cult. The crusade wiped out the cult and exposed what they had been up to, and thus word of this tradition has begun to spread outside the circle of Jezelda's faithful.





## JUBILEX

### THE FACELESS LORD

CE male demon lord of oozes, poison, and sloth

#### CULT

**Domains** Chaos, Destruction, Evil, Water

**Subdomains** Catastrophe, Demon, Flotsam (see page 180), Rage

**Favored Weapon** heavy mace

**Unholy Symbol** a melting red eye

**Temples** caverns, junkyards, sewers

**Worshippers** blights<sup>B6</sup> who seek otherplanar power, drow, drug users, poisoners, the slothful

**Minions** omoz demons<sup>B2</sup>, oozes

**Obedience** Submerge a small (no larger than the tip of a pinkie finger), severed piece of a human body in a vial of acid and chant praises to Jubilex as you watch and meditate upon the flesh dissolving in the fluid. Gain a +4 profane bonus on saving throws against poison.

#### EVANGELIST BOONS

**1: Spreading Slime (Sp)** *corrosive touch*<sup>UM</sup> 3/day, *web* 2/day, or *stinking cloud* 1/day

**2: Deliquescent Blessing (Su and Sp)** The blessing of the Faceless Lord grants you a measure of kinship to jellies, oozes, and slimes. Unintelligent oozes never attack you, and intelligent oozes have an initial starting attitude of friendly toward you. You gain ooze empathy—this works like a druid's wild empathy (using your character level as your druid level), except only with oozes. You can use this ability to influence intelligent oozes as though using the Diplomacy skill. In addition, once per day, you can transform a creature's body into an ooze; this acts as per *baleful polymorph*, except that the target is transformed into an ooze. A creature of 3 Hit Dice or fewer becomes a gray ooze, one with 4–9 Hit Dice becomes a gelatinous cube or ochre jelly (chosen randomly), and a creature of 10 or more Hit Dice becomes a black pudding. The target's gear does not transform with it; any such items fall under or within the ooze's body, which may cause them to take damage or to be destroyed. If the ooze has the split ability, splitting the ooze creates one ooze that retains the creature's original identity (for the purpose of memories or restoring the creature) and one normal, mindless ooze.

**3: Faceless Form (Ex)** Your form twists into a reflection of Jubilex's own shapeless appearance—your flesh becomes translucent emerald slime, your skin takes on a nauseating glistening sheen, and ogling crimson eyes sprout across your body. You gain the amorphous, all-around vision, and compression universal monster abilities. Your body still retains enough rigidity that you can speak, wield objects and weapons, and wear items like armor. In addition, if you have a hand free and not covered by a glove, you can make a touch attack as a standard action; on a hit, the touched creature takes 4d6 points of acid damage.

#### EXALTED BOONS

**1: Sign of the Faceless Lord (Sp)** *grease* 3/day, *delay poison* 2/day, or *slow* 1/day

**2: Poisonous Touch (Sp)** Just as the Faceless Lord's touch carries within it all manner of virulent toxins, so can you cause your flesh to exude deadly poison. Up to three times per day, you can cast *poison* as a spell-like ability. If you make an attack with a melee weapon, you can activate this ability as a swift action as part of your attack, targeting the foe struck.





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**3: Call Forth the Spawn (Sp)** Three times per day, you can cast *destruction* as a spell-like ability. The body of a creature slain by this ability immediately transforms into an ochre jelly under your mental control. Ochre jellies created by this ability melt away into noxious residue after 1 hour.

## SENTINEL BOONS

**1: Toxicification (Sp)** *ray of sickening*<sup>UM</sup> 3/day, *pernicious poison*<sup>UM</sup> 2/day, or *eruptive pustules*<sup>UM</sup> 1/day

**2: Abyssal Humors (Ex and Su)** The sickness of the Undersump has infused your flesh, and you spread its horror with every crushing blow. You gain immunity to poison. Three times per day, as a swift action, you can exude a poison worth up to 50 gp per character level you have. This poison remains potent for 1 hour before turning to gritty dust. You can apply this poison to a weapon you wield as part of exuding it, deliver it as a contact poison with a touch, exhale it as an inhaled poison into an adjacent creature's face, or otherwise use this poison as you choose.

**3: Roiling Mind (Su)** Your mind becomes the churning blankness of a mindless ooze, thick with a psychic toxin that poisons those who reach inside. You gain immunity to mind-affecting effects.

Of the demon lords whose influence can be felt on Golarion, Jubilex may be the one least concerned with maintaining a cult. His favored omox demon minions do more to spread his cults than he does—in fact, it's debatable whether Jubilex even realizes he has worshipers. Only among the drow is his faith particularly pervasive; they regard him as a patron of poison and toxins and often consider him a competitor to Haagenti. However, even those who worship him tend to think of him not as an entity to be venerated so much as a source of power to be tapped. Yet despite the Faceless Lord's lack of interest in his faithful, he enjoys absorbing the bodies of unwilling mortals from the Material Plane into his protoplasmic bulk, and never turns away any of the sacrifices his worshipers render unto him.

Jubilex appears as a shapeless, green mass of ooze marbled with dark ribbons of tar and hundreds of glaring red eyes the size of a man's head. In combat, he can lash out with several acidic and poisonous tentacles. The nature of these poisons shifts and changes even between strikes, such that it is difficult—if not impossible—to prepare for their ravages ahead of time. The fact that Jubilex's toxins can affect even creatures that usually can't be poisoned only further secures his role as a lord of poison. The acid secreted by his immense body is particularly potent against flesh and bone, and is likewise capable of damaging creatures normally immune to acid. But assaulting his enemies with irresistible poisons and supernaturally potent acids are only the simplest of the horrors Jubilex is said to be able to unleash. Some who have confronted the Faceless Lord and lived to tell the tale speak of Jubilex drawing fluids like

blood and tears from a living creature's body and investing the fluid with the malevolent destructive nature of an ooze before returning the stolen fluids to the donor so that it is consumed, painfully, from within. Others speak of the Faceless Lord's ability to turn the very air into a thick, cloying suspension that is as unpleasant as it is difficult to move through. Even when the air surrounding Jubilex isn't thickened, the overwhelming stink of his presence can kill plants and strip flesh from bone. Surely the demon lord has other foul methods of attack as well—atrocities that none have yet survived to warn the world of.

Jubilex's realm in the Abyss is called the Undersump, and consists of a tangled warren of sewer-like catacombs and tunnels that winds below dozens of other Abyssal realms. In a way, the Undersump functions as the Abyss's sewer system—it certainly links to all of the plane's major cities in such a capacity. Many creatures use the Undersump to covertly move between realms or dispose of evidence, but they must either take care to avoid Jubilex when they do so, or otherwise ensure that there are plenty of “distractions” in the form of offerings to keep him busy while the travelers conduct their business. The Faceless Lord wanders almost randomly through the Undersump, frequenting some areas, but visiting some so rarely that other strange and dangerous creatures have claimed them. Some sages theorized that certain remote corners of the Undersump extend beyond the Abyss itself to wind their way into other planes, connecting to sewers under Dis, emptying endless floods of poison and filth into the surging chaos of the Maelstrom, or bubbling up from below in inky, foul-smelling pits of ordure in the deepest swamps of Abaddon. Some whisper that the furthest-flung tubes and pipes of the Undersump extend even to Material Plane worlds, a theory supported by the fact that Jubilex is known on far more worlds than many demon lords.

Like so many other inhumanly shaped demon lords, Jubilex predates the rise of demonic life in the Abyss. In those primeval times, he was something akin to a truly mindless qliphoth lord—an Abyssal counterpart to the oozes that slop and surge through the deepest caverns of the Material Plane worlds. When demonic life arose in the Abyss, this proto-Jubilex encountered demons more and more frequently as he scoured the tunnels of the Undersump. At first, it merely consumed them, but as it did so, it began to retain fragments of their sinful intellects. Over time, Jubilex accumulated enough fragments of countless personalities that he formed a sort of intellect of his own—yet as one mined from the minds of demons, this new Jubilex became a demon himself. When he swallowed and digested a now-forgotten demon lord of tunnels and poison, Jubilex became a full-fledged demon lord. The Faceless Lord continues to grow, and only fate can say what dire transformation might occur should his protoplasmic body ever consume an actual deity.



## KABRIRI

### HIM WHO GNAWS

CE male demon lord of ghouls, graves, and secrets taken to the grave and kept by the dead

#### CULT

**Domains** Chaos, Death, Evil, Knowledge

**Subdomains** Demon, Memory, Murder, Undead

**Favored Weapon** flail

**Unholy Symbol** maggot-filled bowl made from a human skull

**Temples** catacombs, funeral homes, graveyards, necropolises, warrens under graveyards

**Worshippers** cannibals, conspirators, ghouls, ghouls, grave robbers, necrophiles

**Minions** fiendish earth elementals, rats, undead, vermlaks<sup>86</sup>, worm monsters

**Obedience** Partake of a grisly feast wherein you eat a dead body, preferably one of your own species; the body upon which you feed must either be at least a week old or be eaten while atop a grave. If no body is available for feasting, you can instead fashion a mock grave for yourself, complete with grave marker. You need not finish the construction of the grave during your hour of meditation and work, but you do need the proper tools to dig and fashion your grave marker. If you're a ghoul, your talons are more than up to the task of digging a hole and scratching decorations into a crude marker made of wood. You cannot perform this alternate obedience on successive days and still qualify for your boons—the carrion feast cannot be put off forever! Gain a +4 profane bonus on saving throws against paralysis and against disease effects from undead.

#### EVANGELIST BOONS

**1: Shadow of Death (Sp)** *chill touch* 3/day, *gentle repose* 2/day, or *assume appearance*<sup>HA</sup> 1/day

**2: Corpse Communion (Sp)** You can rifle through the minds of the dead in search of forbidden knowledge or lost lore. Three times per day, you can touch a corpse of any age to gain knowledge from it as a standard action. This works similarly to *speak with dead*, except that you receive all answers immediately and telepathically (removing the need for the body to have intact vocal structures) and the dead creature gains no saving throw against this effect, regardless of its alignment. If you take the time to consume a significant portion of the corpse, you can ask two additional questions. This option increases the casting time to 10 minutes. Of course, regardless of the method by which you choose to commune with the corpse, the body might not hold the knowledge you seek, and once you use this ability on a dead body, you can't use it again on the same body again in the future.

**3: Lore of the Countless Dead (Sp)** Your hunger for forbidden knowledge allows you to tap into the collective spellcraft

of all the multiverse's innumerable dead, a repository of arcana stretching back to the dawn of time. Once per day as a standard action, you can cast any spell of 7th level or lower, as if using *wish* to cast another spell. This is the equivalent of a 9th-level spell, and any DCs and other effects are calculated as a 9th-level spell, regardless of the spell's normal level.

#### EXALTED BOONS

**1: Kiss of the Grave (Sp)** *deathwatch* 3/day, *ghoul touch* 2/day, or *speak with dead* 1/day

**2: Undead Minion (Sp)** Worship of Kabriri has revealed to you secret methods by which you can coax unlife from rotten flesh and old bones. You can cast *create undead* as a spell-like ability twice per day. The undead created obey you without question. You can have only one such minion active at a time; if you use this ability to create a new undead minion, the previous undead is destroyed.

**3: Ghoulish Apotheosis (Ex)** For you, death is not an ending but a beginning. The next time you die, you rise as a ghoul after 24 hours. Your type changes to undead and you lose all the abilities of your previous race, replacing them with a +2 natural armor bonus, darkvision 60 feet, channel resistance +2, and a ghoul's physical attacks. You do not change your total Hit Dice or alter your ability scores. If you achieve this boon when you're already an undead creature, you instead gain a +4 profane bonus to your Charisma score.

#### SENTINEL BOONS

**1: Charnel Pits (Sp)** *expeditious excavation*<sup>APG</sup> 3/day, *create pit*<sup>APG</sup> 2/day, or *stinking cloud* 1/day

**2: Ghoulish Hungers (Ex)** You hunger for the flesh of the dead... and the living. You gain a bite attack that deals damage appropriate for your size (1d6 if you're Medium). Any creature damaged by your bite attack must succeed at a Fortitude save or become infected with ghoul fever. The save DC of this ghoul fever is equal to 10 + half your Hit Dice + your Constitution modifier (or your Charisma modifier, if you have no Constitution score).

**3: Undertaker (Sp)** With nothing but your will alone, you can slaughter and entomb your foes in one fell swoop. Once per day, you can cast *finger of death* as a spell-like ability. Any creature killed by this effect is immediately entombed 6 feet underground within a 6-inch-thick stone sarcophagus, along with its gear. One week after interment, a creature entombed by this ability breaks free from its sarcophagus as a chaotic evil ghast with all class levels it had in life; these ghosts are not under your control, but are often friendly toward you.

It is said that when the first humanoid (an elf, it so happened) to feed upon the flesh of his brother died, he was reborn in the Abyss in the reeking bowels of a vast necropolis that the plane created in his honor. This first ghoul abandoned his previous life and embraced his new undeath, becoming the demon lord Kabriri. For his first few centuries of existence, he traveled among the worlds of the Material Plane, sampling



## Chapter 1: Fiendish Divinities

like a gourmand the contents of graveyards and spreading the infectious “word” of his condition to any who would listen—in effect, infecting the inhabitants of innumerable worlds with the first and strongest strain of ghoulish fever. Yet wherever Kabriri traveled, he took pains to avoid the burial grounds of elves, and did not spread his word among their kind. Whether his restraint was due to a fragment of shame over his first act of cannibalism or fear of confronting even a tiny fragment of the life he’d left behind, Kabriri left the elven people alone. Repercussions of his avoidance continue to this very day, as the touch of ghouls cannot paralyze elves. In contrast, other humanoids who succumb to the disease find their ears growing long and pointed, as if in some cosmic mockery of the elven form.

Kabriri’s teachings are popular among ghouls of Golarion, particularly those who dwell in the Darklands city of Nemret-Noktoria deep under Osirion. Ghosts venerate him as well, as do lacedons. One notable exception to his worship, though, lies with the ghouls of the nightmare dimension of Leng. Most Leng ghouls<sup>B5</sup> see Kabriri as a strange curiosity at best, and a false patron of ghouls at worst. According to Kabriri’s religious teachings, the Leng ghouls came to be when he spread ghoulish fever among that realm’s slumbering men and women, but they turned their backs on their creator and became pariahs. The Leng ghouls dispute this claim, citing compelling evidence that their kind has dwelt in Leng far longer than Kabriri himself has been in existence. Most Leng ghouls instead venerate the Outer God Nyarlathotep and look upon the cultists of Kabriri with amusement, interpreting their antics as the stumblings of children discovering a lifestyle the ghouls of Leng had been living for eons before Kabriri was born. Some ancient carvings and stone tablets in Leng support this view, which only invites the mockery of the cultists of Him Who Gnaws.

Kabriri appears as a muscular ghoul with pointed ears, sharp teeth, a long tongue, and pale gray flesh. His eyes are beady and red, his hands are talons, and his feet are hooves. (Strangely, the ghouls who revere him generally sport humanoid feet, while it is the ghouls of Leng who walk upon hooves.) His favored weapon is a two-headed flail of iron and bone, its twin heads made from skulls wrapped in strips of spiked iron. This weapon is capable of transforming those it strikes into ghouls, and causes the flesh of the living to rot away. Kabriri’s breath can also transform the living into ghouls, and his gaze can instill an unholy cannibalistic hunger that can drive sane folk to go on murderous, gluttonous rampages.

Kabriri’s Abyssal necropolis is a frightening realm called Everglut—an immense city of ghouls, whispering graveworms, carrion feeders, and worse creatures built into a vast cavern. Countless stairways lead up to tunnels in the roof above, which in turn lead to a tangled network that connects to graveyards throughout the multiverse. Lit by strange green light, the libraries of Everglut are unusually vast. It is said that if travelers go deep beyond their ranked shelves and past certain doors that have been boarded over or otherwise blocked off by forgotten inhabitants, they can find similar enormous libraries hidden deep under the Plateau of Leng.





## KOSTCHTCHIE

### THE DEATHLESS FROST

CE male demon lord of cold, giants, and revenge

#### CULT

**Domains** Chaos, Evil, Strength, War

**Subdomains** Demon, Ferocity, Ice, Tactics

**Favored Weapon** warhammer



**Unholy Symbol** ice-caked, rune-carved warhammer

**Temples** frozen castles, glacier fortresses, icy mountain caves, remote high-mountain vales

**Worshippers** ettins, frost giants, hill giants, misogynists, ogres, white dragons

**Minions** frost worms<sup>B2</sup>, half-fiend yetis, ice golems, ice linnorms, remorhazes

**Obedience** Spill the blood of a living creature onto snow-covered ground; the creature must remain alive during the entire obedience and die within 1 minute of the obedience's end. If no suitable creature is available for this sacred blood spilling, you can instead spend an hour contorting your body into painful forms; over time, this will cause your body to become permanently deformed (and might result in long-lasting penalties at the GM's discretion). Gain a +4 profane bonus on saving throws against cold.

#### EVANGELIST BOONS

**1: Frozen Vengeance (Sp)** *frostbite*<sup>UM</sup> 3/day, *chill metal* 2/day, or *unadulterated loathing*<sup>UM</sup> 1/day

**2: Deathless Vengeance (Sp)** After you are slain, you will not rest until your killer is dragged shrieking into death with you. One round after your demise, your soul rises from your corpse and instantly seeks out your killer.

This acts as per *phantasmal revenge*<sup>APG</sup>, except this is a necromancy effect with the death descriptor instead of the spell's normal school, subschool, and descriptors.

**3: Eternal Vengeance (Sp)** While Kostchtchie's centuries of labor have brought him no closer to discovering the legendary torc that holds his cloven soul, he has learned much about the manner in which his soul was captured, and he gifts you with a fragment of that knowledge. Once per day, when you are the target of an attack or spell that would either kill you or render you helpless, you can target your attacker with a *trap the soul* spell as an immediate action after you resolve the effects of the attack on yourself (even if you are dead when this effect occurs). Instead of a gemstone, you must be carrying a piece of jewelry (such as a bracelet, ring, or torc) of adequate value to contain the target's soul. (Value derived from magical properties counts for this purpose.) A single piece of jewelry can hold only one soul, but if you are restored to life, you can release a trapped individual as a standard action by holding the jewelry out before you, which causes the target to reappear prone in that square. A creature released this way is stunned for 1d4 rounds.



# Chapter 1: Fiendish Abilities

## EXALTED BOONS

- 1: Frozen Wrath (Sp)** *chill touch* 3/day, *bull's strength* 2/day, or *sleet storm* 1/day
- 2: Cold's Caress (Ex)** Your lord's realm is a perpetually frozen landscape, and in unholy anticipation of taking your rightful place in that land your body has begun to adapt and change. You gain cold resistance 30. If you are immune to cold, or gain immunity to cold at a point after you gain this boon, you instead gain fire resistance 30.
- 3: Wrath of Frost (Sp)** Regardless of your true form, you see purity and power in the hulking shape of all giants. As a reward for your faith and devotion, you have gained the ability to cast *giant form I* as a spell-like ability once per day. Three times during this ability's duration, you can cast empowered *cone of cold* as a spell-like ability.

## SENTINEL BOONS

- 1: Giant's Might (Sp)** *enlarge person* 3/day, *bear's endurance* 2/day, or *force punch*<sup>SM</sup> 1/day
- 2: Twisted Grasp (Ex)** Your arms become longer, nearly dragging the ground when you walk, and appear to be bloated with unnatural muscle. You gain a slam attack that deals damage as appropriate for a creature one size category larger than yourself (1d8 for a Medium creature). If you already have one or more slam or claw attacks, those attacks deal damage as though you were one size category larger. This does not affect the size of manufactured weapons you can wield, but you gain a +2 bonus on damage rolls with manufactured melee weapons.
- 3: Titan Shape (Sp)** Through the blessing of the Deathless Frost, you can swell to giant size and crush your enemies with your titanic might. You can cast extended *giant form II* once per day as a spell-like ability. While under this effect, your gear resizes to fit your giant form. You can use this ability to assume a Huge-sized form of a giant that normally isn't Huge, such as a frost giant.

Kostchtchie was born of Ulfen parents, and he became a murderer when his father forced him to kill his mother and sisters. Unsatisfied with the fleeting rush of energy and excitement afforded by these slayings, Kostchtchie proceeded to murder his father as well. After this, the man's taste for bloodshed only grew. But with each murder he committed, Kostchtchie grew more and more concerned that some day, he would himself be slain. Later in life, after he had become a ferocious warlord, Kostchtchie confronted the Witch Queen Baba Yaga and tried to force her to grant him immortality. The witch agreed, but she twisted his form, turning him into a hideous giant and hiding the last fragment of his mortal soul in a magical torc. Kostchtchie fled to the Abyss to hide his shame and nurture his hatred, eventually finding a new purpose as a patron of those frost giants who turned away from the god Thremyr in search of an even more warlike deity. His worship is common not only in the Realm of the

Mammoth Lords, but also in distant Iobaria and the frozen wastes of the Crown of the World far to the north.

Kostchtchie appears as an immense, deformed frost giant with twisted legs, tiny white eyes, and a thick, matted beard into which he has woven dozens of skulls—trophies of slain kings and priests of rival faiths. He is never seen without his warhammer, an adamantine maul of such prodigious size that even the strongest frost giant would have trouble wielding it, but which appears almost weightless in Kostchtchie's grizzled hands. This nefarious weapon can destroy nearly any object it strikes, and it stuns all but the largest creatures to suffer its crushing blows.

Kostchtchie dwells in an immense fortress called Skyscar, carved out of the heart of a towering mountain. This mountain is located in the middle of a rugged realm of jagged mountains and immense glaciers, known as Jhuvumirak, infested with manifold frozen horrors.

Kostchtchie is unusual for a demon lord in that he was neither a qliphoth nor a mortal soul that advanced from sin-bloated larva to greater demon to demon lord. He never died a mortal death—the immortality granted to him by Baba Yaga allowed him to bypass the normal process through which evil souls become demons. Over years of living in the Abyss and absorbing both the essences of that plane and his slain foes, Kostchtchie slowly transformed into a demon. Then, after the defeat of the now nascent demon lord Sithhud, Kostchtchie transformed fully into a demon lord himself. Many other demon lords regard Kostchtchie as a “false lord,” regarding his method of skipping directly from mortal life to that of a full-fledged ruler of an Abyssal realm with a mix of jealousy and anger. True to form, Kostchtchie welcomes this envious rage.

Kostchtchie lived for less than a century as a mortal, and he has been a demon lord for less than two millennia, making him very young for a demon lord. He is thus very cautious when dealing with other demon lords, wary of their jealousy and suspicious of strange plans that predate his own existence. Nonetheless, he considers himself superior to them, for he was once a human and ascended to power equal to their own without ever having died.

Kostchtchie is driven by one thing: revenge. His current goal is the destruction of Irrisen and the recovery of the torc that contains the fragment of his mortal soul, in the hope that its release might reverse his deformity without removing his immortality. Further, he fears that whoever controls the torc holds the key to his undoing. He blames Baba Yaga for his deformities, yet he hopes to convince her to reverse the transformation—but even if she refuses, he suspects killing her might reverse the spell anyway. As a human, Kostchtchie believed women were good only for breeding. As a demon, he has no need to reproduce, and his anger at Baba Yaga has stoked his ages-old contempt into a burning hatred of all women.



## LAMASHTU

### THE DEMON QUEEN

CE female deity of madness, monsters, and nightmares

#### CULT

**Domains** Chaos, Evil, Madness, Strength, Trickery

**Subdomains** Deception, Demon, Ferocity, Insanity, Nightmare, Thievery

**Favored Weapon** falchion

**Unholy Symbol** three-eyed jackal head

**Temples** caves, dungeons, natural rock platforms, standing stones in remote wilderness regions

**Worshippers** bugbears, derros, gnolls, the insane, lamias, morlocks, ogres

**Minions** all demons and monsters (particularly yeth hounds), hyenas, jackals

**Obedience** Sacrifice an unwilling living creature in the name of Lamashtu. Draw the process out to inspire maximum terror and suffering in your victim. The death blow you deal should be savage and destructive—do not grant your sacrifice a clean death. Once the creature is dead, remove one of its bones and sharpen it to a point. Use the bone to cut yourself deeply enough to leave a scar. Leave the sacrificed creature's mutilated form in the open where scavengers may devour it or travelers may see it and know of Lamashtu's power. Alternatively, engage in a tryst with the sincere intention of being impregnated or impregnating your partner. Gain a +1 natural armor bonus to your AC.

#### EVANGELIST BOONS

**1: Lunatic's Gift (Sp)** *lesser confusion* 3/day, *touch of idiocy* 2/day, or *summon monster III* 1/day

**2: Teratoma (Ex)** You gain a beneficial deformity. Generally, this deformity grants you a secondary natural bite, claw, tail, or tentacle attack dealing 1d6 points of damage (1d4 if you are Small). You gain an additional ability with this extra attack, chosen from the following special features: bleed 3, grab, trip, or a 5-foot increase to reach with the natural attack.

**3: Third Eye (Su)** A third eye opens in your forehead. This eye grants you darkvision to a range of 60 feet (if you already have darkvision, it extends the range of your darkvision by 60 feet) and a +4 profane bonus on Perception checks. Three times per day, as a swift action you can activate a gaze attack that lasts for 1 round. This gaze attack has a range of 30 feet, and it drives those who fail to resist its effects with a Will save permanently insane, as per the spell *insanity* (DC = 10 + half your Hit Dice + your Charisma modifier).

#### EXALTED BOONS

**1: Howling Terror (Sp)** *cause fear* 3/day, *mad hallucination*<sup>UM</sup> 2/day, or *waters of Lamashtu* (see page 186) 1/day

**2: Maddening Thoughts (Su)** Your mind constantly swirls with dark whispers and disturbing thoughts. You gain a +4 profane

bonus on saving throws against mind-affecting (compulsion) spells and effects and against divination spells and effects that attempt to read your thoughts. Anyone who targets you with such a spell or effect must succeed at a Will saving throw (DC = 10 + half your Hit Dice + your Wisdom modifier) or take 1d4 points of Wisdom damage.

**3: Monstrous Transformation (Sp)** Once per day, you can cast *baleful polymorph* as a swift action, except you change the target into a horribly mutated form of the chosen animal. In addition to the other effects of the spell, the subject is in constant pain due to its twisted and disfigured form, and it takes a –2 penalty on ability checks, attack rolls, damage rolls, saving throws, and skill checks.

#### SENTINEL BOONS

**1: Ferocious Battler (Sp)** *stone fist*<sup>APG</sup> 3/day, *bear's endurance* 2/day, or *greater magic fang* 1/day

**2: Bestial Jaws (Ex)** Your body has reacted to your faith in the Demon Queen, and as a result, your jaw distends slightly and you grow prominent canines. You gain a bite attack that deals 1d4 points of damage if you're Medium or 1d3 points of damage if you're Small, plus half your Strength bonus. When part of a full attack, the bite attack is made at your full base attack bonus – 5. You can also make a bite attack as part of the action to maintain or break free from a grapple. This attack is resolved before the grapple check is attempted. If the bite attack hits, you gain a +2 bonus on your grapple check and any subsequent grapple checks against the same creature this round.

**3: Scarred Form (Su)** An armor-like epidermis of thick scars covers you. You take a –2 penalty on Charisma checks and Charisma-based skill checks. You gain damage reduction 5/—. If you already had damage reduction with no method of bypass (such as from the barbarian's damage reduction class feature), you instead increase that damage reduction by 5.

Lamashtu appears as a heavily pregnant human woman with the head of a three-eyed jackal, a raven's wings, a snake's tail, and a vulture's feet. Her distended belly is crisscrossed with ragged scars, and she wields twin blades—*Chillheart* (a blade made of sentient ice) and *Redlust* (a blade made of sentient fire). The length of these blades can vary from kukri to falchion—in art, she is often depicted with kukris, but in battle, she prefers to wield both as falchions with horrific skill.

Lamashtu revels in destroying the most innocent, whether by defiling their flesh or tainting their minds. To her, a nursery is a banquet. Although she is a fertility goddess and mothers who pray to her are in fact more likely to survive childbirth, their offspring are inevitably tainted. She is called the Demon Mother, the Demon Queen, and the Mother of Monsters, though despite her titles, she is not the creator of the demon race, merely the first of their kind to achieve true godhood. While many demon lords loathe her or envy



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her power, only a few—notably the demon lords Nocticula and Pazuzu—openly oppose or threaten her position as the Demon Queen.

Indeed, the battles between Lamashtu and Pazuzu are legendary. While Lamashtu has greater power on her side, Pazuzu has fewer responsibilities and can devote more time to toppling his ancient enemy from her throne. Countless worlds bear the scars of immense conflicts that rise over time from the slightest of imbalances, such as when a priest of one faith secures an advantage over the enemy cult. Over time—be it days, years, or centuries—such conflicts escalate until finally the two rivals send their direct agents (or, rarely, appear themselves) to battle. That Pazuzu has not been killed speaks to his great tenacity—yet he has also failed so far to strike a decisive blow against the Mother of Demons. It has been some time since the last confrontation between these two enemies, and priests of both faiths believe that the time is nigh for another. Cultists on both sides desperately seek to determine the site of this coming conflict, in order to be present and lend what support they can. Legends claiming that Pazuzu and Lamashtu may have once been allies or even lovers are much hated and reviled by her worshippers.

Lamashtu is served by countless species of monsters. Gnolls claim heritage from Lamashtu, saying that when she first saw a hyena, she took it as her consort, and thus the original gnoll was born. Other races also cite the Mother of Monsters as their race's progenitor through carnal conjunction with some beast. She is said to have created the lamia race, and her worship may have played a part in the transformation of exiled Azlanti into morlocks. In her Abyssal realm, she is served by her seven favored daughters—powerful demonic spellcasters called the Seven Witches. Her herald is the Yethazmari, a winged jackal with a snake's tail and empty eye sockets that emit smoke. She focuses on nurturing her children and expanding her territory for them to inhabit.

She considers all other gods her enemies. She knows Desna hates her for killing the god Curchanus and defiling his faith, but Lamashtu treats Desna as beneath her notice. Lamashtu's greatest foes are Rovagug, Urgathoa, and the demon lord Pazuzu, although Nocticula's swift rise in power (along with a trajectory of divine murder that bears more than a passing resemblance to Lamashtu's own ascendance) has recently caught the Demon Queen's attention as well.

Lamashtu's church operates on the outskirts of civilization, typically atop flat, bloodstained rocks or within rings of logs, stones, or trees carved with the goddess's image. Some use a

deep hole in the ground or some sort of chasm to represent an entrance to the goddess's underworld realm (detailed on page 154). Hidden cathedrals and temples to Lamashtu are unsettlingly common, both in the wilds and below the streets of urban centers.





## MAHATHALLAH

### DOWAGER OF ILLUSIONS

LE female Queen of the Night of death, fate, and vanity

#### CULT

**Domains** Death, Evil, Law, Trickery

**Subdomains** Deception, Devil, Thievery, Undead

**Favored Weapon** net

**Unholy Symbol** monstrous one-eyed face surrounded by runes

**Temples** caverns, graveyards, mindscapes

**Worshippers** alchemists, drug users, embittered dreamers, illusionists, outcasts

**Minions** fallen psychopomps, undead

**Obedience** Spend an hour in deep meditation, reflecting on the nature of the cosmos and your exceptional place above all others in the multiversal scheme—preferably while under the effects of a perception-altering drug. The DC of illusion spells you cast increases by 2, and you gain a +2 profane bonus on saving throws against mind-affecting effects.

#### EVANGELIST BOONS

**1: Voice from the Mist (Sp)** *ventriloquism* 3/day, *hypnotic pattern* 2/day, or *major image* 1/day

**2: Persistent Illusions (Su)** You have experienced incredibly realistic visions and memorable hallucinations as a result of drug-fueled rituals to the Dowager of Illusions, and as such you are particularly gifted at infusing your own illusions with a veneer of reality and believability that helps your unreal creations to persist. Whenever you cast an illusion spell with a duration of concentration (plus any number of rounds), add your level to the additional spell duration.

**3: Indirect Dose (Su)** You can apply drugs of the injury type to a weapon as if they were poison. When you do so, the save DC for the drug increases by 2. Additionally, you can't accidentally expose yourself to a poison or a drug when applying it to a weapon—though you are still exposed if you roll a 1 when attacking with a poisoned weapon.

#### EXALTED BOONS

**1: Mists of the Mind (Sp)** *silent image* 3/day, *invisibility* 2/day, or *create drug* (see page 183) 1/day

**2: Breathe In the Cosmos (Su)** Upon ingesting a drug—including those conjured by the *create drug* spell—you heal an amount of damage determined by the severity of that drug's base addictiveness: 2d6 hit points for minor, 4d6 hit points for moderate, and 6d6 hit points for major. Additionally, when taking the drug adyton (see page 183), you automatically succeed at the Will save.

**3: Breathe Out Death (Su)** You know the secrets of controlling the flow of blood and toxins in your body. You gain a +4 saving throw against poison and can no longer become addicted to drugs. Additionally, you gain a +4 bonus on rolls to become stable when reduced to negative hit points. Finally, your life span is supernaturally lengthened; each

aging step (middle age, old, venerable) is postponed by a number of years equal to twice your Wisdom score.

#### SENTINEL BOONS

**1: Dervish in the Mist (Sp)** *disguise self* 3/day, *blur* 2/day, or *displacement* 1/day

**2: Inescapable Fate (Su)** Just as Mahathallah eschews cumbersome armor, you prefer to serve your mistress in flowing robes and shimmering veils. When you wear armor not made of metal, its maximum Dexterity bonus increases by 2. This applies to armors normally made out of metal but crafted from different materials such as bone or obsidian (*Pathfinder RPG Ultimate Equipment* 52-53). Additionally, the DC for entangled creatures to escape a net you wield increases by 1 for every 4 Hit Dice you have.

**3: Cut to the Truth (Su)** Whenever you attack a target and have to roll a percent miss chance as a result of effects such as *blur* or concealment, reduce that percent miss chance by 20%. If this reduces the miss chance to 0%, the creature no longer counts as having concealment against you at all. Additionally, when taking the drug adyton, you automatically succeed at the Will save.

Mahathallah knows she will die—she has seen it.

As a powerful psychopomp in the courts of the Boneyard, she aided Pharasma in judging countless souls. Generations, entire millennia, and whole worlds of spirits passed through her court en route to their afterlives. Mortals called Mahathallah the Maiden of Mists, whose gaze pierced any veil and whose whisper parted any fog. She never sought praise, but she came to be worshiped nonetheless as one of the mysterious leaders of her kind: a psychopomp usher. Though her mistress, Pharasma, the Lady of Graves, never said as much, she was pleased. Mahathallah, however, could never entirely accept the prayers offered in her name. Her faithful claimed she knew every beginning, every act, and every end, but that wasn't true. Mahathallah knew of every mortal's demise and could predict the dooms of far greater beings—but to her own end she was utterly blind.

Ignorance of one's own death is often a blessing to mortals, but the very idea of the conclusion of her own existence tormented Mahathallah. This one failure of her perfect sight eventually consumed her vision, blinding her to all else. Over time, it so preoccupied her that she could no longer serve the souls seeking her judgment. Realizing this, she went to Pharasma, beseeching the Lady of Graves to reveal why the goddess had impaired her sight—why she was able to see every end except the one most important to her. The goddess paused in her balancing of life and death for only a moment, just long enough to remind her servant that only those who travel the River of Souls may learn their final fate.

Mahathallah left the Boneyard. She traveled to the mortal realm, waited for a portentous moment, and used her nearly



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perfect vision to find the last being to die in that instant. She then followed that spirit to reach the River of Souls.

The length of the River of Souls differs for every creature, but for Mahathallah the path was particularly winding. By the time her route returned to the Boneyard, all her shrines had fallen to rubble. She stood once more before the goddess at the center of the multiverse. Without a word, Pharasma pulled back the illusions of time and revealed Mahathallah's final moment. The Maiden of Mists had never understood the fear mortals associated with death, so she was unprepared for the terror she would face upon witnessing the end of her own immortality.

And Mahathallah fled.

None can say for certain all the places Mahathallah wandered—certainly she herself has said little of the ordeals and wonders she experienced during her voyage. The eldest sakhils of the Ethereal Plane recount her passing with furious awe and proud scars. Tales from several mortal worlds tell of the crone who spoiled destiny, unraveling the planetary fates. But ultimately, Mahathallah's flight drove her to one of existence's deepest pits: Hell itself. Only Mahathallah knows what Asmodeus promised, but the Prince of Darkness calmed her as no other could. Ancient as only a deity can be, Mahathallah now turns her vision to the service of Hell, the Maiden of Mists no longer, but the Dowager of Illusions.

The Dowager of Illusions numbers among the nobility of Hell as the most elusive of the four demigoddesses known as the Queens of the Night. Her appearance endlessly shifts between that of a youthful, though cadaverous, angel wearing a dusk-hued burial gown and that of a rotting crone trailing tatters and shattered wings. This cycle of decay and regeneration advances erratically, sometimes taking as long as a day or as little as a moment. Although typically cold and dispassionate, Mahathallah's state of mind seems to affect her appearance, youth being the mask of her anger and age that of her nihilistic wisdom. Ever-changing, Mahathallah is impossible to depict accurately. Artists often represent her as a vaguely feminine figure cloaked in somber mists, or they portray her by her symbol alone—a glaring eye surrounded by an assortment of occult sigils.

Mahathallah has close ties to the other Queens of the Night, though the most complex of these is with Doloras. Much like Mahathallah, Doloras values wisdom over petty mortal distractions. The two have a dispassionate and distant, but mutually beneficial, relationship of trading secrets—typically exchanging Mahathallah's insight into the mysteries of nature and the cosmos for Doloras's innovations in science and suffering. Action- and emotion-driven Eiseth typically has little tolerance for Mahathallah's patience and slow revenges, even though she understands the source of that deliberation.

Mahathallah often counsels the others, lending her memories of ancient lore and deadly prophecies alongside Ardad Lili's appeals for romance and revenge. In all cases, the followers of Mahathallah consider those who worship the other Queens of the Night as allies in faith and deal with them fairly—so long as these other servants respect their insight. Certain empyreal lords go out of their way to stymie Mahathallah's worshipers, but the faithful of Desna are perhaps her church's best-established enemies. Curiously, her one-time commander Pharasma seems to show little concern for the fallen psychopomp.





## MAMMON

### THE ARGENT PRINCE

LE male archdevil of avarice, watchfulness, and wealth

#### CULT

**Domains** Artifice, Earth, Evil, Law

**Subdomains** Construct, Devil, Metal, Toil

**Favored Weapon** shortspear

**Unholy Symbol** devil-faced coin



**Temples** banks, family repositories of fabulous hereditary wealth, houses of lending, treasure vaults

**Worshippers** evil or treacherous guardians of wealth, misers, the wicked impoverished

**Minions** belier devils<sup>82</sup>, fallen solars, lured proteans, styphilipedes<sup>83</sup>, various infernal constructs

**Obedience** Shake a purse containing at least six coins of any minting rhythmically while recounting exactly how you earned, stole, or otherwise acquired them, and declare that you have gained all of your wealth for the glory of Mammon, the Argent Prince. Then, use the coins in the purse to form a pentagram on top of a small mirror or any other reflective surface while singing profane hymns to the Argent Prince. Gain a +2 profane bonus on Appraise checks and Sleight of Hand checks to take something unnoticed.

#### EVANGELIST BOONS

**1: Dawn Vaults' Glory (Sp)** *color spray* 3/day, *symbol of mirroring*<sup>UM</sup> 2/day, or *magic vestment* 1/day

**2: Argent Prince's Sanctum (Sp)** You have seen visions of Mammon's Bier, the darkly magnificent vault where Mammon's once-stunning angelic form lies entombed in a coffin of diamond, and you can make a sanctum for yourself in its image. Once per day, you can use *mage's magnificent mansion* as a spell-like ability. When you do, the inside of the extradimensional dwelling is filled with images of riches beyond imagining, including replicas of the gem-filled chests in Mammon's Bier in Erebus (though this wealth is illusory and cannot be removed from your sanctum or sold).

**3: Darkly Shining Majesty (Su)** Three times per day as a standard action, you can release a burst of overwhelming evil in the form of the searing reflections of a mighty treasure vault. This is an 80-foot-radius burst centered at any point within 400 feet of you. Each creature in the area is permanently blinded and takes 10d6 points of damage unless it succeeds at a Reflex saving throw (DC = 10 + half your Hit Dice + your Charisma modifier) to negate the blindness and take half damage. Since this burst is not traditional light, it does not further affect creatures vulnerable to sunlight, but it does dispel *darkness* spells lower than 9th level within its area.

#### EXALTED BOONS

**1: Erebus's Grasp (Sp)** *grease* 3/day, *pilfering hand*<sup>UC</sup> 2/day, or *obscure object* 1/day

**2: Pay in Blood (Sp)** Once a vaunted champion of Asmodeus's infernal armies, Mammon covets the blood and suffering of those who would stand against him, and you are more than happy to bring the Open Palm his due. Three times per day, you can cast empowered *inflict critical wounds* as a spell-like ability with a Will save DC equal to 10 + half your Hit Dice + your Charisma modifier.



# Chapter 1: Fiendish Abilities

**3: 13,001 Chests (Sp)** Like the Argent Prince, you understand the role that treasure can play when trying to persuade others to join your side. Three times per day, you can show your enemies visions of the 13,001 open gem-filled chests in Mammon's Bier that were meant to coerce the proteans to Hell's side eons ago. This functions like *mass suggestion*, except no two of the creatures can be more than 60 feet apart. The DC of the Will saving throw to negate this effect is equal to 10 + half your Hit Dice + your Charisma modifier.

## SENTINEL BOONS

**1: Guardian of Infernal Vaults (Sp)** *alarm 3/day, spiritual weapon 2/day, or keen edge 1/day*

**2: Enemy of the Light (Su)** For a number of minutes per day equal to your Hit Dice, you are immune to good-aligned damage, and damage you deal is considered evil-aligned for the purpose of overcoming damage reduction. Against good foes, your weapons gain a +3 profane bonus on damage rolls. Further, while this ability is in effect, weapons and effects cannot deal additional damage (such as a *holy* weapon would deal) to you due to your evil alignment, though you still suffer from any nondamaging effects based on your evil alignment as normal. Activating this ability is a standard action, and dismissing it is a free action. This effect's duration need not be used all at once but must be used in 1-minute increments.

**3: Flesh of Mammon's Flesh (Su)** As one of Mammon's favored unholy servants, you can briefly imbue your weapon as if it were a part of the Argent Prince's body, granting it great power. For a number of rounds equal to your Hit Dice, a single weapon that you are holding gains the *unholy* and *brilliant energy* special abilities. (This effect stacks with the weapon's existing enhancement bonuses and special abilities, including enemy of the light, and is not subject to the normal limitations and requirements for magic weapons.) Activating this ability is a move action, and dismissing it is a free action. This effect's duration need not be used all at once but must be used in 1-round increments. While this ability is in effect, your weapon sheds light as normal, but it is an eerie, black, colorless light—a mockery of the light that servants of good might use.

In all greed rings Mammon's voice. For centuries after the Exodus, the battles between Hell and the celestial realm raged. Countless scores were annihilated in battles throughout the multiverse, but noteworthy among these conflicts was the Battle of the Triune Star. Asmodeus's emissary, the beautiful fallen angel Mammon, strove to turn the newly discovered proteans against the Prince of Darkness's foes. But the hosts of Sarenrae surprised proud Mammon, and although he and his hordes fought fiercely, in the end the archdevil was cut down. Falling upon the vast treasure he had brought to coerce the proteans' aid, Mammon died that day, and his body was left to drift in the primal chaos.

Centuries passed before Mammon's body and lost treasure were recovered by agents of Mephistopheles and returned to Hell. At Asmodeus's order, Mammon was carried to the vaults beneath the city of Dis, where the archdevils laid their comrade's striking corpse to rest amid vast riches. Yet as the infernal lords departed, a voice from within the tomb stopped them. Somehow, the magical trove he floated upon for ages, the fury of the Maelstrom, and the power of Hell combined to remake Mammon as an animating spirit. Mammon collected the gems and riches of his burial treasures, creating from them a gleaming and infinitely changeable new form to serve as his body. Intrigued by this strange resurrection, Asmodeus supplied Mammon with vast wealth from the depths of Nessus and remade Mammon's crypt into a new realm, the Hellish vault of Erebus.

After millennia, Mammon adapted to his current state; he now delights in taking any form composed of riches. The vaults of Erebus have grown vast—every type of treasure imaginable fills the realm and contributes to his body. At the heart of Erebus hangs the Argent Prince, a fiendishly beautiful, silvery representation of Mammon's former angelic form. When attending councils with his peers, Mammon instructs a contingent of servants to carry an ark filled with specially chosen riches to Nessus, allowing the archdevil to assume exceptionally majestic forms before his peers.

Mammon is known throughout the planes as the Countless, the Grasping One, and the Open Palm, and none could be better suited to the duty of Hell's treasurer and vault keeper. His form has made him something of a mathematical genius, and with senses extending through every copper in Erebus's impossibly vast hoard, the Grasping One can give an instantly accurate accounting of the wealth he guards, items of particular significance, and the total value of Hell's riches—an amount measured in numbers mortal scholars have yet to discover. Mammon discloses full reports of his realm's riches only to Asmodeus, but he might reveal the location of a particular item to any who offer him a replacement of greater beauty or value. Both the greedy and the poor alike entreat the Open Palm for aid, pleading for wealth, station, or other comforts. Typically the archdevil answers such requests by arranging for the mortal to discover a coin from Erebus. Whispering through this "lucky copper," Mammon encourages the mortal to engage in acts of greater and greater depravity to attain what she desires.

Unbeknownst to any but Mammon himself, the Lord of the Third is incomplete. A treasure vital to his form was lost to the Maelstrom during his centuries drifting through the chaos after his death. Although he can sense the surroundings of all his pieces, this mighty gem, which he considers his heart, floats in a place of darkness. Mammon regularly sends servants to search for his missing treasure, though he dares not reveal its true importance out of fear of appearing weak or vulnerable in front of Hell's other lords.



## MAZMEZZ

### THE CREEPING QUEEN

CE female demon lord of bindings, driders, and vermin

#### CULT

**Domains** Animal, Chaos, Destruction, Evil

**Subdomains** Catastrophe, Demon, Rage, Venom (see page 182)

**Favored Weapon** net

**Unholy Symbol** skull at the center of a spider web

**Temples** caverns, web labyrinths

**Worshippers** abductors and kidnappers, driders, drow, insane ettercaps, sadistic prison wardens

**Minions** bebeliths, retrievers, spiders, vermin, other evil creatures that use webbing or binding to immobilize prey

**Obedience** Bind a living creature so only a few key portions of its anatomy (such as the belly, eyes, or mouth) remain exposed, allowing you to torment these exposed areas with needles, poisonous vermin, or tiny knives. Gain a +4 profane bonus on combat maneuver checks to grapple and to your CMD.

#### EVANGELIST BOONS

**1: Webspinner (Sp)** *web bolt*<sup>ARG</sup> 3/day, *web shelter*<sup>UM</sup> 2/day, or *vermin shape*<sup>UM</sup> 1/day

**2: Blessing of the Creeping Queen (Ex)** The dreams you experience of becoming one with the Creeping Queen finally manifest in reality with a welcome change to your form. Your lower half swells into a bloated spider's body, complete with eight spindly legs and dripping spinnerets. You become one size category larger, but your reach and the size of weapons you wield do not change. You gain the web universal monster ability (usable seven times per day) and a climb speed of 20 feet. You gain darkvision with a range of 60 feet (or the range of your existing darkvision increases by 30 feet). Finally, you gain a permanent +2 bonus to your Strength, Dexterity, or Constitution score (your choice).

**3: Arachnidial Rebirth (Su)** The Creeping Queen often uses the bodies of her victims as sources of nourishment for her brood, and the monstrosities that hatch from her corpse-implanted eggs often incorporate elements of the body in which they were birthed. In emulation of this horrific method of reproduction, you have been granted the ability to curse a foe to rebirth itself—when you do so, its new and horrible form bursts from the husk of its old flesh. This works like the witch's forced reincarnation hex (*Pathfinder RPG Advanced Player's Guide* 69), but instead of becoming a random race, the creature's new body is that of a spider of its original size category with the head of its original form. As with *reincarnate*, a rebirthed creature can be returned to its original form only through a *wish* or *miracle* spell. This ability can be used once per day, and a successful Fortitude save (DC = 10 + half your Hit Dice + your Charisma modifier) negates this effect. If you have the hex or hex arcana class feature, you can use the DC for your hexes instead.

#### EXALTED BOONS

**1: Mazmezz's Embrace (Sp)** *animate rope* 3/day, *web* 2/day, or *snare* 1/day

**2: Spider's Blessing (Sp)** Through study of eldritch patterns in the webs spun by spiders influenced by the Abyss, you have unlocked in your mind a pair of magical powers associated with the Creeping Queen you adore so. You can cast *poison* and *vermin shape*<sup>UM</sup> once per day each as spell-like abilities.

**3: Temporal Web (Sp)** As you continue to study the patterns and twists in Abyssally influenced spiderwebs, you unlock a greater magical talent within yourself and can use webbing to trap a victim in place and outside of time's flow itself. Once per day, you can cast *temporal stasis* heightened to function as a 9th-level spell. The target of this ability appears to be wrapped tightly in spiderwebs. You can maintain up to three targets in temporal webs at a time; if you use this ability on a fourth target, you must select one of the other three targets to immediately release.

#### SENTINEL BOONS

**1: Adhesive Arcana (Sp)** *adhesive spittle*<sup>ACG</sup> 3/day, *spider climb* 2/day, or *slow* 1/day

**2: Caught in the Web (Sp)** You can call out to Mazmezz to wrap your foes in paralytic webs. Three times per day, you can cast quickened *web* as a spell-like ability.

**3: Trapped Like Flies (Su)** If a target begins a turn entangled in a web you created, it must succeed at a Fortitude save (DC = 10 + half your Hit Dice + your Charisma modifier) or take 1d6 points of Strength drain. This is a poison effect.

Mazmezz appears as a hideous tangle of spidery legs—far more limbs than any worldly spider could command. Some legs end in claws, others in pincers, and still others in spinnerets. At their center, a sickening clot of wriggling hair writhes around a roughly spherical body, with the only concession toward a “front” being an immense spider's mouth surrounded by thrashing pedipalps and filled with fangs.

Mazmezz has the ability to wrap herself in gauzy swaths of webbing that can magically alter her form to anything she can imagine. She often chooses the form of a beautiful woman or female drider when she deals with victims she wishes to capture and keep as trophies in her horrific harem. Yet when punishing foes or in battle, the Creeping Queen reverts to her nauseating true form, in which she is capable of making a bewildering number of attacks, lashing out with her multitude of web-tangled limbs at every creature within her considerable reach.

She can make only one bite attack per round, but in addition to injecting a paralytic toxin, she can use this attack to lay eggs within her victims. When the eggs hatch, the writhing spiders that matured within burst from her victims' bodies, causing great agony. The multitudinous offspring create swarming hordes capable of consuming flesh and bone with alarming speed.



## Chapter 1: Fiendish Divinities

Mazmezz is worshiped primarily by driders, drow, and ettercaps, but some other particularly demented humanoid worship her as well, though these tend to be isolated admirers rather than members of full-on cults. Curiously, the spider women known as jorogumos tend not to worship Mazmezz. To the typical jorogumo, Mazmezz represents raw and brutal mindlessness and primal wrath—an affront to spiders, which they see as creatures of elegance and beauty. Jorogumos who do worship Mazmezz allow themselves to grow deformed, hideous, and slovenly, and they are regarded by their sisters as eccentrics or, at worst, terrors to be put down.

Mazmezz's hive-like Abyssal domain is known as Khavak-Vog. Her favored children, the bebeliths, inhabit its tangled paths, and the largest bebeliths guard its core. Legend holds that Mazmezz spawned the first bebeliths, which explains the disgust and hatred most other demon lords have for the Creeping Queen. Certainly this theory meshes well with other tales that speak of Mazmezz's ancient origin. Once a qliploth, she found herself increasingly worshiped by mortals (particularly drow) and began to enjoy the attention. She became interested in the lives of mortals, and when she realized her fellow qliploth sought to destroy them to cut off the source of sin that demons require to manifest, Mazmezz turned traitor to her own kind. Although she retained her nightmarish form, her transition from qliploth to demon lord was swift and irreversible. She does not care that her bebeliths continue to hunt demons; while she values the worship of mortals, she is unconcerned with their fate once they become demons.

As much as Mazmezz enjoys the attention of her worshipers, she does little to aid them. She is not a benevolent demigoddess; only fools would expect anything more than cruelty from a demon lord. The one major exception is when her faithful are threatened by conversion. Mazmezz invests great power in a chosen few of her favored inquisitors. These worshipers, almost always drow, are known among drow society as the Sisters of Silk, and they live to persecute heretics, lapsed worshipers, and those who would seek to redeem the faithful of the Creeping Queen or convert them to any other religion.

These inquisitors' distinctive black-and-white web armor and spider-infested nets earn them fearful respect in drow settlements. When a Sister of Silk captures anyone who sought to convert worshipers of Mazmezz or seizes a heretic or other blasphemer against the faith, the victim vanishes from society, taken through hidden portals deep within temples devoted to the Creeping Queen to prison vaults within Khavak-Vog. There, these victims are tormented for years or even centuries, with the goal of transforming them into spidery horrors bound to Mazmezz's will. Driders are particularly sacred to the faithful, so the Sisters of Silk view transforming a heretic into a drider as blasphemy. Instead, a Sister of Silk aches to become a drider herself as a reward from Mazmezz—but the Creeping Queen almost never grants this boon, reserving it as a gift for only her most faithful and deserving subjects.





## MEPHISTOPHELES

### THE CRIMSON SON

LE male archdevil of contracts, devils, and secrets

#### CULT

**Domains** Evil, Knowledge, Law, Rune

**Subdomains** Devil, Language, Memory, Thought

**Favored Weapon** trident

**Unholy Symbol** trident and ring

**Temples** barrister offices and headquarters, esoteric libraries and scroll repositories, prison complexes

**Worshippers** con artists, evil barristers, the immoral and desperate, wicked gaolers

**Minions** accomplice devils (*Pathfinder RPG Inner Sea Gods* 279), apostate devils<sup>B5</sup>, contract devils<sup>B3</sup>, handmaiden devils<sup>B2</sup>, horned devils, ice devils

**Obedience** Using a quill and a vial of blood as ink, draw up a contract on a roll of parchment in which you repledge your soul and your service to Mephistopheles in exchange for the power the Crimson Son grants you this day and during your lifetime. Reroll the parchment and seal it with any symbol of Mephistopheles you see fit. Gain DR 1/good and silver.

#### EVANGELIST BOONS

**1: Whispers from Caina (Sp)** *detect secret doors* 3/day, *augury* 2/day, or *blood biography*<sup>APG</sup> 1/day

**2: Enter the Hellfire Testament (Su)** As a standard action, you can forge deep and unsettling ties to the places and individuals around you. While this ability is in effect, an enemy that comes within 5 feet of you must succeed at a Will saving throw (DC = 10 + half your Hit Dice + your Charisma modifier) or be compelled to blurt out a single secret that looms heavy in its mind. This could be a personally embarrassing detail, or it could be secret plans to attack or sabotage you, at the GM's discretion. Additionally, creatures that fail their Will saving throws become confused for as long as you maintain this supernatural ability (once you've activated it, maintaining the Hellfire Testament is a free action). You can dismiss the Hellfire Testament as a free action, and you can use this ability for a number of rounds per day equal to your Hit Dice. The duration need not be used all at once, but it must be used in 1-round increments. Regardless of its saving throw result, a creature subjected to this ability once can't be affected by it again for 24 hours. This is a mind-affecting compulsion effect.

**3: Confide in the Crimson Son (Su)** You have an uncanny, infernal knack for earning the trust of those with weak minds and weaker wills. Three times per day as a standard action, you can target a living creature and offer dark whispers of camaraderie and flattery. Unless the creature succeeds at a Will saving throw (DC = 10 + half your Hit Dice + your Charisma modifier), it believes you are incredibly trustworthy and will refuse to harm you with any of its attacks or abilities

for a number of rounds equal to your Hit Dice, and you gain a +20 profane bonus on Diplomacy checks to influence its attitude or make a request. If any of its allies attempt to harm you during this period, the creature will defend you however it is able. A creature can't be affected by this ability more than once in a 24-hour period. This is a mind-affecting effect.

#### EXALTED BOONS

**1: Fulfilled by Hell (Sp)** *memorize page*<sup>ACG</sup> 3/day, *honeyed tongue*<sup>APG</sup> 2/day, or *marionette possession*<sup>UM</sup> 1/day

**2: Signed with Visineir (Su)** The full weight of the Crimson Son backs the infernal contracts you sign, even if the signatories are coerced or otherwise tricked into agreement. Three times per day as a standard action, you can target a creature to bind it into a special Hell-backed contract. If the creature fails a Will saving throw (DC = 10 + half your Hit Dice + your Charisma modifier), for a number of rounds equal to your Hit Dice it cannot make any bodily contact with you, including attacking with manufactured weapons, as if it were a good-aligned summoned creature and you were affected with a *protection from good* spell. You can attack the affected creature without penalty. Every time the creature attempts to attack you while this ability is in effect, it is nauseated for 1 round (no saving throw).

**3: Eternal Contractual Damnation (Sp)** You can marshal the might of Hell to briefly imprison your enemies. This functions as *mass icy prison*<sup>UM</sup>, using your Hit Dice as your caster level, except the targets are trapped in infernal flames and the prison deals fire damage instead of cold damage. Affected creatures can quench the shifting wall of flames in the same way they could break an *icy prison*. (*Create water* has no effect on the flames, but casting a *quench* spell automatically extinguishes a single creature's prison).

#### SENTINEL BOONS

**1: Call of the Crimson Son (Sp)** *keen senses*<sup>APG</sup> 3/day, *blood armor*<sup>ACG</sup> 2/day, or *chain of perdition*<sup>UC</sup> 1/day

**2: Bound to the Eighth (Sp)** You are well versed in the complex and draconian laws of Hell and those that bind devils to service, and you can imitate this binding magic to weaken your foes. Once per day as a standard action, you can cast *symbol of weakness*.

**3: King of Devils (Sp)** You can call upon the infernal power of the legions of devils that answer to Mephistopheles to strengthen your body and mind. Once per day, you can summon two infernally loyal barbed devils to your side as if using *summon monster IX*.

Mephistopheles offers the world to those willing to pay his price. The Seneschal of Hell and manipulator of humanity, the Lord of the Eighth has the magic and resources to grant nearly anything a mortal might imagine. However, Mephistopheles signs each of his contracts in mortal blood and ends every deal richer in souls. Few can deny the deadly temptations and fiery rhetoric of Hell's most fervent apostle,



## Chapter 1: Fiendish Divinities

who is also known as the Crimson Son, the Devil King, and the Merchant of Souls.

When Asmodeus arrived in what would become Hell, he began to survey his newly claimed land. In creating Hell's layers, he stripped the scorched skin off the land, molded it into a being of ashes and hellfire, and called it Mephistopheles. The primogenial devil, Mephistopheles knew the will of the Pit and that it welcomed the hordes of fallen angels, and so he revealed to Asmodeus the secrets that would make his empire the ordered and unconquerable dominion he envisioned. Countless ages later, the Crimson Son continues to serve his creator obediently, his insight into Hell's domains allowing him to foresee changes in the planar terrain, the genesis of new diabolical breeds, and the shifting whims of the infernal realm.

Forceful and proud, Mephistopheles exudes charisma and can charm a creature with but a gesture. He has skin the color of embers over Hell's scarred plains and elaborate horns and wings in triplicate like some infernal solar. Having stripped the belongings from mortals unable to fulfill their bargains, Mephistopheles wears fantastic jewels and the robes of an exotic prince. He looks like an emissary of some decadent and darkly fantastic empire, which is, after a fashion, true. Never far from the Crimson Son's hand is his adamantine quill, *Visineir*, said to have been scratched from the pit of Nessus by the dragon god Dahak.

Mephistopheles puts all other con artists and mountebanks to shame. Although he rarely levels a harsh word, he delights in insulting the dull-witted to their faces, and cloaks pointed insults behind complimentary veils. Like Hell's other archdevils, Mephistopheles plays a sly political game. While he counts Dispater as an ally and finds wisdom in the words of Barbatos and Geryon, he relishes his chances to deride Baalzebul and Moloch. Though he would never act against any of his fellow lords, his petty jabs and cruel mischievousness have earned him swift rebukes from Asmodeus on more than one occasion—but eloquence and dramatic apologies have saved Mephistopheles from more severe punishments. Because Asmodeus is perhaps the only being in existence who knows when the Devil King is lying, he sees past Mephistopheles's gilded flattery to the cunning advice beneath and thus values him as a barometer of Hell's mysterious whims.

Mephistopheles loathes the inhabitants of the Material Plane. Because he sees mortals simply as fuel for the infernal realm, he continuously seeks souls to satisfy both Asmodeus and his mother, Hell. With his sly wisdom and mastery of divisive words, Mephistopheles is the creator of the infernal contract (see page 202). The living often believe they can navigate such damning agreements, but few souls have ever won their freedom. Not only do mortals rarely have

any hope of escape; the boons gained from such a contract often damn the bargainer's soul long before Mephistopheles or his brethren must collect on the debt.





## **MESTAMA**

### **MOTHER OF WITCHES**

CE female demon lord of cruelty, deception, and hags

#### **CULT**

**Domains** Chaos, Charm, Evil, Trickery

**Subdomains** Deception, Demon, Lust, Thievery

**Favored Weapon** punching dagger

**Unholy Symbol** human eye balanced atop three sharp stones



**Temples** abandoned buildings (particularly churches and schools), old houses, swampy islands

**Worshippers** hags, spurned lovers, vengeful widows, witches

**Minions** banshees<sup>B2</sup>, will-o'-wisps, witchfires<sup>B2</sup>

**Obedience** Perform an act of cruelty toward a nonbeliever—preferably from a vantage unknown by the victim. This act must, at the very least, incite the victim to tears or anger. Gain a +4 profane bonus on saves against illusions.

#### **EVANGELIST BOONS**

**1: Deceiver (Sp)** *silent image* 3/day, *invisibility* 2/day, or *glibness* 1/day

**2: Covenant of Three (Su or Sp)** You may not be a hag, but you can wield hags' power in conjunction with your sisters. You count as a hag for the purpose of forming a coven. You can be part of a coven only if it has no male members. If you are already a hag (or already count as one for the purpose of forming a coven), you can use *project image* once per day as a spell-like ability.

**3: Black Magic (Su)** The Mother of Witches imbues you with the darkest power of witchcraft. You gain a grand hex, chosen from any of those available to witches. This hex's DC is equal to 10 + half your level + your Intelligence, Wisdom, or Charisma modifier (whichever is highest); if you are a witch, you can use your hexes' DC instead. If you are not a witch or a hag, you can use this hex only once per day.

#### **EXALTED BOONS**

**1: Witch's Trick (Sp)** *disguise self* 3/day, *misdirection* 2/day, or *bestow curse* 1/day

**2: Elder's Grace (Ex)** You immediately age to the next age category, gaining all of the appropriate bonuses to your mental ability scores without taking any penalties to your physical ability scores. If you are venerable when you achieve this boon, you die and become a ghost. Any illusion effect you create gains a +2 profane bonus to the save DC. This transformation into a ghost persists even if you fail to perform your obedience.

**3: Shriek of the Damned (Sp)** Once per day, you can cast *wail of the banshee* as a spell-like ability.

#### **SENTINEL BOONS**

**1: Tormentor's Invocation (Sp)** *ill omen*<sup>APG</sup> 3/day, *blindness/deafness* 2/day, or *pain strike*<sup>APG</sup> 1/day



## Chapter 1: Fiendish Abilities

- 2: Widow's Cruelty (Ex or Su)** Mestama grants you a form meant to beguile and slay, as well as the power to join a witch coven. You count as a hag for the purpose of forming a coven. In addition, your nails become razor sharp, granting you two natural claw attacks that deal damage appropriate to your size (1d4 for a Medium creature). If you already had claw attacks, those attacks deal damage as though you were one size larger instead. You become female (if you weren't already) and physically attractive; depending on how drastic the changes are, you may or may not still be recognizable as your former self. Hags do not become physically attractive in this way.
- 3: Maiming Strike (Su)** With a single ripping claw, you destroy a creature's virility and wreck its physical and magical potency. Three times per day, you can make a single claw attack as a standard action. In addition to taking normal claw damage, the creature struck must succeed at a Fortitude save (DC = 10 + half your Hit Dice + your Strength or Dexterity modifier, whichever is higher) or become permanently mutilated in a physical and spiritual way. The victim takes a -6 penalty to its Strength, Dexterity, or Constitution score (chosen by you) and on caster level checks, concentration checks, and spell penetration checks. The victim can no longer sire or birth children. This is a curse effect.

Patron of hags, vengeful widows, and witches, Mestama takes great delight in murdering young women on the eve of their wedding day so she can take their forms and wed their husbands-to-be. At the height of such a marriage's consummation, she returns to her true form (that of a fanged crone with sunken black eyes, talons, raven wings, and a donkey's tail), and she castrates the new husband and vanishes. Those who survive often receive visits decades later from twisted and hideous half-fiends—their sons or daughters, sent by Mestama to finish off the job and murder their fathers.

Mestama prefers to use stealth, subtlety, and unexpected violence in combat, striking from hiding to inflict horrific, bleeding mutilations before vanishing once more. Her mere presence complicates cooperation and antagonizes those already in pain, so that wounds are difficult to heal, and often those who seek to provide aid and comfort to those in agony find themselves in greater peril when their own magic or aid turns back on them in horrific ways. Despite Mestama's brutal skill and cackling glee in combat, she much prefers to deal with her enemies via subtler methods. Deception is her preference, working from within a group to turn its members against each other and manipulating events and relationships so that support structures collapse and good intentions inevitably result in atrocities that are disturbingly easy to accept as deliberate treacheries. For example, a group of healers who come to a plague-stricken town in hopes of bringing a cure to the disease might find that their cure causes even greater harm when the antidote unexpectedly

transforms the afflicted into murderous monstrosities. The healers may never discover that Mestama (or one of her trusted agents) has undermined their efforts, causing their attempt to provide relief to instead create this greater doom, and those suffering in the village have the unavoidable impression that the so-called healers came to the village to do harm. When Mestama's complex plots are revealed for the deceptions they are, she reacts in a blind fury, often making tactical errors in her haste to punish and wreak vengeance upon those who revealed the truth.

Mestama's cult is a hateful one, composed entirely of those eunuchs and women who live to spread cruelty through deception. Her cultists generally regard competing faiths (such as worshipers of Gyronna) with jealous anger and seek to ruin them when possible. This obsession with competition often means that cults of Gyronna or the Queens of the Night unknowingly provide protection to a region, for as long as they operate in an area, cultists of Mestama work against them instead bringing pain and agony to the innocent. In an ironic turn of events that likely no paladin would ever approve of, certain chaotic good sects have taken it upon themselves to adopt the guise of one such competing cult, staging mock sacrifices and false cruelties to draw out suspected cultists of Mestama. When these cultists invariably learn the truth, their anger is greater than ever, for to be deceived in such a way themselves is a greater shame than any other. When these traps work, the cultists typically have only a span of hours to "set things right" before Mestama grows impatient and annoyed and visits her own destructive punishment upon her failed worshipers.

The Mother of Witches dwells in an Abyssal realm called the Barren Wood, a vexing forest of dead and dying pine and fir trees. Decrepit houses serve witches and hags as dens or traps, and darker creatures haunt the more desolate reaches of the wood. Certain remote forests in Avistan (particularly in Galt, Nidal, and Taldor) are said to connect to the Barren Wood; those who unknowingly wander too deeply into these areas can become lost forever, as maps lose all meaning, the cycle of day and night blurs or vanishes altogether, and even the laws of time and space seem to fade away. Often, the remains of those who fall victim to such traps—when such remains can be discovered or recovered at all—bear impossible signs of decay or lack thereof: a traveler missing for a single night might be discovered the next day as nothing but a moldering skeleton wearing rotted and rusted remnants of recognizable armor, while an explorer who vanishes for several decades might be discovered, buried in the earth and uncovered at the site of a newly dug foundation, perfectly preserved as if he had perished but an hour before. Regardless of the apparent passage of time, these bodies invariably bear evidence of a painful death by torture and agony—Mestama's unmistakable signature left in a victim's dead flesh and bare bones.



## MOLOCH

### THE ASHEN BULL

LE male archdevil of fire, obedience, and water

#### CULT

**Domains** Evil, Fire, Law, War

**Subdomains** Ash, Devil, Smoke, Tactics

**Favored Weapon** whip

**Unholy Symbol** bull's head with flame

**Temples** evil military fortifications, ritual kilns, sprawling forges

**Worshippers** evil militant societies and leaders, warmongers, wicked watchers and settlement guards

**Minions** fiendish vampires, horned devils, immolation devils<sup>B2</sup>, pit fiends, warmonger devils<sup>B5</sup>

**Obedience** Build a small fire, and then alternate between holding your weapon's damaging end into the flames and performing martial drills with its glowing blade. Utter devotions to Moloch—the General of Hell and Lord of the Sixth—and swear your blade to the defense of Hell now and in all lives beyond. Gain a +2 profane bonus to your CMD.

#### EVANGELIST BOONS

**1: Command Infernal Legions (Sp)** *command* 3/day, *blistering invective*<sup>UC</sup> 2/day, or *witness*<sup>UM</sup> 1/day

**2: Edicts of Malebolge (Sp)** When the Ashen Bull speaks a command, wise mortals know to obey without thought. Similarly, you can harness your lord's commanding infernal presence to repel your enemies and keep them at bay. Twice per day, you can cast *repulsion* as a spell-like ability.

**3: Loyal Servant (Sp)** You command incredible infernal might at the pleasure of Moloch, and you can use this dark power to reach into nearly any creature's puny mind, bending its will to serve the Lord of the Sixth's whims as you see fit. Once per day, you can cast *dominate monster* as a spell-like ability.

#### EXALTED BOONS

**1: Fires of Malebolge (Sp)** *burning hands* 3/day, *fire breath*<sup>APG</sup> 2/day, or *fireball* 1/day

**2: Ballistae of Flame and Ash (Sp)** Although this knowledge cowers most mortals, you understand that a being of pure, evil hellfire lives under the Ashen Bull's infernal armor. Instead of fearing it, you embrace this hellish firepower and can periodically use a fraction of it to blast your enemies. Once per day, you can cast *delayed blast fireball* as a spell-like ability.

**3: The Fieriest Fiend (Su)** Like the Ashen Bull you know that true power lies within Hell's hottest infernal flames, and you can call forth this fire to help you on Moloch's behalf in your struggles. For a number of rounds equal to your Hit Dice, Malebolge's flames aid you and up to four allies within 30 feet of you. The flames encase affected creature's bodies, providing a +4 profane bonus to AC and immunity to fire. Anyone who strikes you or an affected ally with a melee attack takes 2d6 points of fire damage on each hit.

Additionally, affected allies' melee, ranged, and natural weapons deal an additional 1d6 points of fire damage while this ability is in effect. Activating this ability is a standard action, and dismissing it is a free action. This effect's duration need not be used all at once, but it must be used in 1-round increments.

#### SENTINEL BOONS

**1: Citadel Defender (Sp)** *enlarge person* 3/day, *marching chant*<sup>ACG</sup> 2/day, or *deadly juggernaut*<sup>UC</sup> 1/day

**2: Ashen Bull's Charge (Su)** When the mighty Ashen Bull charges his enemies in battle, all fall before him, quivering in fear and lamenting his rage. You can conjure the same terrifying power that Moloch commands when he bears down on his foes. Once per day as a standard action, with a sweep of your arm, you can emit a burst of infernal rage in a 30-foot radius centered on you. Up to four targets of your choice in the area must each succeed at a Fortitude saving throw (DC = 10 + half your Hit Dice + your Charisma modifier) or be stunned for 1 round and staggered for another 3 rounds by the raw power of Hell. Creatures that succeed at this save are instead staggered for 1 round. This is a mind-affecting effect.

**3: Cower before Hell's General (Su)** With the confidence of a chosen servant of Moloch—dutiful general of Malebolge, he who commands Hell's legions, and merciless destroyer of all that is good—you can strike mortal terror in the hearts of your enemies unlike any fear they have ever known. Twice per day as a standard action, you can invoke the names of the Lord of the Sixth. All enemies that can hear you must succeed at a Will saving throw (DC = 10 + half your Hit Dice + your Charisma modifier) or be panicked for a number of rounds equal to half your Hit Dice. On a successful saving throw, the affected creatures are merely shaken, but they also take a -4 penalty to their AC for the duration. This is not a language-dependent ability, but you must be able to speak to use it. This is a mind-affecting fear effect.

All who burn in Malebolge join the armies of Moloch, the Lord of the Sixth—a being of seething wrath who embodies both absolute discipline and unparalleled destructive force. As the general of Hell's armies, Moloch endlessly trains his infernal legions to be the greatest martial force in the multiverse—a claim few can realistically dispute. Known as the Ashen Bull and the God of Fires, he expects absolute obedience from those who follow him, rewarding the skilled and ruining the weak, though few mortals, even if they be the greatest of warriors, survive for long under the command of the General of Hell.

Moloch is an embodiment of the most devastating, inhuman aspects of war—a creature of fearsome spiked armor encrusted with the blood of countless opponents. His helm is shaped like a powerful bull skull bearing a pair of bladed horns. Upon his chest he wears the severed wings



## Chapter 1: Fiendish Divinities

of the angel Imopheil, who once sought to harrow Hell, and upon his mighty arms clawed gauntlets. He exerts the strength of a titan to heft the thorned sword *Ramithaine* and the wicked battleaxe *Goreleth*.

He never removes his armor, and on the rare occasions when it becomes damaged, nothing can be seen beneath but flames and the suggestion of fire-charred bones.

The Lord of the Sixth is the most dutiful soldier in Hell's armies. Knowing that to falter means annihilation at the hands of the weak but massive armies of the celestial realm, Moloch drives those under his command to perform endless drills and elaborate mock wars. Not one to forgo an advantage, he assembles vast, diverse armies consisting of souls, devils, other natives of Hells, and beings from across the multiverse he has courted to join his ranks. Through legions of subordinates and militaristic infernal dukes, the God of Fires keeps strict control over his vast legions—both on Malebolge and throughout Hell—while his mastery of the tyrant's arts allows him to leverage the dispositions and particular skills of each army and commander in his service. The archdevil is quick to punish even the slightest hint of insurrection or disobedience with impossibly cruel and fiery torments.

In addition to being one of the most utterly destructive powers in Hell, Moloch is also perhaps the archdevil most likely to answer the mundane requests of mortal supplicants. In numerous lands, the cult of Moloch holds power, as its members call upon their master's might to gain the upper hand. When the Lord of the Sixth acts upon the mortal plane, he prefers to manifest his power directly. Whether his people require rain to water their crops, walls to shield their villages, or brides to bear their young, Moloch provides—for a price. The General of Hell exacts his wages in two forms. First, while the Ashen Bull's initial boons often come without obvious tolls, his true devotees must make sacrifices of flesh. In great kilns called "molochs" in his honor, the Lord of the Sixth's servants perform the "passage through fire," burning provisions and beasts along with their own young, committing their offspring's souls to their lord's infernal legions. The greater this

sacrifice, the greater the boon of the God of Fires. Moloch's second price, though, is far subtler. In the fiery burial rites of his followers, their souls are committed to the archdevil, not to find rest but to fill his legions or to face annihilation as fuel for his war machines. The followers of the God of Fires point to their lord's favors as proof of his superiority over all other deities, but such claims are mere delusion, as the price he demands is worse than any mortal hardship.





## NOCTICULA

### OUR LADY IN SHADOW

CE female demon lord of assassins, darkness, and lust

#### CULT

**Domains** Chaos, Charm, Darkness, Evil

**Subdomains** Demons, Loss, Lust, Night

**Favored Weapon** hand crossbow

**Unholy Symbol** seven-pointed crown wrapped with thorny vines

**Temples** brothels, dungeons, elegant manors, hidden cathedrals

**Worshippers** assassins, drow, half-demons, outcasts, prostitutes, shadow-using creatures

**Minions** bats, carnivorous plants, mind-controlled humanoids, seraphim demons<sup>BS</sup>, shadow demons, shadows, succubi

**Obedience** Ingest a dose of psychedelic plants or fungi and engage in any number of sexual acts (either alone or with others), during which at least a pint of blood must be shed. Gain a +4 profane bonus on saves against blindness and charm effects.

#### EVANGELIST BOONS

**1: Kiss of the Succubus (Sp)** *unnatural lust*<sup>UM</sup> 3/day, *detect thoughts* 2/day, or *vampiric touch* 1/day

**2: Tempting Flesh (Su)** You can shape your flesh into seductive forms. You gain the change shape universal monster ability, usable once per day as a standard action, allowing you to take the shape of any Small or Medium humanoid. Your natural form becomes beautiful and sexually appealing, and you gain horns, a pointed tail, and small wings. While in your natural form, you gain a tiefling's darkvision and fiendish resistance racial traits as well as the prehensile tail and vestigial wings alternate racial traits (*Pathfinder RPG Advanced Race Guide* 169). If you're already a tiefling, you gain a +2 bonus to Charisma instead of these additional tiefling traits. In any form, you gain a +4 bonus on Bluff checks to deceive or lie.

**3: Deadly Caress (Su)** Like with a succubus, romantic or sexual contact with you can be deadly. When you engage in an act of passion (such as a kiss) with another creature, you bestow one negative level upon that creature. You must grapple an unwilling creature to use this ability on them. Such an act of passion also has the effect of a *suggestion* spell asking the victim to accept another act of passion. The DC of this *suggestion*, as well as the DC to remove any negative levels bestowed this way, is equal to 10 + half your Hit Dice + your Charisma modifier. You can initially activate this ability only once per day, but once you do so to target a specific creature, you can affect that creature with this ability at will.

#### EXALTED BOONS

**1: The Lady's Charms (Sp)** *charm person* 3/day, *darkness* 2/day, or *suggestion* 1/day

**2: Instant Blindness (Sp)** Three times per day, you can cast quickened *blindness/deafness* as a spell-like ability.

**3: Dominate Thrall (Sp)** Once per day, you can cast *dominate monster* as a spell-like ability. You can have only one creature dominated at a time via this effect, but the effects are permanent until you dominate a new target, at which point the previous target is released from domination but is stunned for 1d4 rounds.

#### SENTINEL BOONS

**1: Murder Walks Unseen (Sp)** *vanish*<sup>APG</sup> 3/day, *invisibility* 2/day, or *twilight knife*<sup>APG</sup> 1/day

**2: Right behind You (Ex)** You gain sneak attack +2d6; this stacks with sneak attack dice from other sources. Whenever you make a sneak attack against a creature that is aware of your presence and considers you an ally, your sneak attack dice are increased to d10s; this applies to both sneak attack dice gained through this boon and those from other sources.

**3: Death Is But a Word (Sp)** Your devotion to Nocticula is rewarded with a single whisper from her lips to your ear alone, revealing one of the countless words Our Lady in Shadow knows to cause death. Each of her worshipers receives a unique word. When you learn it, you can use the word to cast *power word kill* as a spell-like ability once per day.

The first succubus is a beautiful but deadly creature. Lady Nocticula is fond of wearing her dark hair in complex styles. Her eyes are devoid of pupils, her fingers are tipped with talons, and her legs end in stony hooves that weep molten iron. Bat-like wings covered with glowing runes and three tails ending in stingers complete her demonic appearance. Yet, she typically appears to unsuspecting folk as a particularly beautiful woman or handsome man in order to lure them into her clutches.

Even demon lords aren't safe from her deadly temptations; the number of demon lords she's seduced and then assassinated is impressive. Among her greatest triumphs was Vyriavaxus, the demon lord of shadows, from whom she won the grudging loyalty of the shadow demons. Other notable victims include several of her prior competitors for the position of Queen of the Succubi, including Marah (once a demigoddess of shame and scandal) and Alinythia (a demon lord of harpies, music, and seduction, and the most powerful demon lord she's slain). Her first such victim, Nahyndri, was a demigod of gems, prisons, and slavery; it was his attempt to enslave Nocticula that resulted in his death at her hands—an event that opened her eyes to the startling fact that she had the power to murder her demonic brothers and sisters. From that first death, Nocticula's lust for slaying rivals has only grown. When they die at her hands, something in her nature disrupts what usually happens to dead demon lords—rather than their essence merging with the quintessence of the Rift of Repose, her victims' energy and lives form islands in her realm of the Midnight Isles.



## Chapter 1: Fiendish Divinities

This Abyssal realm consists of dozens of islands on an immense sea of still, black water. The sky is always dark, with strange stars and a disturbingly large moon in the sky above. The Midnight Isles are detailed further on pages 154–156.

The other demon lords treat Nocticula with a mixture of obsession and fear. Until recently, she and her brother Socothbenoth maintained a relatively friendly relationship—at times as lovers—but as Nocticula's power has grown, so has Socothbenoth's jealousy. After he betrayed her in a failed assassination attempt, she left him humiliated and broken on the steps before the Cathedral Thelemic, his Abyssal domain, surrounded by the shattered fragments of his once-powerful quarterstaff. Since that time, Nocticula has taken pains to ignore Socothbenoth, knowing that her disdain for his actions and refusal to acknowledge his rage only further infuriate him. It may be but a matter of time before Socothbenoth becomes her latest victim—a fate that the Silken Sin fears more than anything else. But to Nocticula, a humiliated but living Socothbenoth serves her needs better than another island in her chain, and so for now, she suffers her treacherous brother to live.

Nocticula is one of the most popular demons among the drow, but she is also revered in places of decadence such as Geb, Katapesh, Nex, and certain parts of the River Kingdoms. Recently, Lamashtu's cult has taken notice of Nocticula's rising power and has increased its level of hostility against her worshipers, causing some to believe that Nocticula may be close to becoming the second demon to ascend to divinity. Nocticula has been careful and canny in selecting her victims and plotting her rise to power, never directly threatening Lamashtu herself, and many believe the demon lord has in fact struck some form of bargain with the Demon Queen—that she serves as Lamashtu's personal assassin in cleansing the Abyss of undesirable demon lords. A growing contingent of Nocticula's worshipers deride this theory as foolish prattle, pointing out (rightly so) that Pazuzu, Lamashtu's greatest enemy, has never been so much as threatened by Nocticula, much less attacked. Many of these faithful have codified their heretical beliefs, forming the loosely organized Cult of the Redeemer Queen. This cult of heretics preaches that Nocticula is working toward her own redemption, slaying demon lords in a bid to ascend to true divinity as a goddess of artists, outcasts, and the glories of midnight. Though the

Cult of the Redeemer Queen's claims are open to dispute (particularly for those who worship Nocticula in her more traditional role as a demon lord of assassins, darkness, and lust), the cult's clerics not only continue to gain divine support from their goddess but also seem to be thriving. Their good fortune suggests there may be more than blind faith at work, and that Nocticula is indeed on the verge of being the next demon lord to attain full divinity.





## **NURGAL**

### **THE SHINING SCOURGE**

CE male demon lord of deserts, senseless warfare, and the sun

#### **CULT**

**Domains** Chaos, Evil, Fire, Sun

**Subdomains** Ash, Day, Demon, Smoke

**Favored Weapon** heavy mace

**Unholy Symbol** a sun clenched in a lion's jaws

**Temples** desert ruins, mountaintop monasteries, observatories

**Worshippers** dragons, mercenaries, those who fear the sun, unfavored of twins, warlike desert nomads

**Minions** desert-dwelling creatures, lions and leonine creatures (such as chimeras and manticores)

**Obedience** Offer prayers to Nurgal during an hour-long ritual of self-flagellation with a salt-encrusted whip. The ritual must end at noon. If this obedience does not take place under the light of the sun, you must end the ritual by swallowing a handful of salt and sand. Gain a +4 profane bonus on all Fortitude saving throws against effects that cause fatigue or exhaustion or that damage, drain, or penalize ability scores.

#### **EVANGELIST BOONS**

**1: Sun's Wrath (Sp)** *burning hands* 3/day, *flaming sphere* 2/day, or *searing light* 1/day

**2: High Noon (Su)** Nurgal's guidance sharpens your aim and steadies your hand, allowing you to make otherwise impossible attacks. Three times per day as a move action, you can use this power to improve the next melee or ranged attack you make during your turn; if you are in an area of bright light, you can instead use this ability as a swift action. For the purpose of this enhanced attack, you are treated as if you had *true seeing* against the target. If the target of the attack is within 30 feet, your enhanced attack targets the creature's touch AC. If this attack is made using a firearm, the result is never a misfire, regardless of the attack roll. If the attack threatens a critical hit, the critical threat is automatically confirmed. Any attack that hits threatens a critical hit that must be confirmed as normal. If you hit the target and deal damage, the creature must attempt a Fortitude save (DC = 10 + half your Hit Dice + your Strength modifier) or be staggered for 1d3 rounds.

**3: Solar Weaponry (Sp)** You strike with the power of the sun, channeling its deadly light through your weapons. As a swift action up to three times per day, you can transform your weapon into raw energy for 3 rounds, giving it the qualities of a *brilliant energy* weapon. Any creature struck by your weapon must succeed at a Fortitude saving throw (DC = 10 + half your Hit Dice + your Charisma modifier) or be permanently blinded. Unlike normal *brilliant energy* weapons, this weapon is made of pure sunlight and can harm undead creatures normally. Against undead foes that are particularly vulnerable to sun, the weapon also functions as a *disrupting* weapon.

#### **EXALTED BOONS**

**1: Desert's Embrace (Sp)** *endure elements* 3/day, *scorching ray* 2/day, or *daylight* 1/day





## Chapter 1: Fiendish Abilities

**2: Nurgal's Breath (Sp)** You can cast *sunbeam* as a spell-like ability once per day. The beam of sunlight you create with this ability issues from your open mouth.

**3: Desiccating Pulse (Sp)** You can cast *horrid wilting* three times per day as a spell-like ability.

### SENTINEL BOONS

**1: Lord of War (Sp)** *divine favor* 3/day, *tactical acumen*<sup>uc</sup> 2/day, or *deadly juggernaut*<sup>uc</sup> 1/day

**2: Acceptable Losses (Su)** The most important responsibility of your minions is ensuring your survival on the battlefield. Once per day as an immediate action, when you are hit by an attack or affected by a spell or effect, you can transfer its effects to a creature within 30 feet. This creature must be one that is under your control or command or that otherwise considers itself subordinate to you. You suffer no effects from a transferred effect. If the effect is one that affects multiple creatures (such as *horrid wilting* or a breath weapon), the recipient of the transfer can suffer its effects twice. You can decide to transfer the effect or attack after the results of the attack rolls or saving throws have been revealed.

**3: Avatar of Strife (Sp)** You can call upon the Shining Scourge to fill you with his burning light, which spreads mindless warfare everywhere you go. Once per day as a standard action, you can begin radiating an aura of blazing light equivalent to that created by *daylight*, lasting 1 round per Hit Die. Any creature within 60 feet of you must succeed at a Will save (DC = 10 + half your Hit Dice + your Charisma modifier) at the start of its turn or be compelled to attack the nearest conscious creature that round (similar to the "attack nearest creature" result of the *confusion* spell). Worshipers of Nurgal are immune to this effect. As a swift action, you can command a creature affected by your aura to direct its attacks against a creature of your choice within the effect's 60-foot area; this designation lasts until the effect ends.

Not all who worship the sun do so with joy and kindness in their hearts. Those who venerate the Shining Scourge do so out of fear or awe, and they view those who revere the sun out of admiration or adoration as fools. Nurgal embodies the destructive aspects of the sun, and his minions walk without fear in the full light of day. His lower body is that of a golden lion with a draconic tail. Nurgal's head is that of a lion as well, and he can use the blinding light that spews from his eyes and mouth to blind his enemies both physically and spiritually. His torso is deeply tanned and masculine, and he is rarely seen without a heavy mace, the head of which appears to be a miniature sun held in one four-fingered, taloned hand. This mace can deal horrific damage, scorching flesh and drawing moisture from the body so that those slain by the weapon instantly rise as sun-blackened undead slaves of the Shining Scourge.

Nurgal's faith was quite strong in ancient Azlant, and more than a few Azlanti ruins bear evidence of this connection

in carvings depicting a fanged mouth around a sun or the presence of lionlike monsters. Yet in that era, Nurgal was more than a mere demon lord—he was a full-fledged deity whose militaristic cult held significant positions of power throughout the continent of that ancient empire. The cult of Nurgal was feared throughout that land, but particularly in its southern reaches during long, dry summers and in arid locales. His clashes with his ultimate nemesis, the moon goddess Acavna, were legendary. With Nurgal epitomizing the senseless brutality of warfare and Acavna personifying the necessity of defensive tactics against such onslaughts, one could not be faulted for assuming the two deities were equally balanced, one existing so the other could exist—much as how every coin has two faces, or in the way that darkness cannot exist without light. This assumption was shattered during the Eversiege of Aucharan, wherein Acavna's legions came to protect a besieged fortress of azatas that had been cast adrift into the Maelstrom by Nurgal's armies. As the siege escalated, the reasons for Acavna's defense of the fortress and for Nurgal's overwhelming desire to destroy it were lost (if, indeed, either deity had a purpose other than the drive to defend and the urge to fight), but the height of the conflict saw Acavna and Nurgal themselves battling atop the fortress. While the fortification itself was lost, crumbled to ruin and fragments that were swallowed up (along with its hapless inhabitants) by the Maelstrom, the battle was one of Acavna's greatest victories, for at its climax she cut Nurgal in twain with her sword. The defeated deity howled as his unevenly bisected body tumbled into the gulf of the Maelstrom, his position of power among Azlant's gods forever destroyed. The lesser of his halves plummeted into Hell and became the infernal duke Nergal (see page 118), while the greater half, which retained the name Nurgal in its original spelling, fell into the Abyss and became a demon lord.

Today, worship of Nurgal has waned significantly from its zenith in Azlant and is largely limited to the deserts of northern Garund, Qadira, and ruined Ninshabur. Over the thousands of years since Nurgal was split, his greater half has built an Abyssal realm called Kuthan, an expansive region of alternating desert and dry savannas under a vast red sun that never moves from its noontime position in the sky. Narrow gorges hundreds of miles long connect Kuthan to its neighboring realm, the Sea of Whispering Sands, where Nurgal's lover, Areshkagal, once ruled before she was banished to the Blood Clefts by her sister.

Rumors of Nurgal being related to other demon lords, particularly Socothbenoth (whom some believe to be his half brother) do not hold up to scrutiny, given Nurgal's true history, but the Nurgal of the Abyss today is very much a different entity than he was before—and the laws of lineage and bloodline may well become muddled or entirely unreliable when the raw chaos of the Abyss becomes involved.



## ORCUS

### PRINCE OF UNDEATH

CE male demon lord of death, necromancy, and wrath

#### CULT

**Domains** Chaos, Death, Evil, Magic

**Subdomains** Demon, Divine, Murder, Undead

**Favored Weapon** heavy mace

**Unholy Symbol** goat's head with red eyes and four horns

**Temples** burial vaults, caverns, towers

**Worshippers** deathsnatchers<sup>B6</sup>, derros, necromancers, powerful undead (particularly liches and mummies, but very few ghouls or vampires), thanatotic titans<sup>B2</sup>

**Minions** undead, vermlaks<sup>B6</sup>, any chaotic-evil monster or creature tied to undeath or who has the capacity to create undead creatures.

**Obedience** Grind a half pound of bones from the skeleton of a sentient creature, mix it with water to create a gray paste, and then eat it at the end of a long recitation of prayers to Orcus. Gain a +4 profane bonus on saving throws against death and negative energy effects.

#### EVANGELIST BOONS

**1: Power of Death (Sp)** *inflict light wounds* 3/day, *death knell* 2/day, or *animate dead* 1/day

**2: Destined for Undeath (Su)** Your soul is tainted with the essence of undeath. You are damaged by positive energy and healed by negative energy, as if you were undead; the bonus on saving throws granted by your obedience applies against positive energy effects instead of negative energy effects (you retain the bonus on saving throws against death effects). In addition, you gain immunity to exhaustion, fatigue, and nonlethal damage, and you gain a +4 bonus on saving throws against death effects, diseases, mind-affecting effects, paralysis, poisons, stunning, and effects that cause damage, drain, or penalties to your physical ability scores.

**3: Word of Finality (Sp)** With a single word of unfathomably dark power, you can invoke a concentrated upsurge of negative energy within a living target's body, snuffing out a creature's life force with horrific speed. Once per day, you can cast *power word kill* as a spell-like ability. This is a necromancy (death) effect instead of an enchantment (compulsion) [mind-affecting] effect.

#### EXALTED BOONS

**1: Necromancer's Secrets (Sp)** *detect undead* 3/day, *command undead* 2/day, or *vampiric touch* 1/day

**2: Invoke Death (Sp)** Once per day, you can cast *slay living* as a spell-like ability. A creature slain by this spell immediately rises from death as a juju zombie<sup>B2</sup>. The juju zombie is not under your control, but it will not attack you.

**3: Call the Dead (Sp)** Once per day, you can summon a nightwing<sup>B2</sup>, 1d3 devourers, or 1d4+1 advanced mohrgs as if you had cast *summon monster IX*.

#### SENTINEL BOONS

**1: Abyssal Rage (Sp)** *doom* 3/day, *sound burst* 2/day, or *rage* 1/day

**2: Aspect of the Prince (Sp)** You can take on a form resembling that of the Prince of Undeath himself. You can cast *divine vessel*<sup>APG</sup> once per day as a spell-like ability, but only to assume a fiendish aspect. Instead of gaining two claw attacks from this fiendish aspect, you gain a gore attack that deals 2d6 points of damage.

**3: Wand of Orcus (Sp)** Like the legendary *Wand of Orcus*, you can cause your mace to inflict instant death upon those it strikes. Once per day as a swift action upon successfully hitting a creature with a melee attack with a heavy mace, you can cast *slay living* on that creature. You must be wielding a heavy mace when you utilize this ability—while the heavy mace can itself be magical, it can't be one that bears any form of lawful or good magic (such as a holy weapon) or one that has particular power over undead (such as an *undead bane* or *disrupting weapon*).

Although Orcus doesn't have a strong following on Golarion (his worship is mostly restricted to the nation of Geb and certain backwater regions in Nidal), he has far more dealings with other worlds than most of Golarion's demon lords. His cultists maintain that the Prince of Undeath is merely waiting for matters in these other worlds to resolve themselves before turning his gaze upon this world as his next prize—and that when he does, his faithful shall be rightly rewarded for preparing the way. Of course, fierce competition for worshipers with the cults of Kabriri and Zura and the church of Urgathoa is a more likely reason why Orcus's cult on Golarion isn't more widespread. While Orcus is served by many undead, and becoming an undead creature is a goal that nearly all of his living cultists obsess over, very few vampires or ghouls are counted among these undead servitors, since Kabriri has domain over ghouls and Zura over vampires. This isn't so much a metaphysical barrier as it is a philosophical one; the conflict between Orcus and other gods and demigods associated with undeath is legendary, with Orcus's wrath as powerful and immediate against these competitors as it is against faiths that actively seek to destroy undead. To the priesthood of Orcus, the lich is generally held as the height of power and the most glorious method of transcending life, not only due to the power a lich wields but also due to the simple fact that one must actually work to become a lich. Transforming into a lich requires patience, power, skill, and talent, and worshipers of Orcus often regard those undead spawned merely from being transformed by another undead creature via disease or otherwise as lesser incarnations of the undead state of being. To the worshipers of Orcus, there is no difference between a vampire and a leper. Vampirism is a disease, and like all



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diseases, it spreads most quickly among the weak—as a result, Orcus cultists maintain that vampires represent the weakest form of undeath. Accidental undeath ranks only slightly higher, but even then the lich who spent the majority of his living existence working toward a singular transformation feels jealousy and frustration over those who become ghosts simply by chance after death. To Orcus cultists, even mindless undead like skeletons and zombies are “purer” forms of undeath than ghosts, ghouls, and vampires, for as mindless as skeletons and zombies are, they exist only as a result of a necromancer’s skill at magic. They are not creations of mere chance or misfortune but calculated additions to the world, and as such their place in the church is much more valued.

Orcus and his cult’s disdain for accidental and infected undeath should not be taken as cause for common ground with the living, though, for the cult and Orcus himself have plenty of wrath to go around. The cult is fond of a particular saying: “The dead outnumber the living, for all living must eventually join the dead.” They see life as an aberration and the route of the soul from life to a fate in the Great Beyond as wasted potential. Some of Orcus’s more eloquent cultists maintain that undeath is the true reward for a life endured, arguing, “Why go on to lose your self when you can transform into something so much more durable as an undead?” Whether someone deliberately seeks to become undead or simply provides a body and soul for a talented spellcaster to transcend from life into undeath through necromancy is largely irrelevant—so long as the transition is one that comes with purpose.

Orcus appears as an immense humanoid with a ram’s head, bat-like wings, cloven feet, and a long tail ending in a stinger. In combat he is a true terror, capable of injecting lethal toxins via his tail, breaking bones with his hooves, and even inhaling the soul from a living creature’s body, yet all these tools of pain and misery quail before what he wields in one festering hand—the legendary *Wand of Orcus*. This weapon slays with but a touch, and yet this is only one of its many powers.

Orcus’s Abyssal realm of Uligor is an entire world of hideous deserts and swamps, frozen seas, ragged mountains, and ruins haunted by undead. Orcus shares this realm with a large number of evil thanatotic titans, not all of whom worship or even ally with the Prince of Undeath. Large regions of Uligor are scarred by the unending civil war between the titans. It is unknown what shadowy force directly opposes Orcus on Uligor, but his war with this

mysterious demigod has lasted for millennia. Indeed, it is through no small feat on Orcus’s part that the identity of this demigod has remained hidden, for there is something in the nature of the entity that, some believe, could undo much of Orcus’s work on the countless worlds he seeks to control.





## PAZUZU

### KING OF THE WIND DEMONS

CE male demon lord of the sky, temptation, and winged creatures

#### CULT

**Domains** Air, Chaos, Evil, Trickery

**Subdomains** Cloud, Deception, Demon, Wind

**Favored Weapon** longsword

**Unholy Symbol** image of Pazuzu with right hand upraised

**Temples** cliffside cathedrals, desert ruins, mountaintops, towering spires

**Worshippers** antipaladins, enemies of Lamashtu, harpies, tengus

**Minions** fiendish flying creatures, perytons<sup>B2</sup>, swarms, vrocks

**Obedience** String up the eyes and tongue of a freshly killed creature somewhere that will attract the attention of hungry birds (such as the branches of a tree or the crenellations of a tower) or atop an altar of Pazuzu older than your grandfather's grandfather, and then meditate on the offering. Gain a +4 profane bonus on saving throws against effects from flying creatures and compulsion effects.

#### EVANGELIST BOONS

**1: Pazuzu's Voice (Sp)** *lesser confusion* 3/day, *honeyed tongue*<sup>APG</sup> 2/day, or *suggestion* 1/day

**2: Siren of the Skies (Ex)** Your form becomes avian in aspect—your hair transforms into a mane of feathers, feathered wings sprout from your back, and your face takes on a birdlike profile with a hooked nose and chin. Your new wings grant you a fly speed equal to your base speed (good maneuverability). In addition, your voice becomes sweet and melodic, with an astonishing range. You gain a +4 bonus on Perform (oratory) and Perform (sing) checks, and the save DCs of language-dependent or sonic effects you create increase by 1. When you must attempt opposed Charisma checks against a charmed subject to convince it to do something it wouldn't ordinarily do, you can roll twice and take the result you prefer as your actual result.

**3: Avian Mastery (Su)** Any creature flying under its own power (flight from a source other than a spell, spell-like ability, or magic item) that attempts to attack you with a melee attack must attempt a Will save (DC = 10 + half your Hit Dice + your Charisma modifier). If the creature fails, it can't follow through with the attack, that part of its action is lost, and it can't directly attack you for the remainder of the round. Once a creature succeeds at this save, it is immune to this ability for 24 hours.

#### EXALTED BOONS

**1: Whispers on the Wind (Sp)** *charm person* 3/day, *enthrall* 2/day, or *fly* 1/day

**2: Possession (Sp)** You can cast *possession*<sup>OA</sup> three times per day as a spell-like ability.

**3: True Temptation (Sp)** If any creature speaks Pazuzu's name aloud three times with a single breath, and that creature is

within 60 feet of you, you can cast *charm monster* on that creature as an immediate action. You can use this spell-like ability up to three times per day. Creatures with fly speeds take a -4 penalty on saving throws against this effect. If a creature that fails its save against this effect is under the benefits of *protection from evil* or a similar effect, that effect is immediately and automatically dispelled. You can use this ability against a creature that has not invoked Pazuzu's name, but if you do so, it functions as a normal (non-quicken) *charm monster* spell that does not dispel *protection from evil* effects.

#### SENTINEL BOONS

**1: Master of Air (Sp)** *feather fall* 3/day, *gust of wind* 2/day, or *wind wall* 1/day

**2: The Wind, My Shield (Su)** A cylinder of swirling wind constantly surrounds you, an effect you can dismiss or reactivate as a free action. While this effect is active, you gain a +4 deflection bonus to Armor Class, and all ranged attacks against you suffer a 50% miss chance. These supernatural winds can even deflect ranged touch spell effects (such as rays) and massive ranged weapons such as ballista bolts or thrown boulders. As a standard action, you can also direct these winds to assail a creature within 30 feet; this acts as a bull rush or trip attempt, using your Constitution modifier in place of your Strength modifier. You can maintain this wind shield for a number of rounds per day equal to your Hit Dice, but these rounds need not be consecutive.

**3: Champion of Shibaxet (Sp)** The King of the Wind Demons grants you mastery over the power of the winds. You can cast *winds of vengeance*<sup>APG</sup> as a spell-like ability once per day.

Pazuzu appears as a humanoid with eagle's feet and talons, a demonic avian head, two pairs of bird wings, a scorpion tail, and a writhing snake in place of his genitals. Pazuzu is an aggressive demon fond of possessing mortals and using them to work his evils upon the world. It is said that Pazuzu can hear his name when anyone speaks it—and that this may be all that is needed to invite possession by the demon lord. He is the patron of all evil things that fly, particularly harpies and vrocks. His breath is a cloud of locusts, and legend tells that at the dawn of civilization his first breath of air upon the Material Plane spawned the demon that, in time, would become Deskari.

Although Pazuzu can indeed hear his name whenever it is spoken, locate a creature if his name is spoken three times in the same breath, and possess those he so pinpoints when he and the speaker are on the same plane, it is in fact relatively rare for Pazuzu to act upon these opportunities. Typically, he takes advantage of this ability when the speaker is in a region where he feels his reputation needs bolstering, but in most cases he only does so when the speaker does so innocently or out of ignorance. One of Pazuzu's great joys is possessing and destroying the life of an innocent, be it a holy warrior,



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a naive prince, or a very young person. When he takes control of such a victim, Pazuzu takes his time in taking apart all that victim holds dear. Friends, family, and loved ones bear the brunt of Pazuzu's wrath, and it is only when, often several months or even years later, the victim's life has been reduced to shambles that Pazuzu relinquishes his spiritual hold over the victim. In most cases, the victim has been driven to despair or has even grown to see Pazuzu as her only ally, and gratefully continues to serve even after release from possession.

The demon lord can hear his name spoken by his cultists as well but rarely comes to their aid or answers their call—cultists who cannot fend for themselves or bolster Pazuzu's reputation on their own, after all, hardly deserve aid. More often than not, when a cultist begs for help or attempts to attract Pazuzu's attention in this way, the demon lord becomes enraged and sends an agent to smite the speaker—or at least to look on and mock as the desperate cultist fails.

Pazuzu is among the oldest of the demon lords, one of the first to rise to power in the Abyss long ago alongside the likes of Abraxas, Dagon, and Lamashtu, yet his long war with Lamashtu has prevented him from achieving greater power or perhaps even godhood himself—a fact that only serves to spur on his unending conflict with the Mother of Monsters. Had Pazuzu managed to turn his attention away

from this struggle, one can only imagine what the ingenious demon lord might have accomplished. For her part, Lamashtu seems amused by idly deflecting Pazuzu's attempts to bring her to ruin. As a full deity, she believes she has little to fear from Pazuzu, but she would do well to remember that she herself managed to kill a god, and that over time, Pazuzu might just become more than an idle threat to her continued existence.

Pazuzu's realm of High M'Vania exists on the side of one of the great Abyssal rifts. This vertical realm includes an immense city on a vast shelf, as well as the depths below it and the skies above. The unique location of this realm allows Pazuzu unprecedented mobility in the Outer Planes, a freedom he often abuses in his war against Lamashtu, recruiting powerful allies from Abaddon, Hell, and beyond. Pazuzu's personal rookery is a tangle of towers called Shibaxet—a place only his most trusted minions or his favored meals ever get to see. He wields the *Scepter of Shibaxet*, a powerful artifact capable of revealing his enemies, spreading fear among his foes, and destroying lesser magic items at a touch. He can transform the *Scepter of Shibaxet* into a black-bladed, magical longsword of great power, and he is swift to do so when called to battle. Rarely will he loan this artifact to favored mortal agents—but since the repercussions and punishment awaiting those who ask and receive such aid only to fail are so great, very few of his worshipers even have the gall to ask for such support.



## SHAX

### THE BLOOD MARQUIS

CE male demon lord of envy, lies, and particularly violent or sadistic murders

#### CULT

**Domains** Chaos, Destruction, Evil, Nobility

**Subdomains** Demon, Leadership, Martyr, Rage

**Favored Weapon** dagger

**Unholy Symbol** white bird feather floating on a pool of blood

**Temples** crooked alleyways, hidden rooms in grand estates, secret dungeons

**Worshippers** babaus, chokers, derros, drow, evil nobles, serial killers, torturers

**Minions** fiendish animals (particularly birds, dogs, great cats, and rats), shadow demons

**Obedience** Perform an autopsy on a creature killed within the last 24 hours, using your bare hands instead of tools as much as possible. Gain a +4 profane bonus on saving throws against figments and effects that cause bleed damage.

#### EVANGELIST BOONS

**1: Liar's Arcana (Sp)** *ventriloquism* 3/day, *misdirection* 2/day, or *glibness* 1/day

**2: I Was Never Here (Sp)** You can disappear from the scene of a murder at a moment's notice or vanish before a soon-to-be victim knows of your presence. You can use *invisibility* once per day as an immediate action or as part of an initiative check. If you use this ability as part of an initiative check, you can target a single creature within 30 feet with the effects of *modify memory* but only to remove memories of your presence in the area.

**3: Charnel Retreat (Sp)** The Blood Marquis grants you a tiny corner of his domain of Charnelhome to use for your own pleasures. Three times per day, you can create a portal to this place. This acts as *mage's magnificent mansion*, except the mansion exists as part of the Abyss (all planar traits apply) and the portal can be seen and used by anyone. This realm continues to exist when not in use, although foodstuffs and servants are magically replenished each day. In addition, the realm is lethal to invaders. The entire mansion is under the effects of a *guards and wards* spell, which refreshes each day. Any food conjured by the mansion is poisoned with dark reaver powder, and the *unseen servants* can become *spiritual allies*<sup>APG</sup> (although only one can do so at a time). You and creatures designated by you are unaffected by these hazardous effects.

#### EXALTED BOONS

**1: Killer's Finesse (Sp)** *true strike* 3/day, *invisibility* 2/day, or *keen edge* 1/day

**2: Life in Blood (Su)** When your veins are opened, you revel in the glorious pain and exalt in the knowledge that you are closer to your unholy patron. Such wounds do not imperil

your life but instead invigorate you. You treat bleed effects as fast healing. For example, if you suffer an effect that causes bleed 5, you take no damage from the effect and instead gain fast healing 5. This ability activates automatically the first time each day you suffer a bleed effect, and it continues until you are fully healed. After that point, the ability ceases to function and does not work for 24 hours, during which time bleed effects affect you normally. If you are affected by multiple bleed effects during the time in which this ability is active, you always gain fast healing equal to the most powerful bleed effect.

**3: Murderer's Wrath (Ex)** Your training and worship has honed your bloodletting skill with knives, axes, and other cutting implements. If you don't already have the sneak attack ability, you gain sneak attack +5d6. Whenever you deal sneak attack damage with a slashing weapon, you deal 2 additional points of damage per sneak attack die.

#### SENTINEL BOONS

**1: Gifts of Slaughter (Sp)** *divine favor* 3/day, *instrument of agony*<sup>UC</sup> 2/day, or *haste* 1/day

**2: Unholy Butcher (Su)** Shax grants you a blessing when you use your gifts to spread death and murder. As a swift action, you can imbue a natural weapon you have or a manufactured weapon you wield with the *vicious* special ability for 1 round. During this round, whenever you take the 1d6 points of damage from using a *vicious* weapon (whether it's one you created with this ability or otherwise), you gain a profane bonus to Armor Class and saving throws equal to the amount of damage taken until the start of your turn in the next round. This bonus does not stack with itself if you use a *vicious* weapon multiple times in a round, but a higher roll can increase the bonus gained. You can use this ability a number of rounds per day equal to your Hit Dice, but these rounds need not be consecutive.

**3: Bloodbath (Su)** You wield daggers like paintbrushes, crafting an exquisite masterpiece of blood and gore with every surgical stroke. Whenever you use a dagger to deal damage to a creature, you also deal bleed damage equal to your Charisma modifier. This bleed damage stacks with bleed damage you have from other abilities. Whenever a creature within 15 feet of you takes bleed damage from a wound you inflict, the blood flows to you and into your wounds, healing you for an number of hit points equal to the bleed damage taken this way.

Cruel and sadistic, Shax revels in the acts of torture and murder, especially if the victim retains hope of survival up to the very instant of death. The act of murder, in Shax's debased mind, is hardly worth performing if the process can't be stretched out. Slayings that take hours to finish are fine, but when you can keep victims alive for days or even weeks, constantly allowing them to clutch at near escapes or moments of hope only to snatch them away and ultimately



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ending their lives, the murders are so much more rewarding. Shax is particularly fond of eating the eyes of his living victims, but not until he is certain they have seen the filthy tools and bloodstained devices he intends to use upon their bodies.

Shax appears as a humanoid man with a bird's head, wings, and legs, carrying an immense collection of knives and other gruesome weaponry on his body. Wounds have a way of bleeding profusely in Shax's presence, and Shax can command blood to blind or even choke those whose bodies it flows from, to spread out in a crimson pool to make reaching a bleeding victim difficult, or even to lash out with stinging tendrils at those nearby, which makes combat with the demon lord a grisly, gory mess. Bleeding wounds bolster Shax, making such encounters even more dangerous.

Shax's cultists are typically lone murderers or sadists—killers who lead double lives as upstanding citizens of society and slaughter in secret. To these murderous followers, narrow alleyways in dangerous neighborhoods, hidden torture chambers in grand estates, and dungeons filled with death traps make for ideal locations to worship the Blood Marquis. These profane sites are often guarded by fiendish animals, shadow demons, or monsters capable of inflicting bleeding wounds, but babau demons are nearly ubiquitous, for Shax is the entity who helped cultivate and shape the first babaus into being so long ago. Enhanced versions of these demons, known as the Sons of Shax, can often be found serving his greatest cults.

Shax's realm is the appropriately named Charnelhome, an immense house the size of a city perched atop a slightly slanted bluff surrounded by a vast bog of thorny, blood-drinking plants. Each of Charnelhome's rooms contains a different insidious death trap or horrific guardian. Shax is fond of releasing victims into a wing of the vast manor so he can watch them try to escape, often posing as a fellow prisoner so he can experience the victim's despair and fear on as intimate a level as possible.

One particularly disturbing belief that has been gaining momentum among not only Shax's worshipers but also those who study the habits of repeat killers as a whole is the notion that something drives the mind-sets of these killers, influencing them and compelling them to pursue specific methods of murder that lapse into habits of grisly comfort. While worshipers of Shax attribute this influence to the Blood Marquis himself, other cults of killers—such as worshipers of Norgorber in his aspect of the Skinsaw Man and followers of the deific assassin Achaekek, the nascent demon lord Nightripper, and the sadistic daemon harbinger Ajids—have similar beliefs and look to their own diverse patrons as the source of this murderous compulsion.

Secular scholars of such beliefs find it hard to believe that so many divergent demigods and deities might use these methods to compel their followers, and they argue that there must exist an even greater influence—something that in turn can even influence the actions and habits of the gods and demigods themselves. These scholars have taken to calling this mysterious influence the Pattern, giving the name “pattern killers” to those who fall under its compulsions. It is here that Shax and his faithful differ from those of other death cults, for Shax has long taught those who pray to him that a force beyond even himself drives mortals and immortals alike to kill. If so, the true source of the Pattern is, for now, an unnerving mystery.





## SHIVASKA

### THE CHAINED MAIDEN

CE female demon lord of aberrations, clocks, and prisons

#### CULT

**Domains** Chaos, Darkness, Evil, Madness

**Subdomains** Demon, Insanity, Loss, Nightmare

**Favored Weapon** heavy flail

**Unholy Symbol** clock face with 13 hours and hands made of tangled lengths of chain

**Temples** caverns, dungeons, prisons, workhouses

**Worshippers** bullies, chokers and other aberrations, sadistic prison wardens and guards, slavers



**Minions** constructs (particularly clockwork<sup>63</sup> creatures), gibbering mouther, other aberrations

**Obedience** You must begin an obedience to Shivaska at exactly the start of an hour. You must spend this hour bound with chains, manacles, rope, a straitjacket, or some similar restraint. While bound, you must recite prayers to the Chained Maiden and strain against your bindings enough to leave marks on your flesh for the remainder of the day. Gain a +4 profane bonus to your CMD.

#### EVANGELIST BOONS

**1: Warp Time (Sp)** *expeditious retreat* 3/day, *time shudder*<sup>ACG</sup> 2/day, or *slow* 1/day

**2: Clockwork Doll (Su)** Once per day as a standard action, you can transform a living creature within 30 feet that has no more Hit Dice than your own into a porcelain-skinned parody of itself, with springs and gears in place of living organs. The target can resist this transformation if it wishes with a successful Fortitude save (DC = 10 + half your Hit Dice + your Charisma modifier). A transformed creature's type becomes construct, and it gains all traits of the construct type (*Pathfinder RPG Bestiary* 307), including lack of a Constitution score. The transformed creature also gains the clockwork subtype (*Pathfinder RPG Bestiary* 304), including vulnerability to electricity, but it does not gain the swift reactions trait. A transformed creature must be wound once per day with a special key (which appears as part of this transformation); as the key must be inserted into the creature's back, this requires either a successful DC 25 Dexterity or Escape Artist check or another creature's assistance. If the creature is not wound by midnight each night, it becomes immobile and helpless until wound again. A creature transformed into a clockwork doll becomes mindless, with an Intelligence score of 0. It can't use any supernatural or spell-like abilities it had prior to transforming, nor can it cast spells. It also loses all feats and skill ranks. A clockwork doll follows your commands to the letter, but otherwise it remains motionless and takes no actions on its own (unless you command it to react in certain ways, such as serving as a room guardian).

This transformation can be reversed only by *break enchantment*, *miracle*, *polymorph any object*, or *wish*. If the clockwork doll is slain, the creature can be brought back to life via *true resurrection*. You can only have one clockwork doll under your command at a time. If you create a second clockwork doll, the first one must attempt a Fortitude saving throw (DC = 10 + half your Hit Dice + your Charisma modifier); if it succeeds, it reverts to its previous form with no memories of the time spent as your clockwork doll, but if it fails this save, the



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clockwork doll crumbles to rubble and is destroyed. If you are slain, any clockwork doll you've created automatically reverts to its previous form (no save required to avoid destruction).

- 3: Ineluctable Prison (Sp)** You can cast *imprisonment* once per day as a spell-like ability.

### EXALTED BOONS

- 1: Maiden's Cry (Sp)** *lesser confusion* 3/day, *hold person* 2/day, or *ray of exhaustion* 1/day

- 2: Binding Touch (Sp)** Once per day, you can cast *binding* as a spell-like ability, but only at a range of touch. You don't need to expend any material components to use this ability, but assistants can't aid you in its casting. You can have only one creature affected by this ability at a time. If you successfully use this ability on a second creature, the previously bound creature is immediately freed.

- 3: Unwind the Clock (Sp)** You can cast *time stop* once per day as a spell-like ability.

### SENTINEL BOONS

- 1: Strangler's Secret (Sp)** *long arm*<sup>ACG</sup> 3/day, *spider climb* 2/day, or *haste* 1/day

- 2: Summon Abyssal Horrors (Sp)** Once per day as a standard action, you can summon two advanced grimslakes<sup>BS</sup>, as per *summon monster VII*. You gain telepathic communication with the summoned aberrations to a range of 100 feet, and they follow your commands perfectly for 1 minute per level before vanishing back to the Abyss.

- 3: Maiden's Wretch (Ex)** Your body warps into a hunched and slimy form with rubbery flesh and tentacles for limbs, and you gain some of the powers of the aberrant creatures known as chokers. Your arms become boneless and flexible, with sucker-covered, starfish-shaped "hands." While you can still manipulate objects and wield weapons with these appendages, they also grant you two tentacle primary natural attacks. Each tentacle deals damage appropriate to your size (1d6 if you are Medium). These tentacle attacks have a reach 5 feet greater than your normal reach, and you gain the grab and constrict abilities (your constrict damage is equal to the damage you deal with one of your tentacles plus 1-1/2 times your Strength modifier); you can grab a creature up to one size category larger than you this way. In addition, you gain the choker's strangle and quickness special abilities (*Pathfinder RPG Bestiary* 45).

Shivaska's realm on the Abyss is a gloomy, temperate wilderness known as the Winding Wood. Her palace, the Ticking House, is an immense workhouse with a huge clock tower, the face of which accounts for 13 hours rather than 12. This clock is kept running by the constant toil of a small army of abducted children. Legend among the Chained Maiden's worshipers holds that a second, secret clock can be found within this larger clock—one that runs backward instead of forward and that resets only at the start of extinction events.

Shivaska appears as a female choker with four arms and four legs. Her mouth is unnaturally large, but she has no eyes in her head—her red eyes glare instead from the palms of her four hands. A dozen long, thin, animated chains that end in cruel hooks writhe from her back, capable of wrapping around victims to entrap them. A creature that remains trapped in Shivaska's chains too long eventually succumbs to their power and is transported, across planes if necessary, to a small cell deep inside Shivaska's clockwork lair in the Abyss. These chains are said to be Shivaska's true form, and the choker body from which they grow is merely the latest of her favored "shells." In previous eras, Shivaska has appeared as a chain-laced version of other chaotic evil aberrations, including a chuul, a dwiergeth<sup>BS</sup>, a grimslake<sup>BS</sup>, and a spirit naga. Legend holds that her first shell was that of an immense clockwork roper with chains in place of its tendrils and a clock face with dials that kept track of time in increments of 6 hours, 6 minutes, and 6 seconds. In some of her oldest temples, statues and icons of the Chained Maiden still depict these earlier incarnations. Although Shivaska is worshiped by all manner of chaotic evil aberrations, those related to her current shell generally form the bulk of her faithful at any one time, and her transition to a new shell typically coincides with a calamitous extinction event on a Material Plane world. While these events are, of course, catastrophic to those worlds' aberration populations, they impact other species as well, for the buildup to each of these extinctions sees a sudden and disastrous rise in the numbers of those aberrations, as well as the aggressive acts they perpetuate on other races. To date, no such event has occurred on Golarion, yet rumor holds that an immense and complex clock deep within the Ticking House is nearing the end of a mysterious countdown.

Shivaska's cult has long taken a particular interest in orphanages, boarding schools, and similar organizations, and an unsettling number of these institutions have ties to the Chained Maiden. An orphanage under the secret control of the cult of Shivaska uses its orphans for all manner of cruel labor and keeps the children in line by allowing unsettling aberrations (usually chokers) to prowl the orphanage after dark. Tales of monsters and fears of being taken away by strange beings lurking in chimneys, in cramped closets, or under the floorboards work quite well to keep child laborers in line, and such stories have made their way from these wretched workhouses to the lips of stern parents in numerous cities. These frightening bedtime stories themselves function as unwitting prayers to the Chained Maiden, for in most cases the parents telling them are completely ignorant of the fact that with each repetition of such threats against their willful children, they help to click the clock's hands in the Ticking House one second closer to the coming choker apocalypse.



## SIFKESH

### LADY OF HERESY

CE female demon lord of despair, heresy, and suicide

#### CULT

**Domains** Chaos, Evil, Madness, Trickery

**Subdomains** Deception, Demon, Loss, Nightmare

**Favored Weapon** war razor

**Unholy Symbol** bloody feminine hands crossed at slashed wrists

**Temples** desecrated churches, haunted houses, many-windowed towers

**Worshippers** blasphemers, heretics, outcasts from other religions, survivors of attempted suicides

**Minions** lamias, serapis demons<sup>BS</sup>, undead created from the bodies of suicide victims

**Obedience** Perform a ritualized suicide by first scribing a note lambasting your enemies and then pretending to kill yourself via strangulation or cutting. Gain a +4 profane bonus on saving throws against mind-affecting effects.

#### EVANGELIST BOONS

**1: Hymn of Sorrow (Sp)** *ear-piercing scream*<sup>UM</sup> 3/day, *hold person* 2/day, or *crushing despair* 1/day

**2: Blasphemer's Piety (Ex)** Your blasphemous soul adapts effortlessly to reflect the convictions of others. When you are targeted by an effect based on alignment or patron deity, you can choose to be treated as having the alignment and faith of the creature originating the effect (you don't need to know that creature's alignment or faith to make this choice). You can also be treated as having the faith of your target or targets when using a spell or effect dependent on patron deity. Making this choice does not require an action, or even awareness that you are being targeted (in which case the ability always functions as best benefits the character in that situation). In addition, you can select feats, traits, and other options dependent on worship of particular deities as though you were a worshiper of those deities. Once per week, you can choose to perform the obedience of any lawful or good deity with which you are familiar instead of Sifkesh's obedience. This still grants you your normal benefits from Sifkesh, not those from the other faith.

**3: Baptism of Sin (Su)** Your unholy magic infects the souls of mortal creatures, washing away their morality and drawing them into the Lady of Heresy's tender embrace. Whenever a creature fails a saving throw against one of your mind-affecting spells, that creature becomes filled with false but nevertheless convincing memories of having committed a horrific sin. A nonevil and nongood target must succeed at a Will save (DC = 10 + half your Hit Dice + your Charisma modifier) or become staggered for 1 round,





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while a good target must succeed at this Will save or become nauseated for 1 round. Once a creature successfully saves against this effect, it is immune to baptism of sin for 24 hours. This is a mind-affecting emotion effect.

## EXALTED BOONS

- 1: Heretic's Hiss (Sp)** *command* 3/day, *whispering wind* 2/day, or *suggestion* 1/day
- 2: Heresy (Su)** You take great delight in worrying at weaknesses in the dogma of other religions. Once per day as a standard action, you can utter blasphemy or heresy against a single religion other than the worship of a demon lord. A worshiper of the targeted religion must be able to hear your utterance, or this ability fails. You gain spell resistance equal to your Hit Dice + 11 against spells cast by worshipers of the religion you spoke out against. This spell resistance lasts until you use this ability again to blaspheme a different religion or until you fail to perform your daily obedience.
- 3: Mass Suicide (Sp)** Your influence can drive entire groups of people to acts of self-destruction. You can cast *weird* once per day as a spell-like ability. Rather than assaulting the victims with images of fear, this ability assaults the targets with images and sensations of crippling sadness and despair. Those who succumb to the spell and die do so at their own hands. If no method of suicide is available for one who falls prey to this effect, the victim simply dies outright of sadness. This is a mind-affecting emotion effect.

## SENTINEL BOONS

- 1: Wallow in Despair (Sp)** *doom* 3/day, *miserable pity*<sup>UM</sup> 2/day, or *catatonia*<sup>OA</sup> 1/day
- 2: Welcome the End (Sp)** With a cooing nihilistic whisper, you cause a creature to kill itself, making its body lose the drive to maintain life. You can cast *phantasmal killer* three times per day as a spell-like ability, but rather than this functioning as an illusion (phantasm), this is a mind-affecting enchantment (compulsion) effect. The victim must succeed at a Will save to resist the urge to end its life. On a failure, the victim must succeed at a Fortitude save or its body's life-sustaining autonomic processes irreparably and lethally shut down.
- 3: Broken Angel (Ex)** Like that of your Abyssal mistress, your body has fallen to pieces. Your arms and legs do not directly attach to your body, instead floating near their original locations, while your torso sprouts angelic wings that keep it aloft. You gain a fly speed of 30 feet, with perfect maneuverability. Your limbs can disassociate briefly from the whole to attack distant targets at a moment's notice, extending your melee reach by 15 feet, and attacks against you suffer a miss chance of 20% due to the gaps between your constantly shifting body parts. You are immune to effects that cause severed limbs or that arise from severed limbs (including the beheading effect of a *vorpal* sword) and also to bleed effects and bleed damage. You automatically stabilize when reduced to negative hit points.

WAR RAZOR			PRICE 8 GP
TYPE light martial melee			WEIGHT 1 lb.
DMG (S) 1d3	DMG (M) 1d4	CRIT 19-20/x2	TYPE S

To all appearances, a war razor is an oversized razor or flip knife. Since the razor folds into the handle, no sheath is required, making the weapon easy to hide and thus granting the wielder a +2 bonus on Sleight of Hand checks to conceal the weapon on her body.

Sifkesh is unusual among the demons of the Abyss in that her motives seem much more diabolical than those of most of her kin. She doesn't seek to destroy the body and ruin the environment, but instead works to twist the mind away from purity, to seduce men and women of faith into betraying their religions with blasphemies that cause lingering damage to their faith's reputation in society. Her greatest pleasure is to linger near a fallen priest when he or she realizes what has been done and dies by suicide, for then Sifkesh can snatch away the heretic's soul and consume it. Her worshipers are blasphemers, heretics, and outcasts from other religions, many of whom have survived suicide attempts themselves. These cultists tend to be loners, and there isn't a strong element of group worship in her faith. Instead, her cultists seek to infiltrate and ruin other religions from within by spreading doubt among the faithful.

Sifkesh appears as a human woman with snow-white bird wings and stringy black hair that drips blood. Her lips and eyes are stitched shut with rusty wire, and her body is cut into sections at the joints. Usually, these amputations appear at the hips and shoulders, but at times they can appear elsewhere. Each portion floats independently, not quite moving in sync with the rest. Many believe Sifkesh was originally a powerful erinyes devil who became one of Hell's first heretics. Sifkesh embodies the roles from all three major fiendish races—she corrupts like a devil, feeds like a daemon, but is in fact a demon, a conundrum that has long vexed scholars seeking to impose order upon their understanding of the demonic.

Sifkesh's Abyssal realm is Vantian, the legendary City of Open Windows. This city sprawls along the edge of a cliff overlooking a churning sea; portions of the cliff collapse into the sea daily, taking with them chunks of city. Vantian's inhabitants constantly rebuild along the city's far side, barely keeping pace with its destruction. It is said that false temples of every religion can be found in Vantian, all tended by fallen priests who took their own lives. The city itself bears a gothic, haunting beauty, but as with her cult, its constant process of self-destruction defines it more than anything else.



## SOCOOTHBENOOTH

### THE SILKEN SIN

CE male demon lord of perversion, pride, and taboos

#### CULT

**Domains** Chaos, Charm, Evil, Travel

**Subdomains** Demon, Exploration, Love, Lust

**Favored Weapon** quarterstaff

**Unholy Symbol** eyeless snake coiled around a bejeweled staff

**Temples** desecrated churches, dungeons, harems, prisons, secret cathedrals, torture chambers

**Worshippers** deviant rulers, drow, half-fiends, hedonists, jaded aristocrats, lechers, promiscuous libertines

**Minions** half-fiend animals, half-fiend magical beasts, seraptis demons<sup>BS</sup>, succubi

**Obedience** Achieve sexual release, either alone or with one or more partners, and then defile a page torn from the religious canon of a lawful good deity. Gain a +4 bonus on saving throws against enchantment effects.

#### EVANGELIST BOONS

**1: Deviant Urges (Sp)** *command* 3/day, *unnatural lust*<sup>UM</sup> 2/day, or *reckless infatuation*<sup>UM</sup> 1/day

**2: Lurid Persuasion (Su or Sp)** When you create magical effects that manipulate the thoughts and minds of others, you invest your own debased passions and influences into that magic, so that it forces creatures to violate even their most deeply felt taboos. Mind-affecting spells you cast that would normally grant an additional saving throw or a bonus on saving throws for opposing the target's nature do not grant these bonuses or saves, as long as the intended course of action is lurid or perverse (such as causing a druid to lust after her animal companion, or a brother and sister to lust after one another). In addition, three times per day, you can cast quickened *unnatural lust*<sup>UM</sup> as a spell-like ability.

**3: Perverse Reshaping (Sp)** Your deeply felt prayers and obsessive devotion to the secrets Socothbenoth whispers to you when you sleep have granted you the ability to reshape matter and grant life where life should perhaps not exist. Three times per day, you can cast *polymorph any object* as a spell-like ability. Unlike with the spell, you are not limited to existing forms; you could turn the target into a three-headed nymph or a centaur-like creature made only of human body parts, for example (although this does not apply to inanimate forms, such as turning a human into a sculpture of soft clay or vice versa). You can also perform partial transformations, such as granting additional body parts, changing a creature's limbs into something else, or transforming only a creature's tongue into a tentacle. If the resulting form would be lethal, the target gains a +4 bonus on the save. Unlike for a normal *polymorph any object* spell, changes you make this way can be undone only by a *wish* or *miracle* spell or by another use of this ability.

#### EXALTED BOONS

**1: Sins of the Flesh (Sp)** *charm person* 3/day, *eagle's splendor* 2/day, or *beast shape I* 1/day

**2: Compelling Voice (Su)** You have honed your voice into a weapon, and can speak in a smooth and seductive tone that slips into the minds of those who listen like the lightest brush of a lover's breath. As a result, your mind-affecting effects become harder to resist. Increase the save DC of such effects you create by 1, or by 2 when used against an intelligent creature that is or could be sexually attracted to you.

**3: Truth in the Flesh (Sp)** The raptures of physical pleasure grow old when you throw taboo to the wind, and so you have honed your faith to emulate your sinful patron's fluidity of the flesh. You can cast *shapechange* once per day as a spell-like ability.

#### SENTINEL BOONS

**1: Before The Fall (Sp)** *delusional pride*<sup>UM</sup> 3/day, *mirror image* 2/day, or *heroism* 1/day

**2: Violent Vice (Ex)** Causing harm to others fills you with a euphoric pleasure that allows you to endure the harshest blows. Up to three times per day as you deal hit point damage to a creature, the rush of pleasure grants you temporary hit points equal to twice your Charisma modifier. These temporary hit points stack with multiple uses of this ability (but not with temporary hit points from other sources), and last for 1 minute or until depleted. As long as you are fully healed and have at least one of these temporary hit points, you gain a +4 morale bonus on attack rolls and Will saving throws.

**3: Sensuous Facade (Su)** Your form has achieved the utmost perfection, granting you a measure of protection and filling you with a surge of prideful wrath whenever your beauty would be sullied by others' assaults. Your physical appearance becomes darkly beautiful and sexually appealing, granting you a +2 profane bonus to your Charisma score. As long as you do not have an armor bonus to your Armor Class, you gain a profane bonus to your AC and on Fortitude saving throws equal to your Charisma modifier. Whenever a creature deals damage to you with an attack, you gain a profane bonus equal to your Charisma modifier on your next weapon attack roll against that creature.

If Nocticula is the demonic embodiment of seduction and lust, then her brother and lover Socothbenoth is the embodiment of the unpleasant methods by which such hungers are satiated. Paragon to deviants and lecherous maniacs of all types, Socothbenoth views all of creation as his personal arena of pleasure. His tastes, and those of his faithful, tend to run to the violent and destructive. He is fond of changing his form on a whim to aid in whatever pleasures he currently seeks, but his true form is that of a lithe, handsome man with black eyes, long black hair, pointed ears, and numerous body piercings of metal



## Chapter 1: Fiendish Divinities

and bone. Of all the demon lords, Socothbenoth is the least demonic in appearance, and he can pass as an incredibly attractive half-elf or elf in most societies without resorting to his mastery of changing shape. He is often seen in the company of albino serpents of all sizes, and it is said that they follow the commands he whispers without fail.

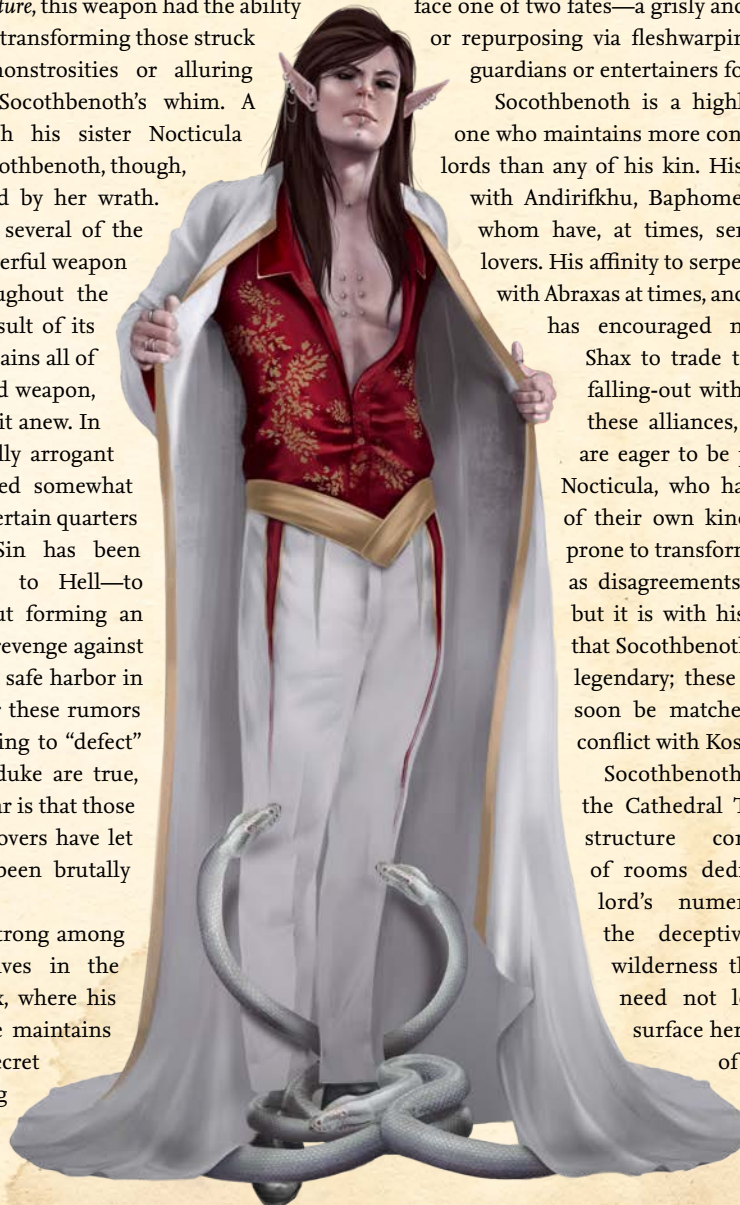
Socothbenoth prefers to handle confrontations without resorting to fights, and his mastery over the mortal mind and skill at manipulating emotion and desire mean that he can usually do just that. When forced to fight, though, Socothbenoth does not relent and is a dangerous foe indeed. He takes full advantage of his ability to alter his form when in battle, growing claws, fanged mouths, horns, and stinging tails as needed with stunning speed to lash out at foes. Until recently, he utilized a powerful magical quarterstaff in combat as well: named *Rapture*, this weapon had the ability to fleshwarp living targets, transforming those struck into either deformed monstrosities or alluring paragons, according to Socothbenoth's whim. A recent confrontation with his sister Nocticula resulted in disaster for Socothbenoth, though, and *Rapture* was destroyed by her wrath. He has already recovered several of the fragments of the once-powerful weapon that were scattered throughout the Abyss and beyond as a result of its sundering, but until he regains all of the shards of the destroyed weapon, he cannot hope to reforge it anew. In the meantime, his normally arrogant attitude has been rendered somewhat hollow. Whispers among certain quarters claim that the Silken Sin has been making secret overtures to Hell—to Belial in particular—about forming an alliance to extract a grisly revenge against Nocticula in return for his safe harbor in Hell. It is unclear whether these rumors that Socothbenoth is seeking to “defect” and become an infernal duke are true, but what is abundantly clear is that those whom the Silken Sin discovers have let slip such slanders have been brutally savaged and destroyed.

Socothbenoth's cult is strong among the drow, but also thrives in the Ustalavic county of Versex, where his cult is quite large, and he maintains a steadily growing secret society of deviants among the nobility of the city of Karcau. News of his enervating defeat has sent

ripples through his faith, galvanizing some to become more vocal and aggressive in asserting their roles in their societies, while others have turned away from his worship to seek a stronger god to follow. While a few of these blasphemers have found new faith in Nocticula, the majority have turned to Kostchtchie instead, seeking inspiration from the demon lord of revenge as a way to aid their onetime patron yet not quite realizing that turning to another demon lord is as humiliating for Socothbenoth as being put in his place by his more powerful sister. Those who remain faithful to Socothbenoth typically view these “traitors” as the greatest enemy to the faith, and have been spending more and more of their time and resources tracking down any who dare to leave the Silken Sin's embrace. They prefer to capture such heretics alive, so that they may be returned to a temple to face one of two fates—a grisly and humiliating sacrifice, or repurposing via fleshwarping into near-mindless guardians or entertainers for the church.

Socothbenoth is a highly social demon lord; one who maintains more contact with other demon lords than any of his kin. His greatest alliances are with Andirifkhu, Baphomet, and Pazuzu—all of whom have, at times, served Socothbenoth as lovers. His affinity to serpents has seen him work with Abraxas at times, and his interest in sadism has encouraged numerous visits with Shax to trade techniques. His recent falling-out with his sister has shaken these alliances, for few demon lords are eager to be perceived as opposing Nocticula, who has murdered so many of their own kind. These alliances are prone to transform into warfare at times as disagreements and arguments flare, but it is with his hated enemy Nurgal that Socothbenoth's battles are the most legendary; these battles, however, may soon be matched by the burgeoning conflict with Kostchtchie.

Socothbenoth's Abyssal palace is the Cathedral Thelemic, a city-sized structure containing thousands of rooms dedicated to the demon lord's numerous vices. Despite the deceptively peaceful sylvan wilderness that surrounds it, one need not look far beneath the surface here to see the multitude of perverted activities that run rampant in Socothbenoth's twisted and deviant personal playground.





## SZURIEL

### ANGEL OF DESOLATION

NE female Horseman of war

#### CULT

**Domains** Evil, Fire, Strength, War

**Subdomains** Blood, Daemon, Ferocity, Tactics

**Favored Weapon** greatsword

**Unholy Symbol** pale hand and black sword

**Temples** battlefields, military hospitals, razed cities, volcanoes, war memorials

**Worshippers** arms dealers, looters, mercenaries, soldiers, urdefhans<sup>B2</sup>, warlords

**Minions** astradaemons<sup>B2</sup>, carrion eaters, constructs, obcidsaemons<sup>B6</sup>, purrodaemons<sup>B2</sup>, undead soldiers

**Obedience** Select a target or multiple targets of your wrath, studying them for a time before either slaying them in open combat with multiple witnesses or crucifying your enemies in effigy in a public venue. Gain a +4 profane bonus on saving throws against fire-based effects.

#### EVANGELIST BOONS

**1: Seraph's Blessing (Sp)** *charm person* 3/day, *tactical acumen*<sup>UC</sup> 2/day, or *suggestion* 1/day

**2: Swift Fires of War (Sp)** You can cast quickened *haste* once per day as a spell-like ability.

**3: Szuriel's Command (Sp)** Once per day, you can invoke Szuriel's fury, exhorting every creature within 30 feet to fly into a rage and attack your enemies. This functions as a quickened *song of discord*.

#### EXALTED BOONS

**1: Seraph's Grace (Sp)** *moment of greatness*<sup>UC</sup> 3/day, *burning gaze*<sup>APG</sup> 2/day, or *fireball* 1/day

**2: Pyre's Touch (Ex)** You gain fire resistance 30 (this stacks with any other natural fire resistance you have).

**3: Punishment of the Forsaken (Sp)** Once per day as a standard action, you call down the Angel of Desolation's wrath upon a single target. This ability acts as *implosion*, but the victim is drawn into the air, held cruciform, and then torn apart by an invisible force.

#### SENTINEL BOONS

**1: War's Crusader (Sp)** *mount* 3/day, *wartrain mount*<sup>UM</sup> 2/day, or *phantom steed* 1/day

**2: Weapon Lore (Su)** You are proficient with all weapons, but you are particularly gifted with swords. You gain a +2 profane bonus on attack and damage rolls with swords; this bonus becomes +4 when you wield a greatsword.

**3: Avatar of the Seraph (Su)** You gain a +2 profane bonus to Strength and Constitution.

More entities have borne the title of Horseman of War than that of any of the other three Horsemen—as is only fitting for such a violent role. The current Horseman of

War, Szuriel, the Angel of Desolation, is reported to have held the title longer than any previous Horseman, though it's unclear whether this is a matter of record or a deliberate distortion. Certainly very few can (or are willing to) say who the previous Horseman of War was, though it is widely told that Szuriel slew him at the summit of the Cinder Furnace, elevating her to her current status and granting her a reputation that discourages any rivals within her ranks.

At first glance, Szuriel seems a triumphant angelic figure standing 20 feet tall. With ivory skin, flowing golden hair, a flawless and powerful body clothed in a coil of immaculate silk, and the wings the blue-black of a raven, she appears as a personification of glory from on high—an awe-inspiring goddess of war. Up close, however, this impression quickly fades. Mirrored and black as onyx, Szuriel's eyes bleed constantly, with rivulets of blood running down her cheeks and falling to the ground, leaving behind the twin trails of crimson. When she deigns to smile, she reveals a mouth full of jagged, razor-sharp fangs more fitting for a shark or dragon than anything humanoid. Wielded by every Horseman of War dating back to the first, Szuriel's greatsword, *Lamentation of the Faithless*, is said to be the corrupted blade of an ancient celestial—possibly the stolen sword of Melek Taus, the Peacock Angel. Regardless, the exact origins of the black-bladed weapon are lost to the dark eddies of history, and the touch of war has long since subsumed the sword's original identity and nature.

Szuriel is thought to have once been a mortal paladin excommunicated for heresy. Anger and a lust for revenge drove her to elevate herself in rank to general and then empress, and she demanded the crucifixion of every member of her former faith, from hierophant to lay believer. When her death came, not on the battlefield but by an assassin's blade, it merely opened another chapter in her conquests.

With both her form and her various titles—notably the Angel of Desolation and the Seraph of Devastation—Szuriel makes open mockery of the angelic, often playing upon celestial thematic elements in her warped, destructive interactions with mortals, awing both the misguided and those fully cognizant of her nature. Szuriel's cults often portray her not as a paragon of conquest, destruction, and genocide but as a being promising righteous victory or the purity of a martyr's death, in whose faith the souls of fallen soldiers ascend to paradise regardless of the horrific crimes they might commit (and which they are, in fact, persuaded to perform). The impure are put to the sword, the infidels butchered, the heretics killed, and the others swept below a tide of steel. The Horseman will smile and guide the hand of each and every killer before claiming him as well.

Szuriel's relationship to other planar powers is complex and troubled, with the gods' collective distaste for the daemons complicated by the fact that many of them have purchased the temporary loyalty of her armies in skirmishes



## Chapter 1: Fiendish Divinities

and battles across the planes. Szuriel has her own profound disdain for other gods (due to her mortal history), but she understands perfectly well that heresies and conflicts between rival religions are among the greatest motivators of war across the planes, and she reaps a fortune in souls through the mercenary services she provides. It is worth noting that her antipathy toward the gods excludes Lamashtu, given that the Mother of Monster's invasion of Abaddon and slaughter of Roshmolem the Steel Weaver eventually made way for Szuriel's own rise to power.

Despite Szuriel's hatred of faith in the gods, she sees no contradiction in cultivating her own mortal cult and supporting those of the other members of the Four. In siphoning off souls that might otherwise have gone to the other gods and condemning them to the wastes of Abaddon, she obliterates faith at the same time that she inches the multiverse toward her ultimate goal of extinguishing all mortal life. She sends not only boons and divine magic but also daemoniac servitors and horrific weapons of war to her followers, as well as deadly creations wrought in the domains of her kindred Horsemen. Although the Four each have their own particular competing plots and intrigues, they all gleefully jump at the opportunity to utilize the followers of their siblings to test, use, or disperse their own hideous creations and monstrous tools.

Throughout the history of her reign, Szuriel has repeatedly tempted mortal sovereigns into damning bargains, offering them the aid of her armies to expand their nations or to save them when they face impossible odds. In every case, all involved are doomed, for unlike Asmodeus's devils, Abaddon's fiends adhere to their bargains only so long as they care to do so, or as long as they can be forcibly and magically bound to obey. Szuriel's armies form the largest and most strictly organized force in Abaddon. The soldiers of these armies train with, develop, and perfect the use of horrific weapons of war, but their time within Szuriel's domain is short. At any given moment, half of the Horseman's armies are scattered throughout the planes in mercenary service to various Abyssal lords, archdevils, or whatever other force will purchase their services. Most times the price is steep, requiring living mortals or souls, or granting the mercenaries the right to consume the souls of their enemies upon the field of battle. The rules are different, however, when the armies march upon the mortal plane, with their erstwhile allies often falling victim to absurdly cheap and ultimately voided bargains—wholesale genocide instead ruling the day. Unleashed upon the Material Plane, Szuriel's armies honor their commitments just long enough to make their “allies” complacent, and then butcher them indiscriminately.

Szuriel remains one of the only non-devils ever to set foot inside Moloch's supposedly impregnable Melqart Keep and there behold the Eye of Ba'al. This visit caused concern in some corners of Hell, but the fact that neither the other members of the Four nor Asmodeus himself has voiced any objection suggests that it stands to benefit Abaddon and Hell alike.





## TRELMARIXIAN

### THE LYSOGENIC PRINCE

NE male Horseman of famine

#### CULT

**Domains** Earth, Evil, Madness, Weather

**Subdomains** Daemon, Decay, Insanity, Seasons

**Favored Weapon** spiked gauntlet

**Unholy Symbol** jackal skull clenching an eclipse in its jaws

**Temples** circles at the hearts of blighted fields, empty granaries, forests made barren by volcanic activity, poisoned or eutrophic lakes, scarred and polluted regions, wastelands

**Worshippers** evil druids, famine sufferers, hungry ghosts

**Minions** astradaemons<sup>B2</sup>, fiendish jackals and jackal monsters, ghouls, meladaemons<sup>B2</sup>, scavengers, vampires, vermin

**Obedience** Abstain from eating or drinking until you experience the bitter pangs of hunger. Meditate in this state for just under an hour, and then gorge yourself upon any available substance regardless of its suitability as food, such as sand, ashes, or flesh. Gain a +4 profane bonus on saving throws against effects that cause exhaustion, fatigue, nausea, or sickness.

#### EVANGELIST BOONS

**1: Jackal's Blessing (Sp)** *memory lapse*<sup>APG</sup> 3/day, *false life* 2/day, or *vampiric touch* 1/day

**2: Unending Whispers (Sp)** You can cast *insanity* once per day as a spell-like ability.

**3: Kiss of the Lysogenic Prince (Su)** You can make a touch attack to infect another creature with a fragment of your soul. The target can resist the attach with a successful Will save (DC = 10 + half your Hit Dice + your Charisma modifier). Otherwise, while you and the target are on the same plane, as a free action you can observe what your target perceives with its senses. Once per day as a standard action, you can directly control the target's actions for 1 round plus a number of additional rounds equal to your Charisma bonus. The affected creature retains no memory of your controlling influence or its actions while controlled. This is a curse effect. You can have only one target affected by your kiss at a time; if you target another creature, the first is no longer affected.

#### EXALTED BOONS

**1: Jackal's Grace (Sp)** *ray of enfeeblement* 3/day, *feast of ashes*<sup>APG</sup> 2/day, or *cup of dust*<sup>APG</sup> 1/day

**2: Unending Hunger (Su)** Once per day as a standard action, you can consume any nonliving substance without ill effect. The size of the object consumed can be no larger than a creature of your own size category, but regardless of the size, consuming the object takes only 1 round. A body consumed in this way can be restored to life only via *miracle*, *true resurrection*, or *wish*. Any object you consume can attempt a Fortitude save (DC = 10 + half your Hit Dice + your Constitution modifier) to avoid being destroyed.

**3: Withering Invocation (Sp)** Once per day, you can invoke Trelmarixian's unending hunger to cause a number of victims to consume themselves from the inside out. You can cast *implosion* once per day as a spell-like ability.

#### SENTINEL BOONS

**1: Famine's Crusader (Sp)** *mount* 3/day, *wartrain mount*<sup>UM</sup> 2/day, or *phantom steed* 1/day

**2: Consumptive Aura (Su)** As a swift action, you can radiate an aura of hunger to a radius of 20 feet. Once you activate this ability, you can maintain it each round as a free action. You can use this ability for a number of rounds per day equal to your Hit Dice; these rounds need not be consecutive, but they must be used in 1-round increments. Each round a creature begins its turn within this aura, it must succeed at a Fortitude save (DC = 10 + half your Hit Dice + your Charisma modifier) or take 1d6 points of nonlethal damage and become fatigued from extreme hunger. Creatures that don't need to eat are immune to this effect. You are immune to this effect, and although you still feel hunger pangs, you no longer take damage nor are otherwise inconvenienced by the effects of starvation.

**3: Eruptive Arrival (Sp)** Once per day, you can teleport yourself into the flesh of any living creature that you can see (as per *greater teleport*), erupting out of its body in a shower of blood, bone, and viscera, arriving in an adjacent square, and dealing 5d6 damage to all creatures within 10 feet. The target itself takes 20d6 points damage. The target and creatures in the affected areas can attempt Fortitude saves (DC = 10 + half your Hit Dice + your Constitution bonus) to reduce the damage by half, but any creature that fails this saving throw is also nauseated for 1d4 rounds.

The youngest and most ambitious of the Four Horsemen, Trelmarixian the Black obsesses over the systematic exploration of soul consumption. In his words, "We are born of souls and destined to destroy mortality. But we are destined for even greater things thereafter."

Often depicted as a thin, starving man with three jackal heads, crystalline teeth, and black, oddly fluid or membranous flesh, Trelmarixian in fact has no true form. The Horseman of Famine's physical body exists as a protoplasmic slurry of bile, blood, and mucus, like a corpse that has decayed and been reduced to a liquefied, pulpy muck.

The Lysogenic Prince is nothing if not ambitious. While he is young compared to the other Horsemen, "young" is a relative term, and the Horseman of Famine has held his position for eons. Due to the nature of his mortal death, his soul was ensnared by the former Horseman of Famine, Lyutheria the Parasite Queen, but rather than devouring it, she warped it into a form that was to her liking. Her interest was rewarded, and he worked for millennia beneath her, as time passed acting less as a servitor and more as a consort and an apprentice, supplementing her research with his own. So long had Lyutheria reigned, however, that she no



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longer truly believed that she might be deposed, and thus she allowed her servant more freedom than any of the other Horsemen would ever consider doing. When Trelmarixian eventually overwhelmed and consumed his mistress, becoming the new Horseman of Famine, few were surprised.

Much like his predecessor, Trelmarixian the Black concerns himself with both his titular dominion of starvation and the broader concept of wasting, both physically and metaphysically. Whereas the Parasite Queen embodied the idea of wasting through violent parasitism, the Lysogenic Prince instead embodies the idea of wasting from cancers and other forms of self-consumption: physical withering as a hijacked immune system turns the body against itself in a downward spiral of corporeal decay.

Trelmarixian's espousal of the Madness domain is also telling, linked to both his current status and his past. Like the viral cancers he represents, the Horseman of Famine also behaves like his chosen concept in a concrete manner. Over the centuries, he has infected his servitor caste of meladaemons, including several of his more powerful vassals among the Withered Court, with aspects of his essence that lurk within them like viruses. Precisely how much influence or control he can exert this way is known only to the Horseman himself, but even if this infection opens only a tiny window of awareness to each servitor, he would be bombarded with sensory information on a truly massive scale, enough to make nearly any single consciousness insane.

As a result, Trelmarixian's fragmented mind brims with madness and a multitude of voices, chief among them the voice of his lover, mentor, and predecessor: Lytheria. He still adores her in a way, though consumption was his only means of expressing those mortal feelings. She in turn still speaks to him, advising him as she sees fit or mocking his shortcomings like an aggressive, self-aware conscience.

By force of will, he can silence the voices, but one of them haunts him even so. Most daemons retain only fragmented recollections of their mortal existences; Trelmarixian, on the other hand, remembers everything save for the last few minutes of his life. After snuffing out every single life on his world in an unparalleled work of sorcery, but condemning himself to starvation, at the end of his mortal existence he recalls a voice talking to him, asking him questions and mocking his success as paltry compared to what awaited him after death. Despite killing everyone he had ever known in life, he knew someone was there—but he cannot remember the watcher's face or last words before his own death.

As a mortal, Trelmarixian was born a tiefling of mixed and unknown mortal heritage, but his blood carried a distinctly daemonic taint. His memories haunt him, as does the question of whose blood he inherited—and thus who may still have some unfulfilled claim on him. Was he merely the progeny of a random daemon or perhaps of the Parasite

Queen or some other Horseman? What troubles him most is the notion that he was born to be the vector for the return of his own progenitor—a virus within another, incubating and waiting for the day to come to express itself and snuff out the Lysogenic Prince as he did his own predecessor.





## URXEHL

### TROLLFATHER

CE male demon lord of natural disasters, storms, and trolls

#### CULT

**Domains** Chaos, Evil, Fire, Weather

**Subdomains** Ash, Catastrophe, Demon, Storms

**Favored Weapon** greatclub

**Unholy Symbol** storm cloud pierced by lightning

**Temples** caverns, forest glades blasted by fire or wind, mountaintop towers, ruined bridges (particularly the dark places below such ruins), ships

**Worshippers** evil druids, those who live in fear of natural disasters, trolls

**Minions** behirs, evil creatures that can manipulate the weather, fiendish elementals, half-fiend trollhounds<sup>83</sup>

**Obedience** Cavort naked atop a hill, mountaintop, or rooftop during a storm, or else ritualistically sever the fingers, toes, and then arms and legs of a nonevil being, burning each severed part to ash before moving on to the next. Gain a +4 profane bonus on saving throws against weather-related effects and spells.

#### EVANGELIST BOONS

- 1: Storm's Wrath (Sp)** *shocking grasp* 3/day, *aggressive thundercloud*<sup>ACG</sup> 2/day, or *lightning bolt* 1/day
- 2: Tempest Hide (Ex)** Urxehl rewards your devotion by transforming your skin into leathery rust-red hide (if you already have fur, hide, or scales on your body, the coloration merely changes). As a result of this transformation, you gain electricity resistance 30. If you are already immune to electricity (or if you gain immunity to electricity at a point after you gain this boon), you gain sonic resistance 30 instead. In either case, the gift allows you to enjoy the fury of the greatest of storms in relative safety.
- 3: Storm of Verakivhan (Su)** You can unleash the power of the Trollfather with your voice, channeling the raw fury of his eternally tempest-tormented realm in a thunderous shout. With a mighty roar, you blast those around you with deadly storms of Abyssal energy. Twice per day as a standard action, you can exude waves of energy in a 30-foot-radius burst centered on yourself. The blast does not harm natural vegetation or creatures in the area you wish to exclude from damage. Other creatures in the area take 1d8 points of acid, cold, electricity, or fire damage per character level you have (maximum 20d8) and are stunned for 1 round. You choose what type of energy damage this ability deals when you activate your storm (all targets take the same type of energy damage; you can't cause one target to take fire damage and another to take acid damage). A creature that succeeds at a Fortitude saving throw (DC = 10 + half your Hit Dice + your Charisma modifier) takes half damage and negates the stunned effect.

#### EXALTED BOONS

- 1: Storm Breath (Sp)** *obscuring mist* 3/day, *gust of wind* 2/day, or *call lightning* 1/day
- 2: Earthshaker (Sp)** You can cast *earthquake* once per day as a spell-like ability, but it affects only a 40-foot-radius spread.
- 3: Invoke the True Storm (Sp)** You can cast *storm of vengeance* as a spell-like ability once per day.

#### SENTINEL BOONS

- 1: Master of Trolls (Sp)** *enlarge person* 3/day, *resist energy* (acid or fire only) 2/day, or *fireball* 1/day
- 2: Rip Flesh and Tear Limbs (Ex)** Your limbs become rangy and your hands twist into ghastly claws. You gain two claw attacks, each dealing 1d6 points of damage for a Medium creature; in addition, you gain the rend ability, which requires two successful claw attacks and deals a number of points of damage equal to the damage die of one claw plus your Strength modifier. If you already have the rend ability, you deal double your existing rend damage when rending.
- 3: Trollfather's Chosen (Ex)** Your flesh knits together with gruesome speed, healing wounds almost as soon as they are inflicted. You gain regeneration 5 (acid or fire). If you already have regeneration, increase the rate of healing granted by your regeneration by 10 instead.

Urxehl's Abyssal realm of Verakivhan is a constantly burning forest lashed by powerful storms with rain that fuels the flames below rather than extinguishing them. It is only in the face of such tremendous natural devastation that Urxehl is truly pleased, and he often sends visions of such disasters to mortals in hopes that they might find a way to create them.

Although he is considered the patron of the troll race, the demon lord greatly despises the twisted giants that share his form. Even so, the trolls remain his strongest worshipers, the most religious of which believe that Father Urxehl gifted them with regeneration so they could survive his terrible rages and depredations. The fact that he despises them so instills within the troll faithful a paradoxical need and drive to earn Urxehl's favor and respect. That he will never give them to a troll matters not to the troll—the concept that one's father (even in such a spiritual sense as this) could so hate his offspring only inspires troll worshipers to redouble their attempts to please their abusive patron. Troll priests often prepare spells that both protect them from fire and allow them to utilize fire as a weapon, primarily as a way for them to maintain control of those they lead through fear.

Urxehl's cultists are particularly active in the River Kingdoms, where trolls are common. Here, smaller sects of human or other races worship him as well, though less as a patron of trolls and more as a scion of disasters and storms. Strangely, worship of Urxehl isn't particularly strong in those regions constantly lashed by storms and is most



## Chapter 1: Fiendish Divinities

notably absent along the Abendego Coast. Scholars suspect this is because the mysterious Eye of Abendego arises from an even greater source of power—one that even the demon lord of storms must fear and respect.

A surprising number of chaotic neutral or neutral evil druids look to Urxehl as a source of inspiration and divine power. These druids are generally not trolls but more often are humans who recognize Urxehl's power over storms and natural disasters. Of course, other druids view these cultists as heretics at best, and their interactions with these nontraditional worshipers of Urxehl are almost without exception violent. Some philosophers argue that these few druids who venerate Urxehl are in fact the true worshipers of the Trollfather and that his self-loathing troll cultists are in fact the heretics, pointing out that Urxehl openly despises the worship of his own kind.

Urxehl appears as a towering horned troll, nearly 20 feet tall, with rust-red hide, a pale tan belly, and a long spiked tongue. He can command storms with ease and direct the flow and power of forest fires with a thought. He benefits from incredible regenerative capabilities, and bits of his flesh or drops of his blood that fall from his frame have a horrific tendency to grow into troll-like demons that serve his will. Urxehl's furious hatred of trolls extends even to his own form, and he often claws and tears at his face and body in a futile attempt to shape his visage into something other than that which he loathes. Yet his regeneration is more than a match for these brutal, self-inflicted wounds. Curiously, flesh shed and blood spilled via this self-harm do not grow into monstrous servants; instead, they swiftly rot away, producing a reek of corruption and decay powerful enough to cause blindness and extended nausea in those unfortunate enough to come near. Urxehl often takes advantage of this trait in battle when not directly facing foes in melee; since he and his demonic minions are unaffected by this poisonous miasma, the Trollfather often lops off fingers or rips out chunks of flesh deliberately to create areas of unbearable feter on the battlefield that he then uses to his strategic advantage.

Although Urxehl prefers to fight with his claws, horns, and tusks, when he is significantly wounded, he flies into a horrifying fury that not only bolsters his regeneration and his other defenses but also enhances

his self-destructive nature. In such frenzies, he rips off his own left arm and wields it in his right as a twitching, grasping greatclub. His worshipers emulate this tradition by arming themselves with greatclubs in battle, yet unlike the Trollfather, they cannot do so using only one hand without special training. The favored cultists of Urxehl carry magical greatclubs with grasping digits at the tips—hideous weapons crafted from the severed limbs of trolls and then alchemically treated during their magical enhancement to become as rigid and resistant to damage as iron.





# XOVERON

## THE HORNED PRINCE

CE male demon lord of gargoyles, gluttony, and ruins

### CULT

**Domains** Chaos, Earth, Evil, Strength

**Subdomains** Caves, Demon, Entropy (see page 180), Ferocity

**Favored Weapon** ranseur

**Unholy Symbol** gray, five-horned gargoyle skull missing its jaw

**Temples** abandoned taverns, caverns, rooftops, ruined cathedrals, tall structures

**Worshippers** bandits and brigands, exiles and scavengers who dwell in ruined cities gargoyles, gluttons, nabasus

**Minions** chaotic evil creatures who are skilled at swallowing their prey whole, fiendish purple worms, man-eating animals, stirges

**Obedience** Perch atop a high outcrop and look out over the surrounding terrain. If the outcrop is in an uninhabited area, you need do nothing more but wait and watch for an hour, but if the outcrop is in an inhabited area, such as a city, no passersby should realize you are a living thing—any who do must be slain before the hour's end. Gain a +4 profane bonus on saving throws against effects that cause exhaustion, fatigue, nausea, or sickness.

### EVANGELIST BOONS

**1: Master of Desolation (Sp)** *detect secret doors* 3/day, *soften earth and stone* 2/day, or *meld into stone* 1/day

**2: Ruinwalker (Sp)** The Horned Prince is master of all ruins, and his blessing lets you flash instantly from place to place in such desolate areas. You can cast *dimension door* (self only) as a spell-like ability a number of times per day equal to your Hit Dice. Both the start and end point of your teleportation must be within a single continuous area of ruins terrain, such as an ancient dungeon or catastrophe-wracked city. Whether a given area constitutes ruins terrain is decided at the GM's discretion.

**3: Wake the Ruined Realm (Sp)** At your bidding, the remains of ancient civilizations and shattered cities rise up to destroy your foes. Once per day as a standard action, you can cause a Large stone statue within 30 feet to animate as a stone golem. The golem obeys your commands and remains active for up to 1 hour. If the stone statue you target is a statue of Xoveron, the resulting stone golem gains the advanced creature template.

### EXALTED BOONS

**1: Gargoyle's Gift (Sp)** *sanctuary* 3/day, *shatter* 2/day, or *vampiric touch* 1/day

**2: Glutton's Feast (Sp)** You can cast *heroes' feast* once per day as a spell-like ability. The food created by this effect consists





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of rancid milk and raw or rotting meat. Those who partake of this feast consume their food shockingly fast, as if they were starving—it takes only 1 minute to gain the benefits of this spell. Those who don't worship Xoveron must succeed at a Fortitude save (DC = 16 + your Charisma modifier) or be sickened by the feast for 6 hours (though all other benefits of the feast still apply).

- 3: Death-Stealing Gaze (Su)** You gain the death-stealing gaze ability of a nabasu. You can activate this ability as a free action and use it for up to 3 rounds per day plus a number of additional rounds equal to your Constitution modifier—these rounds need not be consecutive, but they must be used in 1-round increments. All living creatures within 30 feet of you when your death-stealing gaze is active must succeed at a Fortitude save (DC = 10 + half your Hit Dice + your Charisma modifier) or gain a negative level. A humanoid slain in this manner immediately transforms into a ghoul under your control. You can create only one ghoul in this manner per round. If multiple humanoids die from this ability simultaneously, you choose which of them rises as a ghoul. Nabasu demons that gain this boon can instead use their death-stealing gaze at will, regardless of their total number of growth points.

### SENTINEL BOONS

- 1: Gargoyle Magic (Sp)** *stone fist*<sup>APG</sup> 3/day, *protection from arrows* 2/day, or *fly* 1/day
- 2: Idol of Desolation (Sp)** You can take on the strength of stone without sacrificing your awareness to temporarily become a sentinel of stone. You can cast *statue* as a spell-like ability once per day.
- 3: Sculptor's Strike (Su)** The strike of your weapons causes a specified foe to calcify and harden into stone, bit by bit, eventually transforming that enemy into a favored child of Xoveron. To use sculptor's strike, you must first designate a foe in sight within 30 feet as a standard action. Once you've designated the foe, whenever you deal damage to that creature with a melee weapon (including unarmed strikes and natural weapons), the creature takes 1d6 points of Dexterity drain in addition to the normal damage. If the target succeeds at a Fortitude save (DC = 10 + half your Hit Dice + your Charisma modifier) this drain is reduced to 1 point. A creature drained to 0 Dexterity in this way is permanently transformed into a gargoyle (as per *polymorph any object*, except no Fortitude save is allowed) and must succeed at a Will save (using this ability's DC) or have its mind also become that of a gargoyle (as per  *baleful polymorph*). When a creature is transformed in this way, all Dexterity drain caused by this effect is instantly healed and the creature's hit points are fully restored. The mental change can be reversed by any effect that removes curses, but the physical transformation can only be reversed by *miracle* or *wish*. You can activate sculptor's strike once per day to designate a foe, but once you've done so, that foe

remains susceptible to your ability until you or it is slain. If you designate a different foe on a later day, any previously designated foe is no longer designated and can no longer be affected by this ability (unless you designate it once again at a later date).

Some believe that the Horned Prince can look out of the stone eyes of any gargoyle perched atop a ruined building to watch the world below, and that it is from these vantage points he selects those he wishes to torment. Whether or not this is true, the monstrous gargoyles of the world certainly venerate horned Xoveron as their lord. He appears as a four-armed, four-headed gargoyle; when he moves, the sound of stone grinding on stone fills the air, as if the demon lord were composed not of mere flesh but of some unholy stone come to demonic life. His goal is nothing less than the emptying of the cities of the world so that he may reign over the resulting desolation.

Xoveron's realm is an immense, ruined city called Ghahazi, located in a ragged realm of razor-sharp hills of flint and iron. The catacombs below Ghahazi are extensive, and are said to stretch to no less than a dozen other Abyssal realms—though many of these routes are secrets known only to Xoveron and his closest allies.

Although Xoveron is typically worshiped by gargoyles, his cult among humanoids has been rising sharply since the advent of the Age of Lost Omens, particularly among bandits, brigands, gluttons, and those who dwell in blasted, apocalyptic regions such as the Sodden Lands or the Worldwound. The landscapes of such ruined cities and devastated skylines appeal to those who venerate the Horned Prince; his cultists raise temples to their demonic patron in caverns, on ruined rooftops, or within the skeletal frames of partially collapsed cathedrals to gods whose faith and worship alike have moved on. Sacrifices to the demon require bodies to be cast from high windows or impaled atop spires under the open sky—but always in areas that have been abandoned, for inhabited cities are anathema to the Horned Prince.

Xoveron is the patron not only of gargoyles but also of the dreaded nabasu demons, and he often sends the latter into the Material Plane to spread his cruelties. Xoveron's association with these demons sometimes drives cultists to seek out newly "born" nabasus, so that the cultist can offer itself to the demon as tribute. Usually, the demon takes a few cultists to feed upon, but it always takes care to spare some, urging them to find more victims to bring to it to aid its growth. A nabasu will often honor a cultist who has been particularly productive and helpful in this regard by saving the worshiper to be eaten last. Being the life consumed that finally enables a nabasu to ascend into the role of a fully grown vrolikai demon<sup>B2</sup> is among the highest honors a worshiper in Xoveron's faith can hope for.



# YHIDOTHURUS

## THE RAVAGER WORM

CE male demon lord of age, time, and worms

### CULT

**Domains** Chaos, Death, Evil, Repose

**Subdomains** Ancestors, Demon, Entropy (see page 180), Murder

**Favored Weapon** spiked chain

**Unholy Symbol** hourglass filled with worms instead of sand

**Temples** cathedrals, caverns, clock towers, graveyards, hidden cathedrals, old houses

**Worshippers** chaotic evil conqueror worms<sup>86</sup> (and their countless minions and followers), lichs, those who would do anything to avoid death, worms that walk<sup>82</sup>

**Minions** ghosts, grimslakes<sup>85</sup>, leeches, swarms, undead, vermleks<sup>86</sup>, wormlike monsters

**Obedience** Meditate in a closed coffin partially filled with leech-infested mud or worm-infested soil. During the obedience, you must swallow or inhale at least a dozen living leeches or worms. Gain a +4 profane bonus on saving throws against effects that cause magical aging, slowness, or anything that damages, drains, or penalizes ability scores.

### EVANGELIST BOONS

**1: Consumption of the Worm (Sp)** *corrosive touch*<sup>UM</sup> 3/day, *acid arrow* 2/day, or *vampiric touch* 1/day

**2: Nightmare Below (Ex and Su)** You can crawl beneath the surface of the earth like a worm and then burst forth to horrify foes. You gain a burrow speed of 30 feet, which can be used only in mud, sand, soil, or other soft substances (not solid stone). You gain a +10 bonus on Stealth checks while burrowing. Once per hour, if you take a standard action to emerge from burrowing with a roar and spray of soil, each creature within 30 feet of your emergence that was not aware of your presence must succeed at a Will save (DC = 10 + half your Hit Dice + your Charisma modifier) or be shaken and stunned for 1 round and shaken for 2d4 rounds thereafter. The burrowing ability is an extraordinary ability, but the latter part of the ability is a supernatural, mind-affecting fear effect.

**3: The Very Worm That Gnaws (Su)** As a result of your practice of sleeping in parasite-infested mud or soil to fulfill your obedience to Yhidothrus, your flesh has become riddled with an unholy infection. Yet far from being a troublesome condition, these worms are a welcome addition to your life, and as you gain this final boon, your body is devoured from the inside out by a mass of wriggling leeches, maggots, worms, and other horrid vermin, which are thereafter bound together into a cohesive whole by your foul will. When you attain this boon, you become a worm that walks<sup>82</sup>. When your emergence (see above) causes creatures to become shaken, those creatures are also sickened for 1 minute.

### EXALTED BOONS

**1: Blessing of the Worm (Sp)** *ray of enfeeblement* 3/day, *gentle repose* 2/day, or *slow* 1/day

**2: Curse of Brittle Bones (Sp)** Once per day, you can cast a powerful *bestow curse*, heightened to a 7th-level spell, as a spell-like ability. This special curse causes the target creature to suddenly advance to venerable age. This curse imposes a -6 penalty to the target's Strength, Dexterity, and Constitution scores, but its Intelligence, Wisdom, or Charisma scores do not increase. These penalties do not stack with any existing penalties a creature might already have as the result of advanced age.

**3: Call of the Worm (Sp)** By placing a hand upon the ground and whispering a series of blasphemies to the Ravager Worm, you can call up from below an immense and destructive manifestation of your fiendish lord. You can cast *summon monster IX* once per day as a spell-like ability to summon one advanced fiendish purple worm.

### SENTINEL BOONS

**1: Hasten the End (Sp)** *expeditious retreat* 3/day, *silence* 2/day, or *sands of time*<sup>UM</sup> 1/day

**2: Specter of Time (Su)** As a swift action when you confirm a critical hit with a weapon against a living foe, instead of dealing the additional damage from the critical hit, you can instead deal normal damage and force the target to attempt a Fortitude save (DC = 10 + half your Hit Dice + your Charisma modifier). On a failed save, the target painfully advances in years to the next age category. This aging can never have beneficial effects (such as if used against a true dragon). The target gains the penalties associated with the new age category to its Strength, Dexterity, and Constitution scores, but its Intelligence, Wisdom, or Charisma scores do not increase. This advanced age effect lasts for 24 hours before it fades and the affected creature returns to its normal age. A venerable creature (including one whose age has been magically accelerated via this ability to venerable, but not one whose age is temporarily advanced from other effects, such as per *sands of time*<sup>UM</sup>) that fails its saving throw against the aging effects of this ability is instantly slain, as if via old age (though the body instantly reverts to its original age appearance upon death). A creature slain by this effect can only be restored to life via *miracle*, *reincarnate*, *true resurrection*, or *wish*. This is a curse effect.

**3: End Time (Sp)** You can call upon the Ravager Worm to temporarily consume time itself in an area surrounding you. You can cast *time stop* once per day as a spell-like ability. When you use this ability, those in the area of effect are subjected to a powerful vision—that the world they are in becomes wrapped in the endless coils of the Ravager Worm. The affected creatures never glimpse Yhidothrus's head, and know only for the brief instant of eternity they spend in your *time stop* area that the world around them is fully wrapped in the coils of something more foul than they even imagined.



## Chapter 1: Fiendish Divinities

Yhidothrus is a hideous demon lord associated with the negative aspects of time—aging, the destruction of all matter via erosion, and entropy. Among humanity, Yhidothrus's cultists are typically loners obsessed with the encroaching threat of old age; desperate to avoid their fate, these few turn to blasphemy and demon worship as a means of escape. Many become lichs as a result of their obsession—a Yhidothrin lich typically appears worm-eaten and moist compared to the typical specimen of that kind of undead. Others in his cult avoid death by transforming into the monstrosities known as the worms that walk—either as the result of their obedience to the demon lord (see *The Very Worm That Gnaws* above) or through other fell rituals. Very few of these cultists actively seek to contact Yhidothrus or call upon the worm's powers directly, as they fear the immense demon lord just as their more sane kin would.

Yhidothrus appears as an immense worm with oily, night-black flesh and a mouth that folds back to reveal a dozen hook-like ivory jaws surrounding a gullet ringed with countless teeth. None but the mad can claim to have seen what lies at the other end of the Ravager Worm's impossibly long body, and the accounts of such lunatics are not to be trusted—but nearly all of them seem to contain similar elements, suggesting that the farther one travels along Yhidothrus's body, the more ancient it grows. These rumors suggest that the far end of Yhidothrus remains rooted in a deep, forgotten Abyssal crevice where the qliphoth still rule and the concept of mortal sin, and thus the very idea of demonic life, has not yet penetrated. Scholars and philosophers have come to agree that this may be the most likely explanation—but if true, this explanation raises more questions than it answers. Was Yhidothrus originally a qliphoth lord, and is he, in fact, still a qliphoth lord at the far end of his body? If Yhidothrus were to break free from his source, would he be able to climb out of the Abyss entirely to encircle the Great Beyond itself? And perhaps most disturbingly, what of the mind-numbing rumors that what is believed to be Yhidothrus's body is nothing more than the tip of some unimaginably vast leviathan's tongue?

Yhidothrus's Abyssal realm is not a single place as much as a massive network of tunnels the demon lord has bored through the surrounding strata of the Outer Sphere. These tunnels, called the Spiral Path, are said to connect to nearly every other Abyssal realm and even to the lower reaches of

other Outer Planes. No mortal has yet managed to navigate the entirety of the Spiral Path and travel its winding ways back to Yhidothrus's source—or if they have, they either never emerged or emerged without the capacity or desire to divulge whatever awfulness it was that they witnessed there. Certainly, the deeper one ventures into the Spiral Path, the more the tunnels become inhabited by qliphoth, while demons are encountered less and less. This lends further credence to the theories about Yhidothrus's time-bending nature.

Certain sects of the powerful, nation-controlling monsters known as conqueror worms see Yhidothrus as their unclean origin. Rather than control regions in their own names, these chaotic evil conqueror worms do so in the name of the Ravager Worm. They grant access to the same domains that Yhidothrus grants to his clerics, not the normal domains granted by conqueror worms (although these conqueror worms still lack the ability to grant access to subdomains).





## ZEUGAVIZER

### GOD OF THE TROGLODYTES

CE male demon lord of caverns, reptiles, and troglodytes

#### CULT

**Domains** Animal, Chaos, Evil, Strength

**Subdomains** Demon, Ferocity, Resolve, Saurian (see page 181).

**Favored Weapon** spiked gauntlet

**Unholy Symbol** twisted length of tentacle terminating in an oversized talon

**Temples** caverns, troglodyte dens, underground lake shores

**Worshippers** chaotic evil lizardfolk, chaotic evil saurians<sup>B6</sup>, morlocks, troglodytes

**Minions** fiendish dinosaurs, fiendish reptiles (particularly fiendish giant lizards)

**Obedience** In a cavern, impale a sacrifice on a stalagmite in a way that does not cause the creature to immediately die. Dance around the sacrifice while shouting prayers to Zevgavizeb, taking time every 10 minutes to push the impaled creature farther down the stalagmite.

Time the dance so that at the end, the creature is at the stalagmite's base—it need not survive to the end of the dance. Troglodyte worshipers can choose an alternative obedience if they wish—partaking of a feast of raw meat torn from a warm-blooded creature while using an altar of Zevgavizeb as a banquet table. Gain a +4 profane bonus on saving throws against special attacks and spells originating from reptilian creatures.

#### EVANGELIST BOONS

**1: As a Foulness (Sp)** *silent image* 3/day, *ghoul touch* 2/day, or *stinking cloud* 1/day

**2: Mind Stomp (Sp)** You can crush a foe's psyche like a dinosaur stepping on a rat. You can cast *psychic crush III*<sup>DA</sup> once per day as a spell-like ability.

**3: Primeval Paragon (Sp)** You are heir to the unmatched psychic power of the troglodyte lords of old, and you can wield this power to make slaves of those creatures whose service is yours by right. You can cast *dominate monster* once per day on humanoids, reptilian animals, or other reptile-like creatures (such as dragons). You can have only one creature dominated at a time via this effect, but the effects are permanent until you dominate a new target, at which point the previous target is released from domination. A target released this way is immediately affected by *feeblemind*, with

no saving throw, but a target that is released from control via other methods (such as via *dispel magic*) does not suffer this fate.

#### EXALTED BOONS

**1: Zevgavizeb's Blessing (Sp)** *charm animal* (reptiles only) 3/day, *darkness* 2/day, or *greater magic fang* 1/day

**2: Children of the Caves (Sp)** Once per day, you can cast *summon monster VII* as a spell-like ability to summon one fiendish tyrannosaurus, 1d3 fiendish elasmosauruses, or 1d4+1 fiendish ankylosauruses.

**3: Primeval Might (Ex)** You become infused with primeval power, gaining a +4 profane bonus to your Constitution score and natural armor.

#### SENTINEL BOONS

**1: Saurian Spellcraft (Sp)** *thunderstomp*<sup>ACG</sup> 3/day, *darkvision* 2/day, or *beast shape I* (reptiles only) 1/day

**2: Scaled Monstrosity (Sp)** By invoking the blessing of the God of the Troglodytes, you can take the form of the mightiest reptiles





## Chapter 1: Fiendish Abilities

ever to exist. You can cast extended *beast shape IV* three times per day as a spell-like ability. If you assume the form of a dinosaur and you are capable of casting spells in your original form, you can also cast spells in your dinosaur form as if you had the Natural Spell feat; treat this spell as wild shape for the purpose of that feat's effects.

**3: Lizard Tyrant (Sp)** You can cast *summon monster VII* once per day to summon one advanced fiendish tyrannosaurus. The duration of this spell is permanent, but you can have only one tyrannosaurus summoned this way at a time. As a summoned monster, this advanced fiendish tyrannosaurus is still hedged out by effects like *protection from evil*, and it can be banished as normal.

Bestial Zevgavizeb rules the horror-filled Abyssal caves of Gluttdark, a vast network of caverns connected by subterranean rivers and great chasms. Many of the caverns of Gluttdark are the size of small planets. Such vaults are rife with jungles, mountains, seas, and swamps, with gravity pulling away from the center of the roughly spherical chambers. Strangely colored suns pulse from light to dark at the heart of these vast inverted worlds, simulating the ebb and flow of day and night. Dinosaurs, sea monsters, strange bat-like monstrosities, and worse rule these realms alongside nations of fiendish troglodytes. Often, the inhabitants of one world wage war against those in neighboring caverns, for unlike the vast distances that separate planets on the Material Plane, the tangles of tunnels that weave between the worlds of Gluttdark make for relatively short journeys that can be made on foot in a matter of weeks or even days. Zevgavizeb encourages these conflicts, for the winnowing of the weak and the culling of the cowardly are the demon lord's favored methods of ensuring his minions are as powerful as they can be. When a world is finally defeated, Zevgavizeb appears within the realm to feed, devouring all life within the stony sphere before its central sun explodes, scorching what remains to ash and powder. In time, the Abyss heals these wounds and new worlds spring up within to eventually add new armies to the endless wars of Gluttdark.

Zevgavizeb, a hideous beast the size of a dragon, is part dinosaur, part tentacled worm, and part bat. His personal lair is the largest of his cavern worlds—a place at the center of Gluttdark with a jungle moon floating at its core rather than a miniature pulsing sun. It is on this moon that the God of the Troglodytes slumbers and gnaws when he is not feasting on defeated realms. When no such regions lure him forth, he is content to remain in his moon den and to let events play out in the caves beyond as they will. Zevgavizeb fills with an immense fury when forcibly roused from this state of semitorpor, and he often vents his rage for years thereafter before returning to slumber. In combat, Zevgavizeb is a true terror, lashing out with bites, claws,

tails, tentacles, and other natural attacks, many of which can clutch and crush prey, inject painful toxins, or inflict any number of other agonizing fates. Yet physical attacks are but one of the weapons Zevgavizeb relies upon. In addition to several powerful spell-like abilities, the God of the Troglodytes exudes an horrendous stench that can overwhelm those unfortunate enough to be exposed with permanent nausea.

As Zevgavizeb has little interest in events in his own realm, he has even less concern for those that take place beyond his empire. As a result, he of all the demon lords presents perhaps the least danger to Golarion. His troglodytes, on the other hand, commit countless atrocities in his name, for they believe that only by regularly sacrificing other creatures to his hunger can they prevent him from emerging into their own cavern lairs to feed on them. The troglodytes that infest the caverns near the surface of the world are dangerous enough. However, those that dwell deep below in the Orvian Vault known as Deep Tolguth, far beneath the northern reaches of the world, are perhaps the deadliest of their kind. Deep Tolguth resembles Gluttdark in many ways—not the least of which being its artificial sun or the infestations of mighty primeval beasts within its jungle-choked interior. The troglodytes dwelling therein are little changed from the psychically awakened forebears of the race as it existed eons ago. They are capable of wielding mighty psychic magic and rule their realm from a stone city at the heart of the Vault. Unlike their surface-dwelling kin, they can still recall their racial name: xulgath (*Pathfinder Campaign Setting: Occult Bestiary* 61).

Although Zevgavizeb is known primarily as the patron of the troglodyte race, he is also worshiped by debased tribes of chaotic evil lizardfolk and morlocks (the latter race venerating him more as a god of caverns than of reptiles). Yet perhaps the most dangerous of his worshipers belong to the race of towering monstrous humanoids known as saurians. These reptilian giants are typically reclusive and respectful of the natural world, often following druidic teachings such as the Green Faith. Yet a few particularly violent saurian tribes see the divine not in the natural world but in the raw, destructive power of Zevgavizeb. Their warlike propensities are focused mostly on other saurian tribes, as if in emulation of the eternal battles between worlds in Gluttdark. They view the great beasts of primeval lands not as wonders of nature but as things to enslave and control, and their talent for training dinosaurs as beasts of war or living siege engines is unparalleled. Fortunately, the combination of internal power struggles among their own ranks and constant opposition from other saurian tribes that view them as abhorrent degenerates has kept them isolated. Fears nevertheless persist that some day a high priest will manage to unite these tribes under one banner.



## ZURA

### THE VAMPIRE QUEEN

CE female demon lord of blood, cannibalism, and vampires

#### CULT

**Domains** Chaos, Death, Evil, Madness

**Subdomains** Blood, Demon, Murder, Undead

**Favored Weapon** rapier

**Unholy Symbol** crimson-fanged skull rune

**Temples** graveyards, isolated islands, noble mansions, remote castles, underground cathedrals

**Worshippers** cannibals, drow, vampires

**Minions** bats, gibbering mouthers, leeches, rats, stirges, undead, wolves, various other blood-drinking monsters

**Obedience** Drink some of the blood of a willing creature, and allow the same creature to drink some of your blood, after which you must meditate on the teachings of Zura. Alternatively, you can feed on the flesh of a creature of your own race until you are full. Gain a +4 profane bonus on saving throws against the supernatural abilities of undead creatures.

#### EVANGELIST BOONS

- 1: Vampire Magic (Sp)** *charm person* 3/day, *eagle's splendor* 2/day, or *gaseous form* 1/day
- 2: Decadent Hungers (Su)** Your palate is too refined to be satisfied by the blood and flesh of lesser beings—only sentient creatures are worthy enough to gratify your hunger. If you have access to the fresh blood or raw flesh (harvested no more than 1 hour ago from a living body) of a creature with an Intelligence score of 6 or greater, you can consume it as a full-round action; alternatively, you can consume blood or flesh from a willing or helpless living target. Upon drinking or feeding in this manner, you gain a +2 profane bonus on attack rolls, saving throws, and skill checks for 10 minutes. In addition, any spell you cast during this time takes effect as though your caster level were 2 higher; this is a profane bonus.
- 3: Vampire Queen's Mystique (Ex)** You take on some of the sensuous allure of the vampire and can bend others to your will with just a glance. You gain a +4 profane bonus to your Charisma score and on Will saving throws against mind-affecting effects.

#### EXALTED BOONS

- 1: Zura's Favor (Sp)** *deathwatch* 3/day, *spider climb* 2/day, or *vampiric touch* 1/day
- 2: Blood Is Life (Su)** Not all of those who venerate Zura are themselves undead vampires, but all who worship her are expected to drink blood as part of their duty to the Vampire Queen. Your faith in the demon lord allows you to gain more than just religious rapture and sustenance from blood, provided the blood you drink is fresh and warm. Once per day as a full-round action, you can drink the blood of

a creature that has been dead for no more than 1 hour to gain the benefits of *heroes' feast* and *death knell* for 1 hour. The blood you imbibe must come from a creature with a minimum CR of your character level – 2.

- 3: Vampirism (Su)** While Zura's favored worshippers are vampires, she still values the service of powerful cult members who yet live, for a living cultist can move about in the light of day and need not fear the weaknesses most vampires do. But this is not to say that Zura denies her greatest followers the bliss and rapture of becoming a vampire, at least for short periods of time. Thanks to your long-standing devotion to the Vampire Queen, you have become one of those chosen few to gain this peek into a vampire's unlife without having to give up living. Once per day, you can infuse yourself with the qualities of a vampire. Apply the vampire template to yourself for the duration of this effect, which lasts for 1d6 rounds plus an additional number of rounds equal to your Charisma bonus. When the effect ends, you are staggered for 1d4 rounds. In time, most worshippers of Zura hope to become vampires, and those who do and have this boon find that they can still draw upon its effects to bolster their power. If you are already a vampire and you activate this boon, you gain the advanced creature simple template for the duration of this effect.

#### SENTINEL BOONS

- 1: Blood-Slicked Knight (Sp)** *inflict light wounds* 3/day, *bloodbath<sup>HA</sup>* 2/day, or *waves of blood<sup>HA</sup>* 1/day
- 2: Bloodthirsty Savagery (Ex)** Your canines develop into razor-sharp fangs, and you thirst for the blood of the living. You gain a bite attack, dealing 1d6 points of damage for a Medium creature; if you already have a bite attack, it deals damage as though you were one size category larger. Whenever you confirm a critical hit with your bite attack, you consume some of the victim's flesh and blood, dealing 1 point of Constitution damage. When you deal Constitution damage this way, you heal 5 hit points. If you have the blood drain special attack, you gain its benefits whenever you deal damage with your bite attack, as if you had pinned your target.
- 3: Vampire's Flesh (Su)** Your flesh is infused with a vampire's undead vigor, and it repairs itself with unnatural speed. You are damaged by positive energy and healed by negative energy, as if you were undead. In addition, you gain fast healing 5 and DR 10/magic and silver. If you are already a vampire, your fast healing and DR both increase by 5. You are staggered whenever you are exposed to direct natural sunlight; if you are a vampire, this replaces your normal weakness to sunlight.

Zura rose from the corpse of an Azlanti queen who had succumbed to a lust for eternal life and the flesh of her own kind. Scholars point to Zura's acts as the start of Azlant's fall into decadence—and perhaps even one of the catalysts for the Age of Darkness that followed. Even today, thousands of



## Chapter 1: Fiendish Divinities

years later, tales of her baths of blood and hideous banquets persist as legends. While many tried to assassinate her, it was her own exuberance for blood that sent her soul spiraling into the Abyss after an accidental suicide tryst with several consorts. Yet such was the weight of her sin that when her soul arrived, she rose immediately as a powerful creature—a succubus vampire who swiftly went on to gain incredible power. She became a demon lord long before Earthfall, and by the time that event shattered Azlant, her growing cult in many of Azlant's cities was already well on its way toward undermining that nation.

Zura often assumes the form of a voluptuous maiden, but in her true form, she is an emaciated woman with bat-like wings instead of arms, blood-red eyes, crimson hair, immense fangs, and taloned feet. Her worshipers are vampires or hope to someday become vampires, and her cults are strong in places where these undead are common, such as Cheliah, Ustalav, and the underground cities of the drow. Ancient Azlanti ruins dedicated to her worship have been found in several remote locations, and in some cases, powerful Azlanti vampires still tend these forgotten shrines.

The Vampire Queen herself resorts to combat only on those rare occasions when her innate charm and knack for deception fail her while she's disguised as a human maiden. In her true form, Zura is a devastating foe who has many of the dangerous qualities of a vampire, such as the ability to drain blood and life, the power to crush a person's will with her gaze, and an unnerving command over the creatures of the night. While she cannot wield weapons in this form, she can deal devastating damage with her bite, her talons, and the razor-edged folds of her wings. Wounds she creates bleed profusely, and while she can absorb the blood of a wounded foe to bolster her strength, a more unsettling power is her knack for commanding blood to create murderous duplicates of bleeding victims. Facing down a powerful clone of yourself made from your own blood is a nightmare many adventurers hope never to face!

Although it is unclear whether Zura worshiped Urgathoa in life, there exist certain irrefutable connections between the Vampire Queen as a demon lord and Urgathoa, whom many believe to have been the first vampire. Zura's association with the Pallid Princess is a complex one. At times, she and Urgathoa appear to be close allies, but just as often they seem to be at war. This dichotomy exists as well between

their faiths—one can find Urgathoans and Zurans working together toward a common goal as often as on each other's sacrificial altars. Certainly both of their religions appeal to similar sinners, with vampires and cannibals alike finding much of interest in the teachings of both faiths.

One key difference between the two faiths, of course, is the use of blood. For Urgathoa's cult, blood is life—it is the sustaining fluid that all vampires crave. But for the cult of Zura, blood can *give* life. In the last centuries of Azlant's rule, her cultists developed methods of powering constructs and vast machines with blood. In particular, blood-fueled clockworks—clanking monstrosities capable of refueling their supplies via needle-like siphons—were often associated with her shrines. These mechanism were astonishingly efficient and could run for days on even a few drops of blood, but this reliance on blood ensured that these creations never saw widespread use beyond her temples.

Zura's realm in the Abyss is called Nesh, whose mountains skirt a long, narrow world of snowy peaks and glacial valleys at one end and jungle-covered slopes and swampy lowlands at the other. Between these two extremes lie more temperate regions of woodland and moor. Nesh is covered in constant darkness, and the sky above is an unusually close approximation of Golarion's night sky. Similar to Jezelda's Moonbog, the land of Nesh has a large number of villages inhabited by captured humanoids harvested from countless Material Plane worlds. These poor souls are, for the most part, unaware that they dwell deep in the Abyss—yet the cruel and sadistic leaders of their small towns know, and in return for keeping the truth hidden, they are well rewarded by Zura's minions. Priests of Zura who please the Vampire Queen are allowed to hunt and cavort in this realm as a reward.





## ASURA RANAS

Over time, the mightiest of the asuras complete enough cycles of reincarnation and build upon the atrocities committed over multiple lives to incarnate into the most powerful of their kind: the asura ranas.

Asura ranas are lawful evil demigods that range in power from CR 26 to CR 30. Each asura rana detailed below is given an obedience, but the boons they grant are less complex than those granted by archdevils, manifesting as spell-like abilities usable once per day each.

### ANDAK

Andak the Dismembered is a grisly sight—a tortured soul whose limbs have been hewn into multiple pieces and reattached awkwardly and randomly. His priests practice self-mutilation and seek to improve upon the physical form via surgery and magical but hideous regeneration.

**Obedience:** Ritualistically scrape painful scratches and welts along your limbs' joints. Gain DR 2/slashing.

**Boons:** 1: *keen edge*; 2: quickened *inflict serious wounds*; 3: *massacre*<sup>HA</sup>.

### BOHGA

Bohga looted hundreds of abandoned monasteries and temples in the aftermath of the rampage of the spawn of Rovagug known as Kothogaz, but after a millennium meditating upon the stolen goods, she attained perfection and came to be known as the Treasurer. She appears as a beautiful but faceless woman made of gold and gems.

**Obedience:** Spend 1 hour recording reasons you deserve another's treasured heirloom and devising ways to steal it for yourself. Gain a +4 profane bonus to your CMD against disarm and steal combat maneuvers.

**Boons:** 1: *clairaudience/clairvoyance*; 2: *greater scrying*; 3: *foresight*.

### CHUGARRA

Chugarra appears as a skinless, obese butcher who wears a bloodstained leather apron and carries a cleaver-like axe in each hand. Those who fall to his axes find portions of their flesh temporarily added to his body.

**Obedience:** Either butcher an animal or work on the crafting of a leather garment. Gain immunity to bleed effects.

**Boons:** 1: *blood biography*<sup>APG</sup>; 2: *finger of death*; 3: quickened *slough*<sup>HA</sup>.

### CHUPURVAGASTI

The Lady of Poison Mist brings a cloying miasma of lung-scarring toxic fumes wherever she travels. She is said to have been born from a spurned deity's wrath that resulted in an entire world being shrouded in a poison cloud.

**Obedience:** Meditate while wearing a veil soaked in acrid, toxic chemicals that induce minor rashes. Gain a +4 profane bonus on saving throws against poison effects.

**Boons:** 1: *displacement*; 2: quickened *stinking cloud*; 3: quickened *cloudkill*.

### GAVIDYA

Gavidya the Numberless is a cloaked figure who has no fewer than six faces at all times, each forming from folds on his scalp before gravitating toward the center of his head and competing to be eaten by his smiling mouth. His cult establishes false prophets who undermine religions with apostasy and internecine conflict before spreading like viruses to other faiths.

**Obedience:** Count the bearings inside a sap, assigning each the name of someone you know and intend to indoctrinate or deceive. Gain a +4 profane bonus on Bluff checks to tell lies and on saving throws against divination effects.

**Boons:** 1: *glibness*; 2: *create greater mindscape*<sup>OA</sup>; 3: *microcosm*<sup>OA</sup>.

### HYDIM

Hydim appears as an emaciated man with a face on the front and the back of his head. Each of his arms ends in a pair of hands with separate wrists that bend in opposite directions. He was born from the ravenous hunger of a nation where a fickle god accidentally created a devastating famine.

**Obedience:** Consume 13 pages from a sacred text. Gain a +4 profane bonus on saving throws against effects that cause exhaustion, fatigue, hunger, or pain.

**Boons:** 1: extended *feast of ashes*<sup>APG</sup>; 2: *insanity*; 3: *maze of madness and suffering*<sup>HA</sup>.

### IORAMVOL

Ioramvol suffered countless deaths via falls, premature burial, and rockslides before finally being reborn as Ioramvol with the Mouth Full of Boulders. He appears as a lumbering, tattooed colossus pierced with shards of rock, and he is capable of spitting jagged rocks from his toothless maw.

**Obedience:** Partially bury yourself in dirt or gravel while meditating. Gain a +4 profane bonus on saving throws against earth effects and petrification.

**Boons:** 1: *spiked pit*<sup>APG</sup>; 2: *statue*; 3: *clashing rocks*<sup>APG</sup>.

### MAEHA

Maeha, the Father of False Words, gathers abandoned demiplanes into an astral constellation known as the Haven of Lost Hope. He appears as a night-black serpent with a row of 13 whispering faces along his upper belly.

**Obedience:** Don the guise of a nonevil priest, and spend 1 hour proselytizing and distributing poisoned food to the poor. Gain a +4 profane bonus on saving throws against spells with the chaotic or good descriptors.

**Boons:** 1: *deeper darkness*; 2: *plane shift*; 3: *imprisonment*.



# Chapter 1: Fiendish Abilities

## ONAMAHLI

Once the herald of a departed goddess of beauty, Onamahli tore herself in half in a vain attempt to match impossible expectations and fled screaming incoherently. Onamahli is known now as the Twice Pure, and her two halves compete with one another to this day, contemplating the paradoxes of competing divine truths.

**Obedience:** Spend 1 hour using cosmetics, scarification, or other means to decorate the left side of your body differently from your right side. Gain a +4 profane bonus on saving throws against charm effects.

**Boons:** 1: extended *mirror image*; 2: *insanity*; 3: *divide mind*<sup>OA</sup>.

## RAHU

Rahu appears as the severed head of an immense serpent, yet he remains capable of supernatural flight. His cult sees his work in every execution and every eclipse, viewing both as expressions of gluttony for life and light.

**Obedience:** Behead a serpent and offer its head to the rising sun. If no serpent is available, you must undertake a ritual that symbolizes severing your own head with a silver knife (this deals 1 point of damage). Gain a +4 profane bonus on saving throws against blindness and vision-based effects.

**Boons:** 1: *create food and water*; 2: *plundered power*<sup>HA</sup>; 3: *power word kill*.

## RYTARA

Rytara appears as a four-headed snake, with three eyes on each face. Through her third eyes, she can view the most

frightening memory of those she meets—so that she may cause those fears to be relived.

**Obedience:** Think back upon a frightful memory and immerse yourself in growing terror. Gain a +4 profane bonus on saving throws against fear effects.

**Boons:** 1: *arcane sight*; 2: *phantasmal revenge*<sup>APG</sup>; 3: *weird*.

## TARAKSUN

The Awakener of Wrath is born in the dreaming minds of those whose anger has no outlet, particularly those who have been imprisoned or oppressed to the point of losing all hope. He appears as a headless, four-armed man; countless screaming faces swirl in the roiling cloud of black smoke spewing from the ragged stump of his neck.

**Obedience:** Bind yourself tightly with cords of woven hair and then lull yourself into anger-filled dreams for an hour. Gain a +4 profane bonus on saving throws against paralysis and sleep effects.

**Boons:** 1: *deeper slumber*; 2: *night terrors*<sup>HA</sup>; 3: *dream voyage*<sup>OA</sup>.

## ZURAPADYN

The feline Beast Who Waits in Smoke, Zurapadyn revels in any act of fiery purification performed for misguided reasons. He occasionally leaves the immense hellfire volcano he calls home in order to leap out from pyres and set fire to temples run by self-important acolytes.

**Obedience:** Steal something of sentimental value, burn it, and place the ashes where the owner will find them. Gain a +4 profane bonus on saving throws against fire effects.

**Boons:** 1: *fireball*; 2: *delayed blast fireball*; 3: *meteor swarm*.

Table 1–1: Asura Ranas

Asura Rana	Areas of Concern	Domains	Subdomains	Favored Weapon
Andak	Axes, dismemberment, torture	Death, Destruction, Evil, Law	Fear (page 180), Murder, Rage, Torture (page 182)	Battleaxe
Bohga	Avarice, meditation, vigilance	Evil, Law, Protection, Strength	Defense, Ferocity, Resolve, Tyranny (page 182)	Halberd
Chugarra	Blood, butchers, leather	Death, Evil, Law, War	Blood, Fear (page 180), Murder, Undead	Handaxe
Chupurvagasti	Mist, poison, veils	Air, Evil, Law, Trickery	Cloud, Deception, Fear (page 180), Wind	Handaxe
Gavidya	Corruption, indoctrination, lies	Community, Evil, Law, Trickery	Deception, Family, Slavery (page 182), Thievery	Sap
Hydim	Eternity, hunger, madness	Evil, Knowledge, Law, Madness	Insanity, Memory, Nightmare, Thought	Kukri
Ioramvol	Caverns, cliffs, premature burials	Death, Earth, Evil, Law	Caves, Fear (page 180), Murder, Undead	Heavy pick
Maeha	Abduction, isolation, propaganda	Darkness, Evil, Law, Void (page 182)	Isolation (page 181), Loss, Night, Stars	Net
Onamahli	Beauty, double standards, self-mutilation	Charm, Evil, Law, Madness	Fear (page 180), Insanity, Lust, Nightmare	Urumi <sup>UE</sup>
Rahu	Eclipses, executions, gluttony	Darkness, Death, Evil, Law	Fear (page 180), Loss, Murder, Night	Morningstar
Rytara	Fearful memories, serpents, vision	Evil, Knowledge, Law, Scalykind (page 181)	Fear (page 180), Memory, Thought, Whip, Venom (page 182)	
Taraksun	Anger, dreams, shattering of bonds	Evil, Law, Liberation, Madness	Freedom, Insanity, Nightmare, Revolution	Warhammer
Zurapadyn	Fire, injustice, vendettas	Destruction, Evil, Fire, Law	Arson (page 180), Ash, Catastrophe, Rage	Kukri



## DAEMON HARBINGERS

Abaddon's unique daemons take on a host of titles, customized to their methods and vanity. These harbingers enjoy sweeping influence among daemons as favored advisors, and they work to cultivate their own cults on Abaddon and beyond.

Daemon harbingers are neutral evil demigods that range in power from CR 21 to CR 25. The boons they grant are less complex than those granted by the Horsemen themselves, manifesting as spell-like abilities usable twice per day each.

### AESDURATH

Aesdurath, the Pale Dowager, is a gaunt, almost skeletal figure covered in spontaneously manifesting bite marks.

**Obedience:** Eat a portion of a being killed by magic. Gain a +4 profane bonus on saving throws against death effects.

**Boons:** 1: *death knell*; 2: *animate dead*; 3: *circle of death*.

### AJIDS

Ajids, or Father Flense, resembles a fleshless giant impaled by dozens of razor-edged blades.

**Obedience:** Mutilate the corpse of a defeated enemy. Gain a +4 profane bonus on saving throws against effects that cause fatigue or exhaustion.

**Boons:** 1: *blood armor*<sup>APC</sup>; 2: *hunger for flesh*<sup>HA</sup>; 3: *decapitate*<sup>HA</sup>.

### ANOGETZ

Anogetz, the Fated Fangs, rules over a scarlet jungle atop an isolated plateau in Szuriel's domain.

**Obedience:** Plot a revolution against a peaceful ruler. Gain a +4 profane bonus on checks associated with grappling.

**Boons:** 1: *animal messenger*; 2: *screaming*; 3: *beast shape IV*.

### ARLACHRAMAS

Arlachramas, the Silent Breath, rules a domain surrounded by the River Styx. She takes the form of a humanoid composed of slowly condensing and evaporating blood and acid.

**Obedience:** Pray over the body of one who died of sickness. Gain a +4 profane bonus on saving throws against death effects.

**Boons:** 1: *death knell*; 2: *crushing despair*; 3: *harm*.

### BRAISMOIS

Braismois, the Silent Quill, rules a domain known as the Silent Nation at the bottom of a glacier in Abaddon.

**Obedience:** Craft a one-sided contract. Gain a +4 profane bonus on saving throws against mind-affecting effects.

**Boons:** 1: *detect thoughts*; 2: *charm monster*; 3: *geas/quest*.

### CIXYRON

Cixyron, the Furious Thunder, appears as a metallic, raven-headed skeleton crackling with electrical discharge.

**Obedience:** Pray atop a hill at night, preferably during a thunderstorm. Gain a +4 profane bonus on saving throws against lightning effects.

**Boons:** 1: *thunder fire*<sup>UC</sup>; 2: *ball lightning*<sup>APC</sup>; 3: *chain lightning*.

### COROSBEL

Corosbel, the Silent Saint, rules over a realm of debased temples. He takes the form of an athletic, six-armed man.

**Obedience:** Offer a sacrifice to a dead or nonexistent god in the temple of a nonevil deity. Gain a +4 profane bonus on saving throws against divine spells.

**Boons:** 1: *death knell*; 2: *phantasmal killer*; 3: *mass suggestion*.

### DICEID

Diceid, the Empty Dawn, takes the form of a rotting primordial lizard.

**Obedience:** Meditate while pondering various natural disasters such as earthquakes, mudslides, and wildfires. Gain a +4 profane bonus on saving throws related to natural disasters.

**Boons:** 1: *summon swarm*; 2: *volcanic storm*<sup>UM</sup>; 3: *summon monster VI*.

### EALDEEZ

Ealdeez, the Beast Behind the Dream, appears as an amalgamation of bestial limbs and rules a subterranean realm lit by phosphorescent fungus.

**Obedience:** Meticulously plot the brutal murder of an enemy. Gain a +4 profane bonus on saving throws against effects involving or originating from animals.

**Boons:** 1: *bull's strength*; 2: *confusion*; 3: *beast shape IV*.

### FOLCA

Folca, the Gaunt Stranger, appears as an unnaturally tall, emaciated man dressed in gray clothing with golden buttons. His featureless face seems to have dozens of childlike hands pressing from within. Folca's realm is a place of bedrooms, hideouts, kitchens, and playrooms where every perception of safety or protection harbors a hidden potential for terror.

**Obedience:** Stalk a child and make him witness or endure a horrifically brutal event. Promise him that you will return, and then release him with that haunting thought. Gain a +2 profane bonus on Charisma-based skill checks.

**Boons:** 1: *unnatural lust*<sup>UM</sup>; 2: *modify memory*; 3: *veil*.

### GEON

Geon, the Dancing Fiend, appears as a monstrous centaur with flaming hooves. He trains and rewards Szuriel's mounted forces, and he frequently accompanies her armies.

**Obedience:** Ingest drugs that put you in a nightmarish fugue state for an hour. Gain a +4 profane bonus on saving throws and checks involving mounts and mounted combat.

**Boons:** 1: *extended mount*; 2: *extended phantom steed*; 3: *night terrors*<sup>HA</sup>.



# Chapter 1: Fiendish Divinities

**Table 1–2: Daemon Harbingers**

Harbinger	Areas of Concern	Domains	Subdomains	Favored Weapon
Aesdurath	Immortality, liches, magical catastrophes	Death, Evil, Magic, Trickery	Arcane, Daemon, Divine, Undead	Dagger
Ajids	Mutilation, skinning, trophy taking	Death, Evil, Madness, War	Blood, Daemon, Insanity, Murder	War razor (page 93)
Anogetz	Animal attacks, coups, revolution	Animal, Destruction, Evil, Liberation	Daemon, Fur, Rage, Revolution	Spiked gauntlet
Arlachramas	Dehumanization, disposal, euthanasia	Community, Death, Evil, Strength	Daemon, Murder, Resolve, Undead	Warhammer
Braismois	Broken deals, fine print, unfair bargains	Evil, Knowledge, Rune, Trickery	Daemon, Deception, Language, Memory	Light mace
Cixyron	Electricity, gunpowder, poisonous metals	Artifice, Earth, Evil, Knowledge	Construct, Daemon, Metal, Toil	Musket <sup>UC</sup>
Corosbel	Failed martyrdom, false worship, ritual death	Death, Evil, Repose, Trickery	Daemon, Deception, Murder, Souls	Dagger
Diceid	Invasive species, mass extinction, natural disasters	Animal, Evil, Plant, Weather	Catastrophe, Daemon, Loss, Storms	Scythe
Ealdeez	Regression, reversion, savage revenge	Animal, Destruction, Evil, Strength	Daemon, Ferocity, Fur, Rage	Greatclub
Folca	Abduction, strangers, sweets	Charm, Evil, Travel, Trickery	Daemon, Deception, Exploration, Lust	Net
Geon	Nightmares, quartering, trampling	Air, Evil, Fire, Travel	Daemon, Fear (page 180), Nightmare, Wind	Lance
Hastrikhal	Explosions, immolation, pyromaniacs	Destruction, Evil, Fire, Madness	Ash, Catastrophe, Daemon, Smoke	Spear
Jacarkas	Hobbling, lobotomizing, slavery	Death, Destruction, Evil, Nobility	Daemon, Fear (page 180), Leadership, Slavery (page 182)	Bolas
Laivatiniei	Anxiety, coddling, unhealthy parental love	Charm, Evil, Madness, Trickery	Daemon, Deception, Insanity, Love	Light crossbow
Llamolaek	Rebirth, rites of passage, transformation	Air, Evil, Liberation, Strength	Daemon, Ferocity, Freedom, Wind	Whip
Mneoc	Decrepitude, organ failure, senility	Death, Evil, Liberation, Rune	Daemon, Fear (page 180), Isolation (page 181), Undead	Dagger
Nalmungder	Basements, closets, delusions of safety	Darkness, Earth, Evil, Trickery	Caves, Daemon, Deception, Loss	Sickle
Osolmyr	Flagellation, repression, self denial	Evil, Glory, Healing, Madness	Daemon, Heroism, Insanity, Resurrection	Flail
Pavnuri	Cacodaemons, cannibalism, secret messages	Death, Evil, Knowledge, Travel	Daemon, Language, Murder, Thought	Morningstar
Rogorolos	Castaways, fouled water, oceans	Evil, Travel, Water, Weather	Daemon, Isolation (page 181), Oceans, Storms	Net
Ruapceras	Crusades, cyclical revenge, intolerance	Evil, Nobility, Strength, War	Daemon, Leadership, Resolve, Tactics	Heavy flail
Slandrais	Lechery, love potions, obsession	Darkness, Evil, Knowledge, Magic	Daemon, Loss, Lust, Thought	Shortbow
Stygidvod	Fear of aging, radical routes to immortality, wills	Artifice, Evil, Knowledge, Rune	Daemon, Language, Memory, Toil	Quarterstaff
Tamede	Fungi, infected wounds, rot	Destruction, Evil, Plant, War	Blood, Daemon, Decay, Growth	Sickle
Tresmalvos	Cesspools, rat catchers, sewers	Animal, Darkness, Evil, Water	Daemon, Flotsam (page 180), Fur, Loss	Halberd
Uaransaph	Falling, nonmagical flight, projectiles	Air, Evil, Luck, Void (page 182)	Daemon, Fate, Isolation (page 181), Wind	Repeating crossbow
Vorasha	Incurable afflictions, poison, toxicity	Evil, Magic, Scalykind (page 181), Water	Daemon, Decay, Fear (page 180), Venom (page 182)	Spiked chain
Xsistaid	Maggots, myiasis, parasites	Animal, Charm, Destruction, Evil	Catastrophe, Daemon, Torture (page 182), Undead	Dart
Zaigasnar	Destructive vanity, pins, radical body modification	Charm, Destruction, Evil, Liberation	Daemon, Freedom, Lust, Torture (page 182)	Javelin
Zelishkar	Arson, burning alive, cremation	Animal, Evil, Fire, War	Arson (page 180), Ash, Daemon, Tactics	Ranseur



## HASTRIKHAL

Hastrikhal, the Fires Within, appears as a young woman with a billowing cloud of greasy smoke as hair.

**Obedience:** Set an occupied building on fire, and watch it burn. Gain a +4 profane bonus on saves against fire effects.

**Boons:** 1: *flaming sphere*; 2: *wall of fire*; 3: *contagious flame*<sup>APG</sup>

## JACARKAS

Jacarkas, the Collector, rules the slave city of Awaiting Consumption, the grand marketplace of planar soul trade.

**Obedience:** Meditate within earshot of no fewer than a dozen toiling slaves. Gain a +4 profane bonus to your CMD.

**Boons:** 1: *enthrall*; 2: *charm monster*; 3: *wither limb*<sup>HA</sup>.



FOLCA

## LAIVATINIEL

Laivatiniei, the Chains in the Cradle, appears as a smiling elderly woman with a dozen scorched and skeletal arms.

**Obedience:** Spend an hour creating and then eating a detailed portrait of your mother or father. Gain a +4 profane bonus on saving throws against enchantment effects.

**Boons:** 1: *unnatural lust*<sup>UM</sup>; 2: *fear*; 3: *unwilling shield*<sup>APG</sup>.

## LLAMOLAEK

Llamolaek, the Ascended, appears as a massive golden one-eyed fiend. He wages a lengthy conflict against the divs, and hopes someday to have used resources gained from this war to advance his own power.

**Obedience:** Meditate while cutting your flesh. Gain a +4 profane bonus on saving throws against transmutation effects.

**Boons:** 1: *alter self*; 2: *fear*; 3: *lash of the astradaemon* (see page 184).

## MNEOC

Mneoc, Grandfather Scab, looks like an elderly frost giant whose flensed flesh and exposed bones are carved with runes.

**Obedience:** Trick an elderly creature into believing it has forgotten something. Gain a +4 profane bonus on saving throws against disease and effects related to memory.

**Boons:** 1: *false life*; 2: *modify memory*; 3: *age resistance*<sup>UM</sup>.

## NALMUNGDER

Nalmungder, He Who Waits Below the Stairs, dwells in a lightless realm snaking below other harbingers' domains. He appears as a shapeless mass of darkness and teeth.

**Obedience:** Meditate in a basement or cellar (preferably one that does not belong to you). Gain a +4 profane bonus on all saving throws attempted while in complete darkness.

**Boons:** 1: *darkness*; 2: *acid pit*<sup>APG</sup>; 3: *phobia*<sup>HA</sup>.

## OSOLMYR

Osolmyr, the One True Dream, appears as a bloody, scourged woman, her mouth stitched shut and hands amputated. She walks on a set of tentacles ending in grasping, clawed hands.

**Obedience:** Publicly self-flagellate without acknowledging others' reactions. Gain a +4 profane bonus on saving throws against effects that damage, drain, or penalize ability scores.

**Boons:** 1: *inflict moderate wounds*; 2: *modify memory*; 3: *harm*.

## PAVNURI

Pavnuri, the Lord of Nothing, takes the form of a massive cacodaemon. Abaddon's foremost information dealer, Pavnuri claims to be able to obtain reports from any world or plane within a single hour.

**Obedience:** Whisper a personal secret to a stranger. Gain a +4 profane bonus on saving throws against death and negative energy effects.

**Boons:** 1: *augury*; 2: *hunger for flesh*<sup>HA</sup>; 3: *legend lore*.



# Chapter 1: Fiendish Abilities

## ROQOROLOS

Roqorolos, Prince of the Wracked, appears as a giant partially rotted elven man drained of all color, wreathed in corroded iron chains, with tentacles rather than arms.

**Obedience:** Consume at least a pint of brackish water. Gain a +4 profane bonus on saving throws against water-based effects and effects that cause suffocation or drowning.

**Boons:** 1: *slipstream*<sup>APG</sup>; 2: *ride the waves*<sup>UM</sup>; 3: *fluid form*<sup>APG</sup>.

## RUAPCERAS

Ruapceras, the Scarlet Promise, wears tarnished plate armor. An executioner's hood covers his horned head, but holes cut in the fabric expose his bestial, bloody maw and black, empty eye sockets.

**Obedience:** Work on crafting an ever-expanding manifesto of your hatreds and intolerances. Gain a +4 profane bonus on saving throws against conjuration effects.

**Boons:** 1: *death knell*; 2: *divine power*; 3: *transformation*.

## SLANDRAIS

Slandrais, the Watcher in the Walls, resembles a great scarlet wasp of ashes and bloodstained ice with a pair of long, trailing scorpion tails. He enjoys warping souls into the forms of their own obsessions and unrequited loves.

**Obedience:** Sleep on the grave or next to the corpse of someone you knew when the person was alive. Gain a +4 profane bonus on saving throws against charm effects.

**Boons:** 1: *unnatural lust*<sup>UM</sup>; 2: *screaming*; 3: *quickened invisibility*.

## STYGIDVOD

Stygidvod, the Charnel Child, takes the form of a young human boy with luminous, jaundiced eyes. When viewed peripherally or in reflection, he instead appears as a twisted amalgamation of withered and rotting body parts.

**Obedience:** Smear yourself in and drink the blood of a much younger victim. Gain a +4 profane bonus on saving throws against effects causing aging or ability damage.

**Boons:** 1: *false life*; 2: *lesser age resistance*<sup>UM</sup>; 3: *heal*.

## TAMEDE

Tamede the Fungal-Hearted is served by fungus-wreathed daemons and infested petitioners. Her primary body is a cadaverous woman in rusted armor seated upon a pile of skulls, her exposed flesh bristling with fungal protrusions.

**Obedience:** Feed poisonous mushrooms to a victim, or consume them yourself. Gain a +4 profane bonus on saving throws against poison and disease.

**Boons:** 1: *pox pustules*<sup>APG</sup>; 2: *contagion*; 3: *harm*.

## TRESMALVOS

Tresmalvos, the Cistern Queen, appears as a drowned androgynous elf wearing a rusted iron crown, with piercing yellow eyes, a monstrous rat's tail, and other ever-shifting

features. Her realm is a sprawling warren of sewer tunnels filled with the befouled trappings of royalty.

**Obedience:** Drown a warm-blooded animal no smaller than a rat, and then consume the corpse while it still drips with water. Gain a +4 profane bonus on saving throws against disease effects.

**Boons:** 1: *summon swarm* (rats only); 2: *vermin shape II*<sup>UM</sup>; 3: *swarm skin*<sup>APG</sup>.

## UARANSAPH

Uaransaph, the Creeping Pit, appears as an eyeless dragon oozing boiling black tar from his mouth. Shorn of his own wings, he has grafted onto his back dozens of others ripped from a wide range of flying victims.

**Obedience:** Shoot a creature from the sky, or push one to its death from a great height. Gain a +4 profane bonus on attack rolls against flying creatures.

**Boons:** 1: *create pit*<sup>APG</sup>; 2: *extended fly*; 3: *hungry pit*<sup>APG</sup>.

## VORASHA

Vorasha the Ophidian, Lady of Toxicity and Trelmarixian's consort, is perhaps the most powerful harbinger. She appears as a meladaemon with draconic scales and a medusan mane of emerald and scarlet serpents.

**Obedience:** Consume a diluted dose of poison. Gain a +4 profane bonus on saving throws against poison.

**Boons:** 1: *delay poison*; 2: *poison*; 3: *extended cloudkill*.

## XSISTAID

Xsistaid, the Wriggling Wound, parasitizes the bodies of unwilling outsiders, its current host being a planetar. Xsistaid's realm is a nightmare of parasitic fungi, insects, and screaming petitioners fused together.

**Obedience:** Willingly play host to a parasite. Gain a +4 profane bonus on saving throws against disease.

**Boons:** 1: *skinsend*<sup>UM</sup>; 2: *fleshworm infestation*<sup>UM</sup>; 3: *swarm skin*<sup>APG</sup>.

## ZAIGASNAR

Zaigasnar, the Bladebride, appears as a woman dressed in bridal finery, pierced with dozens of bladed weapons.

**Obedience:** Repeatedly cut a murdered victim's name into your flesh. Gain a +4 profane bonus on saving throws against effects that cause pain or slashing damage.

**Boons:** 1: *alter self*; 2: *extended keen edge*; 3: *blade barrier*.

## ZELISHKAR

Zelishkar of the Bitter Flame appears as a tiger-shaped figure of living crimson flame dressed in black, glassy armor.

**Obedience:** Burn a living creature of at least the size of a cat or infant atop a pyre. Gain a +4 profane bonus on saving throws against fire-based spells and effects.

**Boons:** 1: *flaming sphere*; 2: *wall of fire*; 3: *contagious flame*<sup>APG</sup>.



## INFERNAL DUKES

The Lords of Hell, the Dukes of Perdition, and the Princes of Damnation are all names for the infamous nobility of the Pit—the elite caste of devilkind known as the infernal dukes.

All infernal dukes are lawful evil and range in power from CR 26 to CR 27. The boons they grant are less complex than those granted by archdevils, manifesting as spell-like abilities usable once per day each.

### ALOCER

Alocer spent centuries in the forges of Malebolge, where he eventually became Hell's most obedient hunter.

**Obedience:** Lure or chase any quarry, then kill it and pray over the corpse. Gain a +4 profane bonus to AC against attack rolls made to confirm a critical hit against you.

**Boons:** 1: *snare*; 2: *true seeing*; 3: *summon nature's ally IX*.

### BIFRONS

The so-called Second Fate is said to have been one of the archdevils who originally entombed Mammon. Through the millennia, Bifróns has fed off his liege's power.

**Obedience:** Recite a pattern that occurred the previous day that foretells some horrendous doom. Gain a +4 profane bonus on saving throws against curse spells and effects.

**Boons:** 1: *arcane sight*; 2: *greater scrying*; 3: *foresight*.

### CROCELL

The scale-winged fiend called the Soothing Sun collects and studies unique texts written in nonexistent languages and artwork depicting mortals' nightmares.

**Obedience:** Dissect a rat or another vermin, and carve the patterns you see in its bared viscera. Gain a +4 profane bonus on saving throws against illusions.

**Boons:** 1: *major image*; 2: *prismatic spray*; 3: *world wave*<sup>APG</sup>.

### DEUMUS

The empyreal lord Ragathiel once led a celestial army against the noble Deumus, burning most of his keep to the ground and nearly killing him.

**Obedience:** Consume three maggots plucked from a grave. Gain a +4 profane bonus on saves against poison.

**Boons:** 1: *vision of Hell*<sup>UM</sup>; 2: *control undead*; 3: *soul bind*.

### EAQUEO

It is said among infernal scholars that Eaqueo, known as the Finishing Knot, coaxed 6,666 rival fiends to commit suicide before wily Barbatos elevated him to the rank of infernal duke.

**Obedience:** Tie a noose and leave it around the neck of any dead creature. Gain a +4 profane bonus on saving throws against mind-affecting effects.

**Boons:** 1: *blood biography*<sup>APG</sup>; 2: *stone tell*; 3: *mass suffocation*<sup>APG</sup>.

### ELIGOS

A terrifying fiend whose body is formed from the fused skeletons of three rival pit fiends, Eligos spends his days patrolling Malebolge for signs of surprise incursions.

**Obedience:** Ride your mount at top speed in a circuitous route you repeat three times while scattering bones behind you. Gain a +4 profane bonus on saving throws against spells with the *ruse*<sup>UI</sup> descriptor.

**Boons:** 1: *fly*; 2: *greater arcane sight*; 3: *winds of vengeance*<sup>APG</sup>.

### FURCAS

One of the most darkly charming of Hell's many infernal dukes, the Knight of the Laurels commands a fortress that straddles a cataract of lava in Avernus. An immaculate host, Furcas is also a pyromaniac herbalist obsessed with creation and destruction and a fiend of immense anger when roused.

**Obedience:** Mix any herbal salve or concoction; apply or drink half of it yourself, and burn the other half. Gain a +4 profane bonus on saving throws against poison.

**Boons:** 1: *fireball*; 2: *animate plants*; 3: *fiery body*<sup>APG</sup>.

### GAAP

An ancient fiend, the Rai of the Water Devils is an enormous tentacled beast with four eyes, a piscine head, and ram's horns.

**Obedience:** Drown a living creature in any amount of fetid water. Gain a +4 profane bonus on saving throws against divinations.

**Boons:** 1: *water breathing*; 2: *circle of clarity*<sup>UM</sup>; 3: *weird*.

### HABORYM

Three-headed Haborym resides in his 8-mile-long prison-fortress along with the imprisoned souls of some of the most dangerous beings to have ever lived.

**Obedience:** Burn a spiderweb while a living creature is entangled inside. Gain a +4 profane bonus on saving throws against effects that deal fire damage.

**Boons:** 1: *slow*; 2: *delayed blast fireball*; 3: *imprisonment*.

### IAOZRAEL

Once a beautiful angel, Iaozrael fell completely to the evil he harbored deep in his heart when he reached out to touch Sarenrae's brilliant wings and found his own soul wanting.

**Obedience:** Place a black stone over an open flame to heat it, all the while chanting war cries against all that is good. Gain a +4 profane bonus on saves against compulsions.

**Boons:** 1: *glibness*; 2: *blasphemy*; 3: *overwhelming presence*<sup>UM</sup>.

### JIRAVIDDAIN

A hideous fiend whose body consists of rotting meat, the Duke of Fissures is an unfailing sycophant of Baalzebul.

**Obedience:** Pray on the frailty of flesh while you cut yourself. Gain a +4 profane bonus on saves against disease.

**Boons:** 1: *death knell*; 2: *heal*; 3: *symbol of vulnerability*<sup>UM</sup>.



# Chapter 1: Fiendish Divinities

## KALMA

Refined and beetle-like, the Rasping Count attracts flies from countless worlds that transport the souls of the unburied.

**Obedience:** Pray over an unburied corpse. Gain a +4 profane bonus on saving throws against death effects.

**Boons:** 1: *stinking cloud*; 2: *finger of death*; 3: *crushing hand*.

## LORCAN

The Red Reply wages war in the shared Revenant Court for the souls of the vampiric worshipers of Malebolge.

**Obedience:** Chew on pieces of undead flesh. Gain a +4 profane bonus on saves against negative energy effects.

**Boons:** 1: *halt undead*; 2: *control undead*; 3: *true resurrection*.

Table 1–3: Infernal Dukes

Infernal Duke	Areas of Concern	Domains	Subdomains	Favored Weapon
Alocer	Beasts, hunters, tradition	Animal, Evil, Law, Strength	Devil, Ferocity, Fur, Resolve	Shortbow
Bifrons	Fate, luck, patterns	Artifice, Evil, Law, Rune	Devil, Language, Toil, Wards	Dire flail
Crocell	Hidden waters, illusion, language	Evil, Knowledge, Law, Water	Devil, Memory, Oceans, Rivers (page 181)	Glaive
Deumus	Apprehension, promises, terror	Darkness, Death, Evil, Law	Devil, Murder, Night, Undead	Halberd
Eaqueo	Depression, nooses, sad stories	Evil, Law, Liberation, Madness	Devil, Freedom, Insanity, Nightmare	Net
Furcas	Duty, flames, herbalism	Evil, Fire, Law, Plant	Ash, Devil, Growth, Slavery (page 182)	Trident
Gaap	Divination, illusion, water	Evil, Law, Rune, Water	Devil, Oceans, Rivers (page 181), Wards	Shortspear
Haborym	Immolation, renewal, shackles	Evil, Fire, Law, Protection	Arson (page 180), Ash, Defense, Devil	Longspear
Iaozrael	Authority, hubris, liars	Destruction, Evil, Law, Sun	Day, Devil, Light, Rage	Scythe
Jiraviddain	Debility, dependence, frailty	Community, Evil, Healing, Law	Devil, Family, Home, Restoration	Sap
Kalma	Burial rites, death, insects	Animal, Death, Evil, Law	Devil, Murder, Slavery (page 182), Undead	Heavy pick
Lorcan	Blood, rebirth, undeath	Evil, Healing, Law, Repose	Devil, Resurrection, Souls, Undead	Short sword
Lorthact	Exiles, scholars, theories	Evil, Law, Magic, Trickery	Arcane, Deception, Devil, Thievery	Quarterstaff
Losarkur	Dominance, hounds, punishment	Animal, Evil, Law, Nobility	Devil, Feather, Fur, Slavery (page 182)	Club
Malthus	Architecture, expansion, waste	Artifice, Evil, Knowledge, Law	Construct, Devil, Memory, Toil	Light crossbow
Nergal	Atrocity, pestilence, war	Death, Evil, Law, War	Blood, Devil, Murder, Venom (page 182)	Spiked chain
Ose	Betrayal, doom, obsession	Artifice, Evil, Law, Madness	Devil, Insanity, Nightmare, Toil	Spiked gauntlet
Pirias	Denial, drugs, wonder	Evil, Law, Madness, Plant	Devil, Growth, Insanity, Nightmare	Throwing axe
Quindioavatos	Exploration, gems, legends	Earth, Evil, Glory, Law	Devil, Exploration, Honor, Metal	Rapier
Rasvocol	Carriage, patience, storms	Animal, Evil, Law, Weather	Devil, Feather, Seasons, Storms	Sickle
Ruzel	Blasphemy, humor, undeath	Death, Evil, Law, Trickery	Devil, Murder, Thievery, Undead	Kukri
Sabnach	Construction, parasites, toil	Artifice, Evil, Law, Strength	Construct, Devil, Ferocity, Toil	Heavy crossbow
Titivilus	Lies, propaganda, rhetoric	Evil, Knowledge, Law, Trickery	Deception, Devil, Language, Memory	Longsword
Uruskreil	Armor, mercilessness, revelation	Evil, Glory, Law, Strength	Devil, Honor, Resolve, Tyranny (page 182)	Falchion
Vapula	Discovery, hubris, scholars	Evil, Knowledge, Law, Liberation	Devil, Language, Memory, Thought	Quarterstaff
Vois	Pollution, swamps, toads	Evil, Law, Scalykind (page 181), Weather	Devil, Seasons, Storms, Venom (page 182)	Greatclub
Wylgart	Condemnation, judges, revision	Earth, Evil, Law, Protection	Defense, Devil, Metal, Tyranny (page 182)	Sling
Xhasnaphar	Masks, ugliness, volition	Evil, Law, Liberation, Protection	Devil, Fear (page 180), Freedom, Revolution	Hand crossbow
Yan-gant-y-tan	Hellspawn, misdirection, night	Darkness, Evil, Law, Weather	Devil, Moon (page 181), Night, Storms	Guisarme
Zaebo	Arrogance, nobility, sexual perversion	Destruction, Evil, Law, Nobility	Devil, Leadership, Martyr, Torture (page 182)	Flail
Zepar	Abduction, rape, transformation	Charm, Evil, Law, Trickery	Devil, Fear (page 180), Lust, Torture (page 182)	Bolas



## LORTHACT

Exiled from Hell to the Material Plane, Lorthact the Unraveler appears as a handsome devil in his true form, but he prefers to hide within the flesh and mind of a mortal host.

**Obedience:** Work on a never-ending compendium of promises of pain to your enemies. Gain a +4 profane bonus on Knowledge and Spellcraft checks.

**Boons:** 1: *secret page*; 2: *vision*; 3: *astral projection*.

## LOSARKUR

The Beastlord of Avernus breeds packs of hell hounds and other beasts for Hell's armies and hunts.

**Obedience:** Hand-feed raw meat to a beast, and rub the ensuing blood around your eyes like kohl. Gain a +4 profane bonus on saving throws against fear effects.

**Boons:** 1: *beast shape I*; 2: *summon monster VII*; 3: *dominate monster*.

## MALTHUS

From his fortress-tower, Malthus the Five-Beaked oversees arms trade between Erebus and Phlegethon and obsesses over magical artillery and similar siege weaponry.

**Obedience:** Shoot or throw 26 flaming projectiles into the sky. Gain a +4 profane bonus on Reflex saving throws to avoid physical dangers.

**Boons:** 1: *flame arrow*; 2: *rampart*<sup>APG</sup>; 3: *wall of suppression*<sup>APG</sup>.

## NERGAL

Nergal—also known as the Slow Death—is the lesser half of a bisected god of war. Nergal maintains a seething jealousy for his more powerful counterpart, the demon lord Nurgal.

**Obedience:** Mix volatile chemicals together, smash them at your feet, and pray. Gain a +4 profane bonus on saving throws against disease and poisons.

**Boons:** 1: *haste*; 2: *epidemic*<sup>UM</sup>; 3: *transmute blood to acid*<sup>UM</sup>.

## OSE

The Duke of Claws is said to be using an ancient protean relic to develop a device with the power to drive mortals insane the moment they gaze at it.

**Obedience:** Replace the internal mechanisms of a clockwork or other mechanical device with tiger claws. Gain a +4 profane bonus on saving throws against mind-affecting effects.

**Boons:** 1: *bestow curse*; 2: *insanity*; 3: *overwhelming presence*<sup>UM</sup>.

## PIRIAS

The infernal duke known as the Whispering Vial is obsessed with weaponizing drugs to bring about destruction.

**Obedience:** Mix a concoction from materials you have on hand, and drink it without considering its effects. Gain a +4 profane bonus on saving throws against poison.

**Boons:** 1: *create drug* (see page 183); 2: *caustic eruption*<sup>UM</sup>; 3: *prismatic sphere*.

## QUINDIOVATOS

In a circle of Hell where many fiends spend millennia in the same darkly glittering vaults, the Vicious Guest roams in his mobile sepulcher, claiming the lands he passes and the riches upon them as his own.

**Obedience:** Find a small stretch of land, claim it as your own for the day, and sprinkle bloody gems over its expanse. Gain a +4 profane bonus on saving throws against compulsion effects.

**Boons:** 1: *tongues*; 2: *wind walk*; 3: *freedom*.

## RASVOCEL

The Vulture King descends upon the long-suffering, not waiting for their deaths before picking their bones clean.

**Obedience:** Slice slivers of flesh from a living creature, and consume them one by one. Gain a +4 profane bonus on saves against effects that cause the nauseated condition.

**Boons:** 1: *ray of exhaustion*; 2: *waves of exhaustion*; 3: *storm of vengeance*.

## RUZEL

One of the wittiest and most proficient blasphemers in Hell, Sabletongue delights in bringing souls to his side of their own accord, after he's convinced them to excise all beliefs they held in life. Fiendish lore holds that Ruzel's tongue is so sharp he can turn living creatures into undead with a single well-aimed jest.

**Obedience:** Mock the beliefs of your companions or of any creatures you have recently encountered. Gain a +4 profane bonus on saving throws against language-dependent effects.

**Boons:** 1: *glibness*; 2: *blasphemy*; 3: *power word kill*.

## SABNACH

The Forgemaster of the Living creates obscene devices from the very souls of the damned. These undulating constructs range from vehicles to weapons to entire fortresses.

**Obedience:** Toss random handfuls of nails, caltrops, or other destructive materials onto ground behind you where you expect others to tread. Gain a +4 profane bonus on Heal checks to provide first aid.

**Boons:** 1: *ray of exhaustion*; 2: *arcane cannon*<sup>UC</sup>; 3: *clashing rocks*<sup>APG</sup>.

## TITIVILUS

One of Hell's best and most notorious record keepers, the Scrivening Count maintains meticulous notes on all the creatures—mortal and immortal alike—who owe or have made promises to Mephistopheles, his liege.

**Obedience:** Write propaganda that insidiously promotes Titivilus and his deeds. Gain a +4 profane bonus on saving throws against mind-affecting effects.

**Boons:** 1: *illusory script*; 2: *dictum*; 3: *imprisonment*.



## Chapter 1: Fiendish Divinities

### URUSKREIL

The Metal Wing is said to have the ability to smell weakness and fear—and to appear to mortals harboring such feelings and cut them down on the spot.

**Obedience:** Use your weapon to utterly destroy something fragile. Gain a +4 profane bonus on saving throws against spells and abilities that deal ability damage or drain.

**Boons:** 1: *magic vestment*; 2: *finger of death*; 3: *fiery body*<sup>APG</sup>.

### VAPULA

Known as the Keeper of the Pyrite Vault, Vapula oversees that mighty treasure house. He employs a legion of white-gauntleted heresy devils to help him protect and manage the priceless loot within.

**Obedience:** Carve Vapula's symbol onto six coins of different mintings. Gain a +4 profane bonus on Appraise checks.

**Boons:** 1: *arcane sight*; 2: *plane shift*; 3: *foresight*.

### VOIS

The Croaking Count is an enormous, six-legged, crimson-skinned toad who delights in drowning his enemies.

**Obedience:** Swallow a toad whole, and bask in the croaking sounds it makes in your throat while it travels to your stomach. Gain a +4 profane bonus on saving throws against sonic effects.

**Boons:** 1: *stinking cloud*; 2: *resonating word*<sup>UM</sup>; 3: *shambler*.

### WYLGART

The highest-ranking judge in Caina, the Unbroken Word condemns souls passing through the spires of the Eighth.

**Obedience:** Pass a binding judgment on the words or deeds of a creature you've recently encountered, perhaps even yourself. Gain a +4 profane bonus on saving throws against compulsions.

**Boons:** 1: *tongues*; 2: *sequester*; 3: *power word kill*.

### XHASNAPHAR

The Faceless Truth lives in an annex of Idolisque, tormenting mortals who were once beautiful.

**Obedience:** Score an unblemished section of your own flesh with ugly and asymmetrical cuts. Gain a +4 profane bonus on saving throws against polymorph effects.

**Boons:** 1: *inflict serious wounds*; 2: *mass inflict serious wounds*; 3: *implosion*.

### YAN-GANT-Y-TAN

Said to inhabit a realm that constantly teleports to new corners of Stygia, the infernal duke known as the Wandering carries all manner of hellish terrors under a black cloak formed from undulating night. A single glance at one of these terrors can supposedly tear the life from a mortal's flesh.

**Obedience:** Release a bat upon an unsuspecting living creature, and tell of the doom that's coming. Gain a +4 profane bonus on saving throws against transmutation effects.

**Boons:** 1: *deeper darkness*; 2: *insanity*; 3: *summon monster IX*.

### ZAEBOS

Eternally restless, Zaeboos sees himself as an idle nobleman and delights in taking what he wants.

**Obedience:** Smash a crystal goblet and fling shards upon anyone who steps into your way. Gain a +4 profane bonus on CMD against disarm, sunder, and trip combat maneuvers.

**Boons:** 1: *reckless infatuation*<sup>UM</sup>; 2: *prismatic spray*; 3: *mage's disjunction*.

### ZEPAR

Infernally talented in the arts of abduction and bodily transformation, the Forever Sire is so named because of the fiends he has made anew with his strange, tortuous experimentations.

**Obedience:** Carve the flesh of a deceased creature into pieces, then reassemble them into a new form. Gain a +4 profane bonus on saving throws against polymorph effects.

**Boons:** 1: *extended alter self*; 2: *phase door*; 3: *shapechange*.



RUZEL



## KYTON DEMAGOGUES

The principals of the kyton race number among the planes' most audacious explorers, artistes, and scientists. Constrained by neither morals nor taboos, kyton demagogues pursue perfection in myriad profane fields. Lost limbs and lives mean little to the kyton demagogue—only the next boundary to shatter and the promise of what could be. The kyton demagogues are legion, but nine of those best known to Golarion's cultic scholars are presented here.

Kyton demagogues are far less likely than other fiendish demigods to flaunt their power. All kyton demagogues are lawful evil and range in power from CR 26 to CR 30. The boons they grant are less complex than those granted by other fiendish demigods, manifesting as spell-like abilities each usable once per day.

### AROGGUS

Following Geryon's betrayal, Aroggus was one of the elder kytons who led his people from Hell into the darkness of the Plane of Shadow. There he raised the Abbey of Nevers, a half-physical kaleidoscope of impossibilities where the kytons could hide forever if necessary. In the ages since, the Abbey Maker has become one with his refuge, indulging his victims, his followers, and himself in inescapable delusions of retribution, ever perfecting the one true revenge.

**Obedience:** List the names of those who have wronged you until the writing covers a page, then consume the parchment. Gain a +4 profane bonus on saving throws to resist compulsion effects.

**Boons:** 1: *nondetection*; 2: *forcecage*; 3: *imprisonment*.

### BARRAVOCLAIR

The Lady of the Final Gasp has stretched her last breath into an eternity. Stealing years of life from countless mortals, Barravocclair seeks triumph in the moment of expiration, merging exaltation with the parting of spirit and flesh.

**Obedience:** Practice breath control, holding your breath until you nearly pass out. Gain a +4 profane bonus on checks to resist drowning and on saves against inhaled poisons.

**Boons:** 1: *speak with dead*; 2: *resurrection*; 3: *soul bind*.

### FHARAAS

As one might read a tree's years in the exposed rings of its stump, followers of the Seer in Skin divine all a mortal's days by scrutinizing the whorls and layers within its flesh. Some even teach that, if a destined bond exists, a killer's life is reflected in a victim's fateful meat.

**Obedience:** Study the interior of a freshly severed limb. You are immune to bleed effects that deal 6 damage or less.

**Boons:** 1: *keen edge*; 2: *vision*; 3: *foresight*.

### INKARIAX

Stillness, solitude, and stasis: these are the true perfections. The White Death knows the fleetingness of perfection and seeks to preserve it. Whether in lands gripped by ice, ornate vaults, or deepest space, frozen-fingered Inkariax hoards and protects all manner of beautiful treasures, singular notes, and perfect souls against the ravages of entropy.

**Obedience:** Inventory your collection of hoarded knickknacks, reciting your unique name for each item as you do. Gain a +4 profane bonus on saving throws to resist effects that would petrify or paralyze you.

**Boons:** 1: *sleet storm*; 2: *sequester*; 3: *microcosm*<sup>OA</sup>.

Table 1–4: Kyton Demagogues

Kyton Demagogue	Areas of Concern	Domains	Subdomains	Favored Weapon
Aroggus	Possibility, revenge, sanctuary	Evil, Law, Protection, Trickery	Deception, Defense, Fear (page 180), Tyranny (page 182)	Warhammer
Barravocclair	The elderly, fatalistic insights, resurrection	Death, Evil, Healing, Law	Murder, Undead, Restoration, Resurrection	War razor (page 93)
Fharaas	Experience, murder, patterns	Evil, Knowledge, Law, Repose	Ancestors, Fear (page 180), Memory, Souls	Battle axe
Inkariax	Absolute cold, preservation, solitude	Evil, Law, Void (page 182), Water	Ice, Isolation (page 181), Fear (page 180), Slavery (page 182)	Spiked gauntlet
Kaikyton	Experimentation, physical merger, stitches	Community, Earth, Evil, Law	Family, Fear (page 180), Metal, Tyranny (page 182)	Spiked chain
Morrobahn	Invasiveness, proliferation, redundancy	Animal, Evil, Law, Travel	Exploration, Fear (page 180), Feather, Fur	Heavy flail
Raetorgash	Evolution, mutation, skulls	Evil, Healing, Law, Luck	Curse, Fate, Fear (page 180), Restoration	Halberd
Sugroz	Ecstasy, fleetingness, incorporeality	Air, Evil, Law, Nobility	Fear (page 180), Leadership, Martyr, Wind	Net
Vevelor	Illusion of freedom, potential, transcendence	Destruction, Evil, Law, Liberation	Freedom, Revolution, Slavery (page 182), Torture (page 182)	Whip



## Chapter 1: Fiendish Divinities

### KAIKYTON

A joiner of souls and unifier of skins, Kaikyton seeks to merge parts into greater wholes. The Stitchweaver left her mark upon Golarion during the Age of Darkness when she created the canyon city of Kagalko. Ever since, the Choir Vales of Southern Garund have been marred by the miles-long march of razor-sharp ridges known as Kyton Lace.

**Obedience:** Spend an hour stitching mortal flesh. The creature you stitch gains a number of temporary hit points equal to half its Hit Dice (lasting 24 hours or until lost). You know when any of these hit points are lost.

**Boons:** 1: *stone shape*; 2: *greater polymorph*; 3: *shapechange*.

### MORROBAHN

The Parasite Seed knows that redundancy is the only insurance. Across countless expanses, it has cultivated perfect beings—perfect singers, perfect reproducers, perfect killers. Now it seeks to propagate them to new homes, assuring that no one calamity can wipe out said perfection.

**Obedience:** Find two similar creatures of any type (animals, insects, people, etc.) and make them fight to the death. Gain a +2 profane bonus to your CMD.

**Boons:** 1: *summon nature's ally III*; 2: *greater teleport*; 3: *summon monster IX*.

### RAETORGASH

As the history of a world is written in stone, the history of life is written in bone. Raetorgash reads the trajectory of perfection in the slow evolution of countless beings. In mutations, in ages-long changes, in the story of bones, the Skull-Hoarder sees the past and predicts futures. She searches for bloodlines, species, and worlds that may be perfected. What she finds, she keeps, anticipating greatness—but those she finds lacking she ends.

**Obedience:** Spend an hour cleaning and considering your collection of skulls. Gain a +4 profane bonus on saving throws to resist energy drain and negative energy effects.

**Boons:** 1: *vampiric touch*; 2: *destruction*; 3: *energy drain*.

### SUGROZ

There is no beauty in meat. The Voice in Screams seeks to defy physicality and become a being of breath, song, and thought. She has stripped away nearly all of her physical being, retaining only what she needs to whisper her gospel. Her most devout adherents seek the mysteries of music and transform their bodies into vessels of the sublime.

**Obedience:** Sing your name or events from your life for an hour. Gain a +4 profane bonus on saving throws to resist sonic effects.

**Boons:** 1: *sculpt sound*; 2: *ethereal jaunt*; 3: *power word kill*.

### VEVELOR

The Broken Dream was shown the path. He did not begin as a kyton, but he became one of his own volition and rose to the summit of perfection. A beauteous calamity, Vevelor is a winged nightmare of semi-shadows, a dark spectrum of possibilities and daring. He rails against predestination and seeks to guide others to his unique vision of potential. Should such lead to ruin or triumph is for the individual to decide, but the most worthy—a singular few—might join him in exaltation.

**Obedience:** Meditate on how you changed someone's daily routine in an unexpected way the previous day (this should be a painful change). Gain a +4 profane bonus on saving throws to resist charm effects.

**Boons:** 1: *hold person*; 2: *plundered power<sup>HA</sup>*; 3: *freedom*.





## MALEBRANCHE

Malebranche are horned devils transformed so as to conquer a mortal world in Hell's name. Many malebranche exist in Hell's ranks, and the 12 detailed below are merely the best known.

Malebranche occupy a tier of power just below infernal dukes. All malebranche are lawful evil and range in power from CR 21 to CR 25. The boons they grant are less complex than those granted by archdevils, manifesting as spell-like abilities usable twice per day each.

### ALICHINO

The infamous Jester Prince of the Cage tempts mortals using masterful trickery and disguises. It's said that Alichino has a dozen different voices and a hundred different faces.

**Obedience:** Tell a joke with a sadistic punch line involving abject violence or cruelty, and laugh maniacally at it until you're out of breath. Gain a +4 bonus on saving throws against mind-affecting effects.

**Boons:** 1: *alter self*; 2: *confusion*; 3: *mass suggestion*.

### BARBARICCA

An ancient and unpredictable fiend, the Fearsome Father is said to be the sire of an entire army of evil creatures with their sights set on conquering various natural places.

**Obedience:** Use the harvested teeth or claws of a fearsome predator to shred the flesh of a creature you recently killed. Gain a +4 profane bonus on saving throws against force effects.

**Boons:** 1: *summon nature's ally II*; 2: *summon nature's ally IV*; 3: *summon nature's ally VI*.

### CAGNAZZO

The Hunter of Souls races across mortal worlds, slaughtering those who oppose his and Hell's plans of bloody conquest.

**Obedience:** Swear a lengthy blood oath against an enemy. Gain a +4 profane bonus on saving throws against fear effects.

**Boons:** 1: *death knell*; 2: *fear*; 3: *harm*.

### CALCABRINA

The Mistress of Twilight leads her armies in acts of manipulation rather than physical aggression. She has great power over dreams.

**Obedience:** Inscribe a heinous nightmare you have had, and leave the note in a public place for another to find. Gain a +4 profane bonus on saving throws against phantasms.

**Boons:** 1: *misdirection*; 2: *confusion*; 3: *veil*.

### CIRCIATTO

Circiatto is an exceptionally gluttonous and ruthless fiend who consumes all enemies who stand in his way. Worse, the Glutton Slaver then vomits them back up as undead servants.

**Obedience:** Consume rotten or spoiled food, then vomit it up where as many people as possible will find it. Gain a +4 profane bonus on saving throws against disease.

**Boons:** 1: *command undead*; 2: *animate dead*; 3: *create undead*.

### DRAGHIGNAZZO

The Devil-Dragon of Devastation inhabits a mighty infernal castle with Scarmiglione, his sibling and fellow malebranche.

**Obedience:** Lie prostrate in an area with the most bustling activity you can find. Gain a +4 profane bonus on saving throws against magical sleep effects.

**Boons:** 1: *hold person*; 2: *summon monster IV*; 3: *disintegrate*.

Table 1–5: Malebranche

Malebranche	Areas of Concern	Domains	Subdomains	Favored Weapon
Alichino	Deception, madness, royalty	Evil, Law, Madness, Trickery	Deception, Devil, Insanity, Thievery	Dagger
Barbariccia	Fecundity, predators, slaughter	Animal, Evil, Law, Plant	Devil, Fear (page 180), Fur, Growth	Spiked gauntlet
Cagnazzo	Elusiveness, fear, murder	Death, Evil, Law, Travel	Devil, Murder, Souls, Trade	Short sword
Calcabrina	Dreams, insanity, mystery	Evil, Knowledge, Law, Madness	Devil, Insanity, Memory, Nightmare	Kukri
Circiatto	Gluttony, greed, undead	Death, Evil, Law, Magic	Devil, Fear (page 180), Slavery (page 182), Undead	Warhammer
Draghignazzo	Devastation, monsters, patience	Destruction, Earth, Evil, Law	Catastrophe, Caves, Devil Dragon (page 180)	Greataxe
Farfarello	Antiquity, death, mists	Death, Evil, Knowledge, Law	Devil, Memory, Murder, Thought	Morningstar
Graffiacane	Corruption, elusiveness, vermin	Animal, Evil, Law, Luck	Curse, Devil, Fear (page 180), Fur	Shuriken
Libicocco	Rage, violence, wind	Air, Destruction, Evil, Law	Catastrophe, Devil, Rage, Wind	Scimitar
Malacoda	Conquest, cruelty, martial skill	Evil, Law, Strength, War	Devil, Ferocity, Tactics, Tyranny (page 182)	Bastard sword
Rubicante	Fire, honor, nobility	Evil, Fire, Glory, Law	Ash, Devil, Honor, Smoke	Starknife
Scarmiglione	Deceit, poison, temptation	Charm, Evil, Law, Water	Deception, Devil, Lust, Venom (page 182)	Hand crossbow



## Chapter 1: Fiendish Divinities

### FARFARELLO

The Lord of the Forgotten has no corporeal form and is instead an intensely malevolent spirit haunting areas where massive slaughters have occurred.

**Obedience:** Contemplate the terror an army of your lord's spirits might wreak while reclining atop a grave. Gain a +4 profane bonus on saving throws against death effects.

**Boons:** 1: *fog cloud*; 2: *solid fog*; 3: *acid fog*.

### GRAFFIACANE

The Swarm Lord is said to be able to possess vermin and vermin swarms on the Material Plane, seeing through their eyes and enacting his will through their claws and teeth.

**Obedience:** Release a cloud of wasps in the midst of a peaceful situation. Gain a +4 profane bonus on saves against spells and effects that would cause the nauseated condition.

**Boons:** 1: *summon swarm*; 2: *giant vermin*; 3: *mislead*.

### LIBICOCCO

It is said that the Proudful Lady of the Winds was once part of an ancient alliance of four malebranche dedicated to conquering entire planets on the Material Plane. She broke with her now-slain allies to pursue the utter destruction of all that's good.

**Obedience:** Smash any work of art and scatter its pieces into four opposing corners. Gain a +4 profane bonus on saving throws against transmutation effects.

**Boons:** 1: *gust of wind*; 2: *shout*; 3: *enemy hammer*<sup>APG</sup>.

### MALACODA

The Despoiler of Horizons is known to have conquered eight worlds and has devotees among the most politically powerful individuals on Golarion.

**Obedience:** Brandish your unholy symbol and recount the tactics you will use to conquer your enemies. Gain a +4 profane bonus on saving throws against mind-affecting effects.

**Boons:** 1: *align weapon* (lawful or evil only); 2: *crushing despair*; 3: *transformation*.

### RUBICANTE

An infernal fiend made of flame-shrouded rust, Rubicante is said to speak words of seeming sense and peace to his worshipers. He Who Grows Red was widely venerated in the fallen realm of Thassilon on Golarion.

**Obedience:** Stand on smoldering coals. Recount how the heat and flames harden your resolve and make you a stronger follower of your liege. Gain a +4 profane bonus on saving throws against fire effects.

**Boons:** 1: *flaming sphere*; 2: *wall of fire*; 3: *contagious flame*<sup>APG</sup>.

### SCARMIGLIONE

The sibling of the monstrous malebranche Draghignazzo, the Pale Promise also inhabits his brother's realm and lures travelers and mortals into the devil-dragon's clutches.

**Obedience:** Weave a fabric of lies glorifying yourself and your malebranche liege, but never name him, instead hinting at glorious truths your faith reveals. Gain a +4 profane bonus on saving throws against language-dependent effects.

**Boons:** 1: *detect thoughts*; 2: *poison*; 3: *veil*.



ALICHINO



## NASCENT DEMON LORDS

With very few exceptions, a demon lord is never born fully formed. Instead, each must build power and resources during an extended period of transformation. Demons in this transitional stage are known as nascent demon lords.

At any one time, there exist hundreds—if not thousands—of nascent demon lords in the Abyss. Those who have been associated with the Inner Sea region are summarized here. All nascent demon lords are chaotic evil and range in power from CR 21 to CR 25. The boons they grant are less complex than those granted by demon lords, manifesting as spell-like abilities usable twice per day each.

### DACLAU-SAR

The powerful nascent demon lord Daclau-Sar, the Lord of Carrion, is content—for now—to rule over the beasts that lurk in the Xorian Mountains in Lamashtu's realm of Kurnugia. Feral and bestial, Daclau-Sar has little time or interest in politics or trickery. He appears as a six-legged, two-headed hyena with vulture's wings.

**Obedience:** Eat at least a pound of carrion. Gain a +4 profane bonus on saving throws against diseases.

**Boons:** 1: *death knell*; 2: *contagion*; 3: *beast shape IV*.

### IZYAGNA

Known as She of the Sevenfold Swarm, Izyagna has not just one body but seven. These bodies all share one mind, and each looks similar—a horrific, ant-like creature. Yet each body is also capable of transforming into one of seven different humanoid forms (human, dwarven, elven, gnome, halfling, half-elven, and half-orc). Izyagna can command swarms with a thought.

**Obedience:** Meditate while within a swarm of ants. Gain a +4 profane bonus on saving throws against charm effects.

**Boons:** 1: *enthrall*; 2: *giant vermin*; 3: *mass suggestion*.

### MENXYR

Cadaverous Menxyr, known to many as the Coffin Groom, stands nearly 12 feet tall but weighs barely 100 pounds. Despite his emaciated and seemingly fragile frame, which he can fold up to appear like little more than a tangled mess of old bones, he has great strength. He can pull forth bones from living creatures, animate the dead to serve his foul lusts, and even climb inside the bodies of the freshly dead to animate them and seduce those who mourn the loss of a loved one.

**Obedience:** Engage in acts of necrophilia. Gain a +4 profane bonus on saves against negative energy effects.

**Boons:** 1: *command undead*; 2: *animate dead*; 3: *move earth*.

### MURNATH

Lumbering Murnath, the Horned Rat, dwells in the foul sewers below the Abyssal city of Yanaron. Served by rats, chaotic evil wererats, and sewer-dwelling beasts, Murnath himself appears as a muscular horned rat the size of a horse, with a series of thin venomous spines at the tip of his tail and paws that bear a hideous resemblance to human hands.

**Obedience:** Meditate while floating in sewage or similar filth. Gain a +4 profane bonus on saving throws against diseases.

**Boons:** 1: *summon swarm*; 2: *beast shape II*; 3: *control water*.

### NIGHTRIPPER

The prolific killer known as Nightripper claimed to have murdered 953 innocents, and it took 13 attempts to finally execute him. He retains his living memories still in his role as Lamashtu's favored torturer and assassin. He appears as a hideously burned and mutilated sword-wielding human wrapped in blood-soaked strips of black cloth.

**Obedience:** Perform a series of cuts upon your flesh while periodically cutting off your own supply of oxygen. Gain a +4 profane bonus on saving throws against effects linked to slashing damage.

**Boons:** 1: *create pit*<sup>APG</sup>; 2: *phantasmal killer*; 3: *harm*.

Table 1–6: Nascent Demon Lords

Nascent Demon Lord	Areas of Concern	Domains	Subdomains	Favored Weapon
Daclau-Sar	Carrion, scavengers	Animal, Chaos, Destruction, Evil	Demon, Feather, Fur, Rage	Spiked gauntlet
Izyagna	Angry mobs, ants	Chaos, Evil, Fire, War	Ash, Blood, Demon, Tactics	Trident
Menxyr	Grave robbing, necrophilia	Chaos, Death, Evil, Trickery	Demon, Lust, Murder, Undead	Heavy pick
Murnath	Rats, sewers	Animal, Chaos, Earth, Evil	Caves, Demon, Fur, Metal	Short sword
Nightripper	Botched executions, pits	Chaos, Darkness, Evil, Strength	Demon, Ferocity, Loss, Murder	Bastard sword
Ovonovo	Sharks, shipwrecks	Animal, Chaos, Evil, Water	Blood, Catastrophe, Demon, Oceans	Punching dagger
Shamira	Lost dreams, seduction of the pure	Chaos, Charm, Evil, Nobility	Demon, Leadership, Love, Lust	Longbow
Sithhud	Blizzards, the frozen dead	Chaos, Death, Evil, Weather	Demon, Ice, Storms, Undead	Longsword
Treerazer	Corruption of nature, pollution	Chaos, Destruction, Evil, Plant	Catastrophe, Decay, Demon, Rage	Greataxe



## Chapter 1: Fiendish Divinities

### OVONOVO

A vast, pale shark the size of the largest ships, Ovonoovo can appear as a human when she wills. She often does so to take command of a ship, only to deliberately drive it aground. She then enjoys the panic of sailors aboard the sinking ship before she slips into the sea to assume her true form and feed on the unfortunate crew.

**Obedience:** Allow a shark to bite you, and then focus on the pain while floating in seawater. Gain a +4 profane bonus on saving throws against fear-based effects.

**Boons:** 1: *wood shape*; 2: *summon monster IV* (1 fiendish great white shark<sup>B4</sup> or 1d3 fiendish sharks); 3: *beast shape IV* (sharks only).

### SHAMIRA

Shamira specializes in the seduction of pure souls, and she often travels to the Material Plane in the guise of a priestess of a good faith to invade the dreams and secret lusts of mortals. She has a strange obsession with Sarenrae and her faith in particular; whispers that Shamira may be that goddess's wayward daughter are not tolerated among Sarenrae's devout.

**Obedience:** Engage in sexual acts in the presence of a sleeping intelligent creature without waking that creature. Gain a +4 profane bonus on saving throws against charm effects.

**Boons:** 1: *alter self*; 2: *fire shield*; 3: *mass suggestion*.

### SITHHUD

Once the master of the frozen realm of Jhuvumirak, Sithhud lost his realm to Kostchtchie eons ago. Sithhud survived by retreating into the frozen, labyrinthine valleys of the highest peaks of Jhuvumirak. Sithhud's defeat resulted in that rarest of events—an Abyssal "demotion" back to the status of a nascent demon lord. Sithhud appears as an icy skeleton of a horrifically deformed, horned humanoid whose lower body consists of three spidery legs.

**Obedience:** Meditate while carving complex runes into the flesh of a frozen creature. Gain a +4 profane bonus on saving throws against cold effects.

**Boons:** 1: *chill metal*; 2: *ice storm*; 3: *freezing sphere*.

### TREERAZER

Treerazer, the self-styled Lord of the Blasted Tarn, was once the favored minion (some even say child) of Cyth-V'sug. After a failed attempt to wrest Cyth-V'sug's crown away from him, Treerazer fled to the Material Plane. There he

appeared in the realm of Kyonin, abandoned when the elves fled Golarion, and corrupted that land into a swampy realm more to his liking. When the elves returned to reclaim their ancestral home, Treerazer lost the resulting war, but he retained a portion of southern Kyonin as his realm—the swamp now known as Tanglebriar.

**Obedience:** Feast on rotting flesh infested with hallucinogenic or poisonous fungus, then meditate upon the harrowing visions it provides. Gain a +4 profane bonus on saving throws against disease and infestations.

**Boons:** 1: *warp wood*; 2: *antiplant shell*; 3: *repel wood*.



TREERAZER



## ONI DAIMYO

The most powerful oni, the oni daimyo, hold their domains in isolated regions of the Material Plane. While they have transcended their lesser incarnations to become something close to demigods in stature, they do not flaunt their power and prefer to dwell in remote corners of the massive land of Tian Xia.

Oni daimyo are always evil in alignment but can be chaotic, lawful, or neutral. They range in power from CR 21 to CR 25. The boons they grant are less complex than those granted by fiendish demigods, manifesting as spell-like abilities usable twice per day each.

### AKUMA

The so-called Horned King dwells within the deep forests of northwestern Lingshen in a hidden pagoda. He appears as a wiry, three-eyed ogre mage with seven horns.

**Obedience:** Practice martial art stances and routines. Gain a +4 profane bonus to CMD.

**Boons:** 1: *bear's endurance*; 2: *divine power*; 3: *transformation*.

### CHIMON

The Hunter of Blood is a cunning stalker of prey, master of ambushes, and skilled trapper. He stalks the vast expanse of the Forest of Spirits, appearing as a flensed ogre mage whose arrow-perforated body constantly weeps blood.

**Obedience:** Draft plans for a complex ambush or trap using blood as ink. Gain a +2 profane bonus on Initiative checks.

**Boons:** 1: *find traps*; 2: *greater invisibility*; 3: *blade barrier*.

### GUYUKU

The Sea Devil dwells in an underwater grotto amid the deadly isles of southern Minata and appears as a blue-skinned, one-eyed woman with the lower body of an eel.

**Obedience:** Perform a tea ceremony on the shore of an ocean or while blindfolded. Gain a +4 profane bonus on saving throws against water-based effects.

**Boons:** 1: *slipstream*<sup>APG</sup>; 2: *control water*; 3: *heroes' feast*.

### INMA

The most powerful of the oni daimyo of Tian Xia is Inma, the Empress of the World. She dwells in a fortress nestled in a hidden valley under the highest peak in the oni-ruled nation of Chu Ye. She appears as dark-skinned, three-eyed, four-armed void yai.

**Obedience:** Craft delicate origami representing those you seek to rule over. Gain a +4 profane bonus on saving throws against mind-affecting effects.

**Boons:** 1: *create treasure map*<sup>APG</sup>; 2: *charm monster*; 3: *extended dominate person*.

### MURONNA

The Dark Mother appears as a lithe ogre mage with gray skin. Rumor holds that she dwells in an underground complex somewhere below Minkai's capital of Kasai.

**Obedience:** While blindfolded, turn your back to the setting sun and concentrate on what the world might be like should the sun fail to rise the next day. Gain a +4 profane bonus on saving throws against blindness and vision-based effects.

**Boons:** 1: *blindness/deafness*; 2: *greater invisibility*; 3: *mislead*.

Table 1–7: Oni Daimyo

Oni Daimyo	Alignment	Areas of Concern	Domains	Subdomains	Favored Weapon
Akuma	LE	Battle, honor, martial arts	Evil, Glory, Law, War	Blood, Fear (page 180), Honor, Tactics	Unarmed strike
Chimon	NE	Ambushes, hunting, traps	Artifice, Evil, Travel, Trickery	Construct, Deception, Exploration, Toil	Longbow
Guyuku	CE	Piracy, tea, tsunamis	Chaos, Evil, Strength, Water	Entropy (page 180), Fear (page 180), Ferocity, Oceans	Nine-ring broadsword <sup>UC</sup>
Inma	LE	Lavish wealth, origami, servitude	Community, Evil, Law, Nobility	Family, Home, Leadership, Tyranny (page 182)	Katana <sup>UC</sup>
Muronna	NE	Eclipses, sunsets, unseen things	Darkness, Evil, Sun, Trickery	Day, Deception, Night, Thievery	Kusarigama <sup>UC</sup>
Nataka	NE	Drought, forest fires, perfume	Destruction, Evil, Fire, Weather	Arson (page 180), Catastrophe, Seasons, Smoke	Scimitar
Onmyuza	CE	Orgies, sake, tattoos	Chaos, Charm, Evil, Rune	Language, Lust, Revelry (page 181), Wards	Kerambit <sup>UC</sup>
Ushitora	CE	Earthquakes, keys, sabotage	Chaos, Destruction, Earth, Evil	Catastrophe, Entropy (page 180), Metal, Rage	Tetsubo <sup>UC</sup>
Uzumae	LE	Blizzards, frozen ghosts, starvation	Death, Evil, Law, Water	Fear (page 180), Ice, Murder, Undead	Urumi <sup>UC</sup>
Yabu	NE	Curses, promises, volcanoes	Destruction, Evil, Fire, Luck	Ash, Catastrophe, Curse, Smoke	Meteor hammer <sup>UC</sup>



## Chapter 1: Fiendish Divinities

### NATAKA

To the Red King, there is no perfume sweeter than smoke. He appears as a towering, handsome fire yai with two mouths and four eyes, and he dwells in a scorched valley that lies in the mountainous border region between Dtang Ma and Xa Hoi.

**Obedience:** Meditate within a ring of fire while periodically casting incense into the flames. Gain a +4 profane bonus on saves against fire effects.

**Boons:** 1: *flame blade*; 2: *extended cup of dust*<sup>APG</sup>; 3: maximized *fireball*.

### ONMYUZA

Enthralling Onmyuza, the so-called Dancer in Flesh, revels in all things physical; even the most jaded, debauched reveler would blush at the extremes she takes for granted. She dwells in a hidden underground complex below the metropolis of Goka and appears as a beautiful and heavily tattooed three-eyed ogre mage (although her third eye is held shut by three golden rings that pierce both eyelids).

**Obedience:** Lightly trace the lines of your tattoos with the tip of a needle dipped in sake. Gain a +4 profane bonus on saving throws against effects that cause the confused, exhausted, or fatigued condition.

**Boons:** 1: *unnatural lust*<sup>UM</sup>; 2: *spite*<sup>APG</sup>; 3: *mass suggestion*.

### USHITORA

The Keeper of the Oni Gate dwells in the depths of a remote rift in northern Kaoling, where she guards the mysterious Oni Gate. Only Ushitora knows where the keys to the Oni Gate lie hidden, or what dread doom will unfold upon the world when the gate is opened. She appears as a four-armed void yai who wields two immense jade-and-gold tetsubos.

**Obedience:** Bury a key in the earth, and meditate over the site before retrieving the key. Gain a +4 profane bonus on saves against earth effects and being knocked prone.

**Boons:** 1: *knock*; 2: *malfunction*<sup>UM</sup>; 3: *move earth*.

### UZUMAE

Frozen Uzumae dwells in a fortress carved from the icy heart of a glacier in the northernmost mountains of Tian Xia's Wall of Heaven. It is said that the sound of the wind blowing across the spires of his realm lures lost travelers to their doom. The Daimyo of the North appears as a kuwa oni with frostbitten skin and icicles for teeth and fingernails.

**Obedience:** Meditate on the sensations of starving to death in the snow; you need not actually be starving or in the snow to do so, but for each of these conditions you lack, you must deal 1d4 points of damage to yourself via self-flagellation. Gain a +4 profane bonus on saving throws against cold-based effects.

**Boons:** 1: *chill metal*; 2: *ice storm*; 3: *freezing sphere*.

### YABU

Yabu, the Lord of the Kazan Caldera, dwells in the throat of a dormant volcano. He appears as a muscular fire yai with large tusks and stony skin.

**Obedience:** Burn a small model of a building, and meditate on the smoke. Gain a +4 profane bonus on saving throws against fire effects.

**Boons:** 1: *augury*; 2: *volcanic storm*<sup>UM</sup>; 3: *major curse*<sup>UM</sup>.





## QLIPPOTH LORDS

Surpassing even the iathavos qliploth in power are the rarest of qliploth—powerful lords ruling over the deepest and darkest Abyssal depths. The number of qliploth lords active today is only a small fraction of those that existed at the dawn of creation. As the eons wore on, the qliploth lords were opposed by nearly all who learned of their existence. Demon lords, archdevils, empyreal lords, and the deities of the Great Beyond themselves have taken offense at the blasphemy of the qliploth lords and have long since destroyed many of the more powerful among them. Those who remain are either shadows of the qliploth lords' former glory or are so adept at hiding their true natures that none have yet glimpsed even hints of their forms and might.

Of particular note are the qliploth lords who have accepted the demonic as the new order of the Abyss. Qliploth lords who accept sin and allow themselves to be transformed often gain a significant boost in power that catapults them out of this lower tier directly into the ranks of demon lords, but they do so at the cost of forever losing any tenuous alliances they may have had with the true lords of the Abyss. For these qliploth, that trade-off is more than worth it, since the power they wield as demon lords is formidable indeed. Demon lords who began existence as qliploth lords include Cyth-V'sug, Dagon, Jubilex, Mazmezz, Yhidothrus, and Zevgavizeb. Some scholars label Yamasoth as a nascent demon lord, but in fact Yamasoth is a qliploth lord—one who doesn't take it well when he's misrepresented as a mere demon!

Qliploth lords are always chaotic evil and range in power from CR 21 to CR 25. It's quite likely that more powerful creatures akin to demigods in stature may still exist in the deepest parts of the Abyss, but such qliploth demigods remain theoretical for now, and they do not maintain active cults on mortal worlds. The boons qliploth lords grant are less complex than those granted by fiendish demigods, manifesting as spell-like abilities usable twice per day each.

## CHAVAZVUG

Chavazvug appears as a towering tangle of fire-drooling digestive organs that stumbles and crawls on impossibly long, thin legs. He is unusual among the qliploth in that his hatred is not of mortal life but of demonic life. He often invades demonic realms with armies of minions to wage war, content in the knowledge that if slain, he can grow a new body from one of thousands of boiling lakes of bile in his hidden lair.

**Obedience:** Torture a living creature with red-hot brands or small fires, and meditate on the cries of pain and scent of scorched flesh. Gain a +4 profane bonus on saving throws against fire-based effects.

**Boons:** 1: *scorching ray*; 2: *pyrotechnic eruption*<sup>HA</sup>; 3: *contagious flame*<sup>APG</sup>.

## ISPH-AUN-VULN

One of the most intelligent and subversive of the qliploth lords, Isph-Aun-Vuln is a monstrous parasite of the soul who, on the rare occasions she manifests outside of a hideously mutated host body, appears as a twisting mass of mist-shrouded, dripping tendrils tangled around a fanged anemone's maw. Isph-Aun-Vuln is particularly fond of using humanoid hosts to lead nations to suicidal ends through either war or decadence.

**Obedience:** Consume a handful of live parasites or infested flesh. Gain a +4 profane bonus on saving throws against disease and parasitic infestations.

**Boons:** 1: *summon swarm*; 2: *fleshworm infestation*<sup>UM</sup>; 3: *plague storm*<sup>UM</sup>.

## OAUR-OOUNG

Pallid and poisonous, Oaur-Ooung is an aquatic fungoid horror of eyes and gasping throats whose floating roots dangle miles below her like the twitching tendrils of the largest jellyfish imaginable. Cyth-V'sug is believed to have been spawned from one of her blisterwombs. A new blisterwomb is said to be growing upon Oaur-Ooung's flank—her biggest and most disgusting yet.

Table 1–8: Qliploth Lords

Qliploth Lord	Areas of Concern	Domains	Subdomains	Favored Weapon
Chavazvug	Fiery consumption, monstrous recursion	Chaos, Evil, Fire, Repose	Ash, Entropy (page 180), Smoke, Souls	Heavy flail
Isph-Aun-Vuln	Infestation of the flesh, poisonous wind	Air, Chaos, Evil, Trickery	Deception, Fear (page 180), Venom (page 182), Wind	Longbow
Oaur-Ooung	Tainted oceans, vile fecundity	Chaos, Evil, Plant, Water	Decay, Fear (page 180), Growth, Oceans	Trident
Shiggarreb	Forbidden magic, wartime atrocities	Chaos, Evil, Magic, War	Arcane, Blood, Fear (page 180), Tactics	Ranseur
Thuskchoon	Blinding hunger, revealed secrets	Chaos, Destruction, Evil, Knowledge	Catastrophe, Entropy (page 180), Rage, Thought	Greatclub
Yamasoth	Cursed kingdoms, vile experiments	Artifice, Chaos, Earth, Evil	Caves, Construct, Toil, Torture (page 182)	Halberd



## Chapter 1: Fiendish Divinities

**Obedience:** Drink fouled water, and maintain yourself on the edge of regurgitation for an hour. Gain a +4 profane bonus on saving throws against poison effects.

**Boons:** 1: *disfiguring touch*<sup>UM</sup>; 2: *poison*; 3: *greater contagion*<sup>UM</sup>.

### SHIGGARREB

A huge drider-like monster with multiple arms and a deformed face that seems to split down the middle, Shiggarreb has mastered arcane magic and plays the role of messenger for the qliphoth lords. She is often associated with new qliphoth invasions of Material Plane worlds and has long crusaded with the qliphoth to reclaim lost Abyssal realms now held by demon lords. Wherever she leads these invasions, she pulls the influence of the deep Abyss with her, causing the area she inhabits and walks upon to twist and warp.

**Obedience:** Study texts on the tactics of war, particularly those involving the use of powerful magic. Gain a +1 profane bonus to your Armor Class.

**Boons:** 1: *aid*; 2: *curse terrain*<sup>HA</sup>; 3: *greater heroism*.

### THUSKCHOON

A towering spire of clattering limbs and mouths that slithers upon a glistening, sluglike body, Thuskchoon is a nearly mindless force of relentless devastation and consumption. His worshipers expect little from him and seek to lead him from world to world under the belief that the meandering swath of destruction he leaves behind will contain secrets to power.

**Obedience:** Destroy something someone else created, working the whole hour to wreck the object as much as possible. Gain a +4 profane bonus on saving throws against area effects that deal hit point damage.

**Boons:** 1: *shatter*; 2: *hunger for flesh*<sup>HA</sup>; 3: *legend lore*.

### YAMASOTH

Yamasoth, the Polymorph Plague, is a strange beast indeed. His stony body evokes the image of a nightmarish octopus with too many tentacles, each partially connected by a leathery web. Each tentacle ends in a different method of inflicting pain, be it blade, claw,

pincer, or serpent's head. Yamasoth's "face" (if it can be called such) consists of a single huge maw filled with teeth and stinging tongues. Several eyes surround this mouth, but one hidden deep in his throat remains closed except in combat, when the lord can open it to use a terrible gaze weapon that transforms enemies into feral monsters. Yamasoth rules a vast kingdom in the cavern realm of Sekatar-Seraktis—a kingdom populated entirely by the hideous results of his strange and vile experiments into the secrets of flesh and the heresies of life.

**Obedience:** Work the flesh of your own body or the body of another creature into a strange new shape, then meditate upon the sensations this new shape affords. Gain a +4 profane bonus on saves against polymorph effects and petrification.

**Boons:** 1: *alter self*; 2: *bestow curse*; 3: *extended polymorph*.



YAMASOTH



## RAKSHASA IMMORTALS

Once in a great while, a rakshasa achieves a purity of evil that allows it to break free from the cycle of death and reincarnation and transcend its own mortality. The power of such rakshasas approaches that of the gods they think they are.

Unlike the other pantheons described in this book, the rakshasa immortals do not present themselves as having traditional areas of concern, for each of these immortals is concerned primarily with its own glory and power. And while each rakshasa immortal has its own unique appearance and personality, they have little interest in diversification among their faithful. All rakshasa immortals grant access to the

same domains (Animal, Evil, Law, and Trickery), the same subdomains (Deception, Fear [see page 180], Fur, and Tyranny [see page 182]), and the same favored weapon (kukri).

All rakshasa immortals are lawful evil and range in power from CR 21 to CR 25. The boons they grant are less complex than those granted by other fiendish demigods, manifesting as spell-like abilities usable twice per day each.

### AKSHA

Tales tell that the tiger-headed rakshasa immortal Aksha of the Second Breath was originally a reincarnation of a sorceress who traded her soul to Mephistopheles for the ability to breathe hellfire upon her enemies at will. Aksha has two mouths—one through which she can speak in sibilant, silken tones, and another through which she can breathe terrible cones of caustic fire.

**Obedience:** Light a scented torch and meditate on its smoke. Gain a +4 profane bonus on saves against fire effects.

**Boons:** 1: *scorching ray*; 2: *fire shield*; 3: *sirocco*<sup>APG</sup>.

### BUNDHA

The Singing Butcher is an obscenely rotund, boar-headed rakshasa immortal with six tusks and four ears. Every day he eats nearly his weight in the raw meat of his enemies, preferring to butcher his victims alive while singing in his rich, unnerving baritone.

**Obedience:** Filet a slab of raw meat and then eat the slices one by one, being sure to sing while your mouth is full. Gain a +4 profane bonus on saving throws against disease.

**Boons:** 1: *bull's strength*; 2: *inflict critical wounds*; 3: *blade barrier*.

### CAERA

Caera the Blood Bather has the head of a skinless, black-eyed wolf. According to legend, she lost her fur and skin in the same great battle in which she ultimately earned her immortality, but she must bathe in the blood of the innocent to keep her body from withering.

**Obedience:** Pour a large amount of any sort of blood over your face and let it dry in natural rivulets. Gain a +4 profane bonus on saving throws against pain effects.

**Boons:** 1: *bloodbath*<sup>HA</sup>; 2: *phantasmal killer*; 3: *harm*.

### DRADJIT

Dradjit the Godslayer was once a sycophantic servant of a now-dead rakshasa immortal who boasted three crimson draconic heads. She betrayed her master, then ripped out his teeth to craft a necklace, which is said to fuel her immortality.

**Obedience:** Pierce your skin with a sharpened dragon's tooth and bask in the power that the pain brings you. Gain a +4 profane bonus on saving throws against effects that deal piercing damage.

**Boons:** 1: *spiritual weapon*; 2: *extended greater magic fang*; 3: *form of the dragon I*.





# Chapter 1: Fiendish Abilities

## HUDIMA

The Kinslayer was once conjoined to her twin. After making a deal with an infernal duke, she lured her sister into a torpid sleep and murdered her, which enabled her to step out of her old body and into a new immortal form.

**Obedience:** Spread slander and lies about a member of your family to anyone who will listen. Gain a +4 profane bonus on saving throws against compulsions.

**Boons:** 1: *mirror image*; 2: *glibness*; 3: *twin form*<sup>APG</sup>.

## JYOTAH

He Who Walks Among the Gods supposedly traveled to the realms of all deities in Hell, visiting with them and learning their ways, before he achieved immortality.

**Obedience:** Meditate upon the ecstasy that utter selfishness and determination can bring. Gain a +4 profane bonus on saving throws against mind-affecting effects.

**Boons:** 1: *calm emotions*; 2: *freedom of movement*; 3: *banishment*.

## KUNKARNA

Kunkarna the Dream Warrior is a bizarre immortal with incredible powers of mind reading and psychic magic. Oddly, no one has seen his true body in 99 lifetimes; he appears merely as a translucent, multi-headed spirit.

**Obedience:** Study those presently or recently around you and envision using your life force to rip through their pathetic flesh. Gain a +4 profane bonus on saving throws against force effects.

**Boons:** 1: *detect thoughts*; 2: *mind probe*<sup>OA</sup>; 3: *dream scan*<sup>OA</sup>.

## MURSHA

An enormous rakshasa who dwarfs all but the largest fiends, Mursha the Beastmaster has four heads: one bear, one panther, one shark, and one jackal. It's said that with a command he can bring droves of one or all of those beasts to do his bidding.

**Obedience:** Howl prayers to Mursha and pay homage to each of his mighty heads. Gain a +4 profane bonus on saving throws against effects from summoned creatures.

**Boons:** 1: *extended speak with animals*; 2: *charm monster*; 3: *beast shape IV*.

## OTIKAYA

A mighty hawk-headed rakshasa, Otikaya the Spirit Archer can supposedly split his spirit into a thousand pieces and use them to fire on his enemies simultaneously. Some say his true body is trapped somewhere in the Worldwound and the form he presents is merely a projected image.

**Obedience:** Climb to the highest point you can reach and draw a bead on as many living creatures as you see. Gain a +4 profane bonus on saving throws against death effects.

**Boons:** 1: *eagle eye*<sup>APG</sup>; 2: *extended arcane sight*; 3: *psychic asylum*<sup>OA</sup>.

## PRIHASTA

The General Between Heaven and Hell can change her face's appearance from that of a hell hound to that of a blink dog depending on her locale.

**Obedience:** Speak honeyed words into a righteous creature's ear with the intent of poisoning its virtue with your evil. Gain a +4 profane bonus on saving throws against good-aligned effects.

**Boons:** 1: *misdirection*; 2: *greater invisibility*; 3: *mislead*.

## RAVANA

By far the oldest rakshasa immortal, Ravana has four arms and a tiger's head with three extra faces. Most rakshasas know of the rumor that the First and Last knows the thoughts and intentions of all their kind at any given moment and can influence them as he wishes.

**Obedience:** Stay perfectly still while whispering sadistic thoughts aloud. Gain a +4 profane bonus on saving throws against compulsions.

**Boons:** 1: *detect thoughts*; 2: *charm monster*; 3: *mass suggestion*.

## SURPA

Surpa the Avenger shed mortality when she retraced the footsteps of her dictatorial progenitor; she then slaughtered the descendants of all those responsible for hanging her for heinous war crimes.

**Obedience:** Speak the names of one or more individuals who have wronged you or your family and describe how you will one day brutally murder them. Gain a +4 profane bonus on saving throws against fear effects.

**Boons:** 1: *death knell*; 2: *inflict critical wounds*; 3: *harm*.

## VIBHISHAH

Vibhishah the Seeker spent a thousand lifetimes searching for a single whisker that had fallen from his face, and when he finally found it, he ascended to immortality. That whisker supposedly holds captive the soul of one of the wisest shamans to have ever lived, though none recall her name.

**Obedience:** Toss a cat's whisker into a pile of leaves or a bale of hay and search for it meticulously. Gain a +4 profane bonus on saving throws against effects that cause the confused condition.

**Boons:** 1: *cat's grace*; 2: *locate creature*; 3: *find the path*.

## ZABHA

The foul-smelling Desecrator claims to have committed blasphemy against every good and neutral god in existence, and to have danced on the graves of the 10,000 saints.

**Obedience:** Spew blasphemies against a random good-aligned god and curse the names of all those you know who worship that deity. Gain a +4 profane bonus on saving throws against language-dependent effects.

**Boons:** 1: *hideous laughter*; 2: *unholy blight*; 3: *foster hatred*<sup>OA</sup>.



## SAHKIL TORMENTORS

Sahkil tormentors hold dominion over mortal fears and suffering. All are chaotic evil and range in power from CR 21 to CR 25. Their boons are less complex than those of other demigods, manifesting as spell-like abilities usable twice per day each.

### ANANSHEA

Ananshea is rash when initially provoked, but calculated when it comes to planning the demise of a foe. Ananshea rules a walled portion of Xibalba filled with obscene traps and violent creatures utterly dedicated to The Skin That Walks on Teeth.

**Obedience:** Rend your flesh, dealing 1d4 points of damage with one of your natural weapons or a knife. Gain a +3 profane bonus to AC against attacks from animals or vermin.

**Boons:** 1: *bloodbath*<sup>HA</sup>; 2: *fear*; 3: *blade barrier*.

### CHAMIAHOLOM

Chamiaholom lords over the fear of death and sends his wicked minions to remind mortals that their day will come. A gaunt, skeletal tormentor, Skull Staff stands twice the

height of the tallest human and carries a staff made of the skulls of those he's killed.

**Obedience:** Pray while performing a false divination for a stranger in which you reveal the person's death. Gain a +1 profane bonus to the DC of your enchantment spells and abilities.

**Boons:** 1: *grasping corpse*<sup>HA</sup>; 2: *animate dead*; 3: *create undead*.

### CHARG

The Typhon Wheel is a conglomeration of swirling heads, organs, and limbs both humanoid and monstrous.

**Obedience:** Meditate on the hunting habits of a dangerous animal. The duration of your conjuration spells and spell-like abilities increases by 2 rounds.

**Boons:** 1: *touch of idiocy*; 2: *extended sands of time*<sup>UM</sup>; 3: *summon monster VI*.

### DACHZERUL

Dachzerul, the Darkness Behind You, is among the most rambunctious and outwardly pleasant of the tormentors, but he can turn murderous and obsessive in a flash.

**Obedience:** Obsess on revenge against one who wronged you. Gain a +2 profane bonus on Bluff and Stealth checks.

**Boons:** 1: *darkness*; 2: *phantasmal killer*; 3: *mislead*.

Table 1–9: Sahkil Tormentors

Sahkil Tormentor	Areas of Concern	Domains	Subdomains	Favored Weapon
Ananshea	Brutality, torture, wild animals	Animal, Destruction, Evil, Strength	Fear (page 180), Ferocity, Rage, Torture (page 182)	Kukri
Chamiaholom	Domination, hopelessness, mortality	Death, Evil, Magic, Repose	Fear (page 180), Murder, Souls, Undead	Quarterstaff
Charg	Catastrophic decline, detrimental complacency, monsters	Destruction, Evil, Madness, Strength	Catastrophe, Fear (page 180), Ferocity, Nightmare	Falchion
Dachzerul	Deadly pranks, stalkers, sudden death	Charm, Evil, Luck, Trickery	Curse, Deception, Fear (page 180), Thievery	Rapier
Hataam	Drought, drowning, stagnation	Evil, Travel, Water, Weather	Fear (page 180), Rivers (page 181) Seasons, Storms	Net
Iggeret	Darkness, empty places, pits	Darkness, Evil, Protection, Void (page 182)	Fear (page 180), Isolation (page 181), Loss, Night	Shortbow
Nameless	Delusions of authority, doubt, torment	Artifice, Evil, Nobility, Strength	Fear (page 180), Judgment, Resolve, Toil	Longsword
Ozranvial	Despair, restless spirits, sadism	Destruction, Evil, Madness, Repose	Fear (page 180), Nightmare, Souls, Torture (page 182)	Scorpion whip <sup>UE</sup>
Shawnari	Isolation, loneliness, lost time	Darkness, Evil, Knowledge, Void (page 182)	Fear (page 180), Isolation (page 181), Loss, Memory	Sap
Velgaas	Emotional manipulation, emptiness, ignorance	Charm, Evil, Knowledge, Void (page 182)	Corruption, Fear (page 180), Memory, Thought	Spiked chain
Vermilion Mother	Fecundity, overgrown places, psychoactive plants	Charm, Evil, Plant, Weather	Decay, Fear (page 180), Growth, Lust	Scythe
Xiquiripat	Evisceration, fatal falls, genocide	Air, Destruction, Evil, War	Blood, Fear (page 180), Rage, Wind	Terbutje <sup>UE</sup>
Zipacna	Avoiding responsibility, shifting earth, violence	Earth, Evil, Fire, Strength	Ash, Corruption, Fear (page 180), Ferocity	Tepoztopilli <sup>UE</sup>



## Chapter 1: Fiendish Abilities

### HATAAM

Monstrous creatures who prey on the weak and humanoid cultists who dwell in dreadful mires and fetid swamps venerate Hataam. They ritually drown or dehydrate those they sacrifice to the River Eater. Hataam appears as a tangle of flotsam and decayed limbs.

**Obedience:** Dam a small stream or another source of flowing water. Gain a +4 profane bonus on Swim checks.

**Boons:** 1: river whip<sup>ACG</sup>; 2: phantasmal asphyxiation<sup>HA</sup>; 3: control water.

### IGGERET

Iggeret claims she was once a mortal who faked her own kidnapping just to see how it would affect her family and village. After her parents killed themselves out of despair, She Who Was Lost entombed herself with their bodies to join them in death. Iggeret appears as a young, drowned girl with a skeletal face.

**Obedience:** Hide an item valuable or sentimental to someone you know. Gain a +4 profane bonus on saving throws against divination effects.

**Boons:** 1: darkness; 2: acid pit<sup>APG</sup>; 3: phobia<sup>HA</sup>.

### NAMELESS

Nameless manifests as a lingering thought in the back of one's mind, a misheard sound, or a vague sense of movement out of the corner of one's eye. Upon an Empty Throne seeks to crush those who aspire to power, and doesn't bother to discriminate between the righteous and the wicked.

**Obedience:** Erase evidence of your deeds or compel a sentient creature to act against its own interests for your benefit. Gain a +2 profane bonus on Will saving throws.

**Boons:** 1: ghost whip<sup>OA</sup>; 2: charm monster; 3: mass suggestion.

### OZRANVIAL

Never content with a simple dose of fright or dread, Ozranvial enjoys the long game. Despair's Smile especially likes befriending her victims and sabotaging the relationship repeatedly, slowly breaking down her opponents' sense of self-worth.

**Obedience:** Torment or berate another sentient creature to instill a sense of worthlessness. Gain a +4 profane bonus on Intimidate checks.

**Boons:** 1: death knell; 2: fear; 3: harm.

### SHAWNARI

Most of the other tormentors barely notice invisible Shawnari, the One Out of Place, even as she works against them in subtle ways. She holds dominion over the anxiety of isolation and feelings of being alone.

**Obedience:** Pray alone for an hour in a hidden place. Gain a +4 profane bonus on Stealth checks.

**Boons:** 1: invisibility; 2: modify memory; 3: repulsion.

### VELGAAS

Considered by many to be the most methodical of the tormentors, Velgaas uses his abilities to sow doubt and uncertainty among those he encounters. Minds in the Dark twists good intentions into lies and bad behavior. He appears as a scaly human man with a forked tongue.

**Obedience:** Convince someone to perform a humiliating act. Gain a +4 profane bonus on Bluff checks.

**Boons:** 1: detect thoughts; 2: mindwipe<sup>OA</sup>; 3: mass suggestion.

### VERMILION MOTHER

Weeds, molds, and creeping vines invite the attention of the Vermilion Mother, who also watches the verdant curtain that shields the wild from the civilized. A strange patron, the Vermilion mother manifests to her followers in terrible dreams and frightening hallucinations. When she does, she appears as a horrific amalgamation of crone and carnivorous plant, her blossoms studded with bloody fangs.

**Obedience:** Ingest a toxic plant or sow the seeds of a dangerous plant somewhere meant to be safe. Gain a +4 profane bonus on Fortitude and Will saving throws against effects from plants or plant creatures.

**Boons:** 1: sickening entanglement<sup>ACG</sup>; 2: curse terrain<sup>HA</sup>; 3: green caress<sup>HA</sup>.

### XIQUIRIPAT

Though all tormentors are devious predators, Xiquiripat, the Flying Scab, strives to frighten and kill everything in existence. Trapped in a cavern deep below the Black Pyramid, Xiquiripat's bizarre clergy—made up of sahkils and mortals far from their home—wander the depths of Xibalba, fighting any who dare engage them. Shapeless and formless, Xiquiripat's body seems at times like a mobile but ravenous blood clot and at others a crimson tangle of lampreys and matted hair.

**Obedience:** Savagely eviscerate a creature smaller than yourself or throw such a creature from a deadly height. Gain a +1 profane bonus on damage rolls.

**Boons:** 1: create pit<sup>APG</sup>; 2: greater oneiric horror<sup>OA</sup>; 3: blade barrier.

### ZIPACNA

The Mountain Below is a lazy but violent fiend who spends his time abusing those around him and demanding they attend to his every whim. Zipacna spends nearly all his time indulging in any delight he can lay claim to, forcing his servants to cater to his desires. Among the largest of the sahkil tormentors, Zipacna manifests in the rough shape of a lumbering caiman—albeit one with four eyes and hands that look a little too human in shape.

**Obedience:** In a completely dark space, meditate on how you can shirk your duties to focus on your wants, or how you can intimidate another person to do something for you. Gain a +4 profane bonus on Intimidate checks.

**Boons:** 1: bull's strength; 2: confusion; 3: move earth.









# Chapter 2: Fiendish Realms





# Hell

**H**ell is a grim mirror image of Heaven—a reconsideration of all that is holy and good, were the moralities of the age skewed but an iota. In Hell's vision of reality, the powerful are served by the weak, sentimentality is trampled by discipline, and order is absolute. Although nearly all faiths decry the sufferings of Hell and seek to guard their flocks from damnation, souls still stream ceaselessly into the infernal plane, ever increasing the might of the fearsome princes there. It is as though the beings of the mortal plane secretly crave the order of Hell, yet they prove too meek in life to admit such an awesome truth.

Hell occupies an immeasurable realm within the Outer Sphere. Metaphysically shaped like strata filling a vast gulf, the nine layers of Hell bore into the depths of reality. The topography of these terrifying and varied layers reflects the sins of the souls damned to suffer upon them, the whims of powerful devils, and the natural might of the foul plane itself. Over each of these nine realms rule terrifying governors known as archdevils. Beneath these tyrants scheme courts of infernal nobility—unique fiends that work the will of their dreaded lords and command untold diabolical legions. Hell functions in perfect order under this extensive semimartial hierarchy, as most devils fanatically support the multiversal vision Asmodeus holds for the planes.

Although the layers of Hell are boundless and varied, two significant profane features—hellfire and hellmouths—can be found throughout the plane.

**Hellfire:** Hellfire takes many forms, most stinking of sulfur and flickering with a furious crimson or nauseating green cast. As it requires no fuel, any land, air, or water might burn with this deadly flame. Damage dealt by hellfire is known as hellfire damage; it is treated as normal fire but deals half fire damage and half damage from unholy energy. Evil-aligned creatures and creatures with the evil subtype take no damage from the unholy energy, but good-aligned beings and those with the good subtype take double the normal damage from it. Creatures under the effects of spells such as *protection from evil* are unaffected by this unholy energy, though they may still take fire damage.

**Hellmouths:** Living orifices in the unbounded body of Hell itself, these strange portals appear as bizarre, hellish faces, yawning maws, or even more repulsive openings. While the majority lead to deeper layers of Hell, an exceedingly rare few slip the bounds of the Pit to connect to other planes, most notably to layers of the Abyss, the sewers of Axis, or occasionally a mortal world. While the fortresses of infernal dukes guard most hellmouths, well-hidden or entirely new passages might lie unprotected, though rarely for long.



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### AVERNUS

A plain of endless sorrows and confused terror, Avernus is the gateway to Hell. Here souls receive their first taste of eternal damnation. In this black, rugged, and hopeless domain, there is no escape—only the potential for greater torment. Those who find themselves trapped upon the first layer of Hell might travel in any direction, finding nothing but innumerable miles of fallen souls, splintered iron, and the shattered bones of eons' worth of failed invaders. Black rust, jagged metal, and molten tracts comprise the majority of the landscape, the layer's surface rough and pitiless to all flesh. Little grows from these plains of pitted iron, and nothing edible—only weeds akin to barbed chains sprouting from fallen wanderers' corpses, dead behemoths, and rusted scars in the pocked wasteland. Lakes and seas of molten metal make the land for miles around unbearably hot, all the while belching forth deadly ejecta and clouds of poisonous gases. Breaking up the expanses of the rancorous deserts are mountains of shearing blades, impaling a sky aflame with a perpetual apocalyptic dusk. In some rare spots, jagged scars mark sites where powerful magic, deadly weapons, or the death throes of unfathomable creatures once rent the land. Some of these wounds pierce so deep as to reveal the meat of the layer itself, a pumping, oozing morass of titanic veins and livid fat. This hidden flesh occasionally reaches forth with invasive tendrils and rapacious organs never meant for release upon the realms above.

Souls appear upon Avernus at random. While many wander the iron wastes alone and terrified, some huddle together to form caravans as they attempt to rationalize their dismal situations. Few remain free for long, though. Either in roaming press-gangs or mounted upon nightmares or giant stymphalides, barbazus and other lesser devils scour the wastes hunting for new arrivals. While the spirits of particular individuals occasionally bear special bounties offered by infernal lords, most are forced into slave caravans and marched to the iron fortresses of their slavers' diabolical lieges. Usually only the souls of suicides are left to their wandering, forsaken and forever lost.

Hundreds of infernal dukes, each a powerful lesser noble in Hell's hierarchy, dwell upon Avernus, sculpting terrifying fortresses from the iron wastelands. These dreaded citadels serve as chthonian countinghouses, army barracks, and impregnable choke points guarding hellmouths, which serve as gates to Hell's lower layers and, in rare cases, other planes. The infernal dukes keep careful track of how many souls pass through their fortress gates and on to the layers below, for each is charged with achieving a massive quota of captured souls in return for unspeakable boons and command of even deadlier legions.

**Eridanos:** Much that dies within the Maelstrom simply drifts away to be consumed by chaos. Yet countless foul

arteries of strange fluids join in a single cascade that washes a portion of the multiverse's dross to Hell. The torrent that thunders endlessly into Avernus forms the ocean-sized marsh of Eridanos. Containing the souls of the damned, the refuse of the Maelstrom, and the eroded sediments of Hell, this noxious mixture forms the headwaters of the infamous River Styx, which meanders from here on its winding tour of the fiendish planes.

**The Forked Pyre:** The iron fortress of Duke Furcas straddles a powerful cascade of roaring lava. Three spiked black towers pierce the layer's poisoned clouds: one home to the burning armories of Furcas himself, another housing the barracks of his 20 legions, and the third a dungeon packed with ages' worth of tormented rivals and useful souls. On an island in the lava flow at the heart of the duke's well-guarded palace rests the six-eyed, chortling hellmouth called Gissiclis, whose bowels stretch to the Garden of Heresies in Dis.

**The Promised Land:** Seen from a distance through Avernus's noxious haze, the eerie cloud of the Promised Land actually bears a resemblance to the paradise its



THE FORKED PYRE



name implies. Those who light upon its lofty shores, though, find it a country of abominations. While vast fields and forests of tall plants, crystalline rivers, bountiful wildlife, and lighthearted revelers fill the domain of Avernus's ruler, none are as they should be. Each of the floating land's features is twisted and malformed, seemingly created by a blind sculptor. The plants quiver and whisper, the rivers roil with hunger of their own, the beasts screech and skitter upon weird appendages, and the white-clad inhabitants would scream—if only they had mouths. Even the land is perverted, as it is not rock nor metal like the plains below but rather a nation-sized knot of pallid worms that endlessly rain down upon whatever land they drift above. All things in the Promised Land obey Barbatos's whim, and those who would find the Bearded Lord must seek him as he wanders his repugnant nation.

## DIS

The gates of Dis, the Infernal City, stand open to all who would dare to enter. Leaving is another matter, though, as the second layer of Hell serves as a prison to the souls of false counselors, liars, parasites, usurpers, and any who used the laws of their society to prey upon their own. Yet, as the most urbane layer of Hell, Dis attracts more than souls to its walls. Traders from across the multiverse barter with devils, diabolists, night hags, and ferrymen upon the Styx for safe passage to the bazaars of Hell, some trading their souls for just a glimpse of the endless wonders of the archdevil Dispater's city.

Dis is divided into four distinct regions: the Outlands, the Ghettos, the Oppidan Maze, and the Iron Heart. Gray hills of cracked, barren earth stretch away from the city in all directions, forming the bleak, worthless landscape of the Outlands. Broken roads trail through this expansive, dusty realm, winding aimlessly, doubling back upon themselves, and ultimately leading nowhere. The souls of the slothful wander these paths, perpetually seeking comforts they're doomed to never experience again. The only features that break up the rolling landscape are the garrison cities of Dis's armies.

Those who near Dis first come upon the city's Ghetto of Outcasts, where the arrogant and privileged evil suffer perpetual deprivation in the shadow of all infinity's wonders. Bleak, gray, and blasted by the gritty winds of the Outlands, the hopeless shelters of the damned shudder in Dis's sight, facing inevitable destruction as the city's walls grow and bold new constructions call for the violent repurposing of stone and soul alike. At this frontier rise the outermost walls of Dis—moaning barriers soaring to the heights of small mountains and nearly half a mile thick in places, their bulk formed by massive stone blocks and aggressively reshaped yet still-living souls. These grotesque walls undergo continual expansion, with legions of devils adding new bodies to the ramparts daily and magically coercing the

barriers to expand outward, providing ever more room for the swelling city within.

Those who think of Dis typically envision the largest of its regions, the Oppidan Maze. Here rise the city's impossible towers of iron, marble, and quivering gray soul flesh, many constructed to dimensions ludicrous even to the most daring mortal architect. While the maze is perfectly ordered and split by the great avenues that fan out unbendingly from the Iron Heart, few mortals can comprehend its elaborate structure, thus its fallacious name. Monuments, palaces, plazas, and theaters defy all architectural logic, with some hovering high above the city and others interconnected by bridges reaching miles and bearing structures of their own. The architectures of all the planes and countless mortal worlds meld here, producing constructions both fantastic and profane. Two systems of canals wind through the Maze: the Andramal, alive with fire and plied only by the diabolical elite, and the Lethe, which guides the deadly waters of the Styx through the city. Upon these canals and through the city's grand avenues and shadowed alleys tread all the countless races of the multiverse. Although the natives of Hell—particularly erinyes—outnumber the visitors, the fiends walk boldly among legions of brazen mortals, planar traders, undead porters, and the servants of lesser deities who make their divine homes within the city.

At the center of Dis—at the genesis and terminus of all its paths—beats the Iron Heart. Only those with special allowances from Dispater or the city's dukes may walk the courts, gardens, and parade grounds of the city's elite. From the heart of this dark utopia rises one of the largest structures in existence: the Iron Scepter, the several-miles-tall cathedral-like court and palace of Dispater, Father of Dis.

**Ghaunapthal:** Smoke rises continuously from the foundries of this oil-encrusted Outlands fortress city. Ruled over by Ose, Duke of Claws, the city's 30 diabolical legions crew the crawling, rolling, and slithering war machines created by the duke's armies of enslaved souls. Rumors say his newest creation is a titanic automaton that harnesses an ancient protean relic with the power to drive any mortal viewer insane.

**The Iron Scepter:** Exquisite and ornate, Dispater's mighty sanctum stands taller than any mountain on the mortal plane. Scenes of torment and countless gargoyles, some exceedingly massive, cover the impossible tower as it stabs into Dis's sanguine sky. Within, the Lord of the Second presides over his expansive court and judges the disputes between devils throughout Hell. Planar travelers say that one can see all of the other layers of Hell from the Scepter's peak and that whispers spoken there reach the walls of Heaven.

**The Market of Breaths:** Occupying the uppermost portico of a floating tower crafted of pitch and living tongues, the mysterious hooded merchants who gather here buy, sell, and trade years of life. In what form such vital commodities are bartered—whether as gems, strands of hair, or strange



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elixirs—few can say, but hags, liches, evil mages, and other desperate buyers pay fortunes just to learn more of the life brokers' existence and spend much more to actually purchase their wares.

### EREBUS

The denizens of Hell jealously guard their treasures, forbidding even light from touching what is theirs. In the eternal darkness of Erebus hide countless vaults and incredible wealth. Here every gem is an eye through which to peer into the darkness, and each gleaming statue is a slave, for Mammon the Countless, Lord of the Third, possesses the wealth of his realm in the most fundamental way imaginable. As the souls of the avaricious and selfish quickly learn, even a copper from Hell's coffers bears a curse, and nothing claimed by Erebus ever truly escapes.

No sickly sun or dying stars glare down upon the catacombs of Erebus. Vaulted ceilings, sometimes rising dozens of stories high, replace the heavens, their unseen stonework dripping chill condensation and reeking seepage from on high. Huge blocks of gray stone comprise the entire third layer of Hell, with even the most able burrowers finding only unbroken expanses of the dense rock even when other chambers should lie just beyond. Sewer-like channels wind their way through Erebus, carrying the filth of Dis above. Kingly ransoms litter the floor even in the most revolting of these passages, while in greater halls lie treasures whose

splendor could blind an observer, were but a spark cast upon their glory. Great barriers of stone and iron, dark magic, and hungry bestial flesh protect the layer's greatest storerooms, forcing even the infernal elite to carry dozens of keys and talismans with them as they travel. The souls of the plane prove far less mobile, a timid, skittish lot lost in darkness, rightfully fearful of any sound or light that might attract the attention of the layer's fiends or typhlipedes—many-winged creatures also known as eye biters, said to feed upon lights and those who bear them. Through mazes of treasure halls, each larger and more astonishing than the last, travelers find themselves in the depths of Erebus, where lie Hell's most incredible riches. Within these so-called Dawn Vaults rest entire strange mountain ranges and bottled seas waiting for worlds yet to be formed, fetal godlike beings and incredible city-sized temples dedicated to their blasphemous worship, and the only lights in Erebus—faint sparks containing the souls of beings deemed too valuable for damnation, together arranged in constellations of terrifying portentousness.

The majority of treasures claimed by Hell's legions or offered in praise to Asmodeus and his archdevils find their way to Erebus. While blind souls keep a fickle inventory of riches they'll never see, martial lesser devils stand vigil over hoards of particular note. Scores of such devils pass through Erebus daily, arming themselves from the layer's vaults, which serve as the resting places of many of the armaments forged upon Phlegethon. Connected to every bent coin or



flake of gemstone that enters his realm, Mammon holds little fear of thieves, knowing that no devil and only the most foolish of the layer's unlikely intruders would dare to steal from what is essentially his vast body.

**The Argent Prince:** The Lord of the Third receives few visitors, but those who seek an audience with him find the throne of Mammon within a many-pillared vault piled with mirrors, crystalline statues, and floating bubbles encrusted with impossibly delicate gems. Upon one ornate wall hangs the Argent Prince, a glorious silver statue that Mammon possesses in order to address his petitioners. A great glass pulpit rises from the chamber's center, allowing them to speak to the archdevil from a height near the statue's waist level, within reach of its gleaming, many-ton hands.

**Mammon's Bier:** Once a mere crypt beneath Dis's Iron Heart, Asmodeus grew the entire layer from this one vault at the heart of Erebus. Inside, sheltered within a coffin of diamond, lie the Maelstrom-wasted remains of Mammon's once-stunning angelic form. Seven rubies lie entombed within the coffin, each said to be a drop of blood from one of the original seven archdevils offered in mourning for their fallen brother. Filling the rest of the vault are the treasures that brought Mammon to his end: 13,001 chests filled with gems of every conceivable kind, their burdens now all fused into hypnotic jeweled composites ever crackling with the fury of the Maelstrom.

**Othrys Vault:** Within this unnaturally warm cave, giant iron spikes pin numerous terrible beings to the walls. These beasts, most gigantic and terrifying in form, are the corpses of legendary monstrosities—Ixyxi the Brood, Sinphaynethon the Hydra King, and the Wheel of Ember Skulls to note but a few—each slain on far-flung mortal worlds. Here the masters of Hell have spirited their bodies, storing them in death until they prove useful and worth resurrecting.

**The Watch of Arocard:** From this fortress carved from a single colossal pillar, Duke Malthus oversees the passage of many of the arms delivered from Phlegethon to Erebus. The five-beaked duke and his 26 legions of master archers guard the winding ramps leading to and from the prominent lamprey-like hellmouth called Cinokikade. Rumors suggest that Malthus favors magical bows and powerful artillery and might grant passage into or out of Erebus for those who bring him such gifts, but this is in fact a lie of his own devising.

## PHLEGETHON

The Burning Legions of Phlegethon re-create the dichotomy between Heaven and Hell in hopeless miniature—a realm of physical affronts both violent and degrading. A massive open mine gouged into the flesh of a blasted mountainous expanse, the whole layer skews downward in slopes ever worn away by the marching of devils and the scraping of exhausted souls. At the base of the miles-deep excavation rise the layer's suffocating forge citadels and the gilded

cage of Idolisque, the weblike palace of pleasures belonging to the archdevil Belial.

Any path in Phlegethon is either a struggle up a crumbling ascent of jagged flints or a battle to maintain one's footing in the slide toward the layer's smoking heart. A slip in either direction means a hopeless tumble down slopes of flensing rock and rusty foliage, and little remains identifiable of the soul or fiend by the time it reaches the realm's bottom. At this ash-darkened depth, the layer's forges and Belial's palace form the axis from which the rest of the realm spirals. The size of several mortal kingdoms, the forges of Phlegethon twist their way down into the molten layer like massive iron screws. Upon scaffolds and buttresses that resemble the legs of gigantic leaden spiders, the choking infernal foundries transform the grist of the surrounding realm into weapons of vicious design. Both the basic armaments of Hell's legions and the impossible martial conceptions of the archdevils are forged here, the greatest of which are crafted from an alloy of metal and souls that is fundamentally infused with eternal suffering. Amid the smoke and screams of the forges, the airy, twisting frame of the Idolisque seems to offer calm and reprieve beyond the heat and clangorous madness below—though little could be further from the truth.

Upon the slopes of Phlegethon, the souls of betrayers and the spiteful scrape defiant metal from the broken rock with raw, bleeding fingers. The useless flecks clawed forth by countless scrabbling souls amount to an endless stream of earth and metal rolling down Phlegethon's slopes, starting as weak breaths of dust and culminating in metallic avalanches that tear into the ranks of the hopeless and pessimistic souls who sort the debris far below. Scattered throughout the layer, the shale fortresses of infernal dukes jut from cliffs and eerily shaped rock formations. These sadistic rulers oversee the dispersal of the layer's weapons throughout the rest of Hell and also command legions of slave drivers and diabolical torturers keen to invent new torments for the layer's pathetic souls.

**Idolisque:** Belial's deceptive paradise rings with the screams of their victims and lovers—creatures often one and the same. The archdevil's bloated viziers look down upon the Burning Legions from on high, searching for the most comely souls to satisfy their lord's lecherous whims. To these desperate slaves, an offer is extended: spend eternity scraping in the dust, or join the archdevil's favored above the smoke and tears. Within the twisting, skeletal palace, Belial's courts, harems, and surgeries are all one, and those who wish to escape their torments find themselves thrust into a new and arguably even more terrible Hell from which there is never any further offer of escape.

**The Prototypes:** The workshop of Duke Sabnach is a huge warehouse that also serves as a bastion. It is balanced upon metal stilts resembling centipede legs and endlessly pounds with the dull sound of hammers on flesh. Here the designs



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of diabolical minds take shape, with 50 legions of hamatula smiths giving form to innumerable ingeniously designed deadly vehicles, lethal traps, new weapons, and fortresses. Rather than wasting Phlegethon's valuable ore, though, the devils work not with metal but in the flesh of souls they find in endless supply. Even the greatest of these squirming creations are but drafts, and they are inevitably released to wreak havoc upon the layer's slopes once completed.

**Rithayn:** Some millennia ago, a soul discovered a curve of dark steel amid the shale of Phlegethon's slopes. As centuries passed, the excavation slowly revealed the spiked surface of some gigantic pyramidal shape. One scrape at a time, the souls are unearthing the ruins of a mysterious structure that seems to predate the devils' arrival in Hell. Although they don't care to rush their slaves' discovery, Belial visits the site occasionally to ponder its possibilities and implications.

**The Task:** This deep, rounded furrow runs from the heart of Phlegethon to the base of a gigantic horned spire at the layer's rim. Legends say this mile-deep gash was carved by one of the first beings damned to hell, with the bones of this titan lying at the furrow's top, where they support a massive iron boulder. Numerous times this mountainous weight has slipped, crushing countless souls in its thundering charge to Phlegethon's heart, where the fall does significant damage to the forges. Regardless, each time the boulder falls, Belial commands armies of millions of souls to push it back up the slope—a toil that takes the damned centuries to complete.

### STYGIA

All the lies spoken throughout the planes condense as drops of poison that flood Stygia, the fifth layer of Hell. Amid its tangled swamps and fetid jungles are mired temples to false deities, moldy ruins, and whole blasphemous cities. The waters of the Styx mix with the layer's poisonous bogs, creating noxious moors before flowing into endless black seas. Within the kingdom constructed from the despoiled holy places of fallen divinities writhes Geryon the Serpent, the ancient source of all heresies and the end of all faiths.

The most virulent vegetation from throughout the planes infests the swamps of Stygia—terrible weeds with hungers and cravings no mere plant should exhibit. Serpents great and small teem throughout the layer as well, many grown gargantuan and bloated in the course of their centuries-long hunts. In many of the infernal jungles, the distinction between vine and viper blurs, the wildernesses of Stygia proving more ravenous than even the greatest beast. Travelers who brave the paths or manage to fight their way through the swamps for long enough inevitably discover examples of the layer's countless ruins, overgrown temples and cathedrals, disparate crumbling monuments, and fortresses upturned as if flung by careless gigantic hands. Most of these decrepit structures, drawn in their entirety from innumerable

mortal worlds, still bear artifacts and artistry from forgotten epochs, typically idols and icons of deities and divine forces unknown to even the longest-lived inhabitants of the multiverse. Although many of these supposedly once-sacred sites are utter lies, shrines to false gods and arrogant fiends, many other sites serve as monuments to real nascent deities corrupted, abandoned, and forgotten due to the heretical lies and slanders of Geryon and its servants. None can say how many true faiths the Serpent has destroyed or corrupted, but in Stygia their sanctuaries lie as its trophies.

Amid the deafening buzz of flies, bitten by snakes and beset by poisons, the souls of fake holy men and women, heretics, and malicious liars lie trapped in marshes of powerful quicksand or hang from trees where serpents and vultures feast upon their bowels. Osluths hunt these wilds, tearing souls from their torments to learn what they can, seeking secrets of power or inspirations for lies to torment the living. The greatest of the bone devils' discoveries are carried to one of the vast Academies of Lies, temple-like libraries that rise from the swampland upon the rare dry bluffs, forming ominous acropolises above the deadly waters. Within, scholarly fiends gather the most learned of Hell's damned, stretching their bodies into tortured living scrolls upon which these dead luminaries' greatest and most profane discoveries are scribed for all to see. Here, some of Hell's most nefarious minds make blasphemous discoveries and cultivate profane philosophies, which they then whisper across the multiverse to the desperate, the sensitive, and the hellbound.

**The Drowned Empire:** This nation-sized city of ruined temples and crushed cathedrals lies under fathoms of murky, monster-haunted swamp-like sea. Created through the eons by Geryon itself, these innumerable ruins form a drowned graveyard of monuments to dead divinities—and those that never came to be. Although the powers that once presided over these sanctuaries have long since passed on, the treasures and artifacts of their worshipers remain hidden in the depths, some bearing magic and lore lost to time or yet to be discovered. Geryon the Serpent dwells alone within this blasphemous metropolis, endlessly scouring its collection for reasons it alone knows.

**Ihyssige:** From a stagnant pool of crimson algae rises this ominous white stone monolith. Neither mold nor stain mars its pristine ivory surface. The only marks upon the unfathomably ancient stone are the letters "I-H-Y-S-S-I-G-E." Any who look upon the letters understand them clearly, regardless of the languages they know.

**The Library of Oaths:** One of the Academies of Lies, this mountainous scriptorium is filled with clerks who record every mortal oath that carries with it a damning consequence. These records prove binding, and those who break their word are damned to eternity in Stygia as long as their vows remain within the library vault. The greatest of the academy's treasures is the distended soul of Ligai Fei,



the first mortal inventor of the crossbow, who crafted the designs for the mechanisms after he vowed to his wife never to create another weapon. His betrayal condemned him to Stygia, and his jailers there spread inspirations for similar weapons throughout the multiverse. Thus, his broken oath ultimately cost countless lives on untold thousands of worlds across the multiverse.

**The Palace of Delusion:** Duke Crocell, the Soothing Sin, has converted this ruin—a gigantic villa flooded by a parasite-infested bog—into a strange sort of gallery. Here the scale-winged duke collects texts in languages no one has ever spoken and works of art depicting nightmare scenes, as he believes some mysterious pattern lies within mortal dementia. Centuries of study have given Crocell a baffling metaphor-laden manner of speech, though those devils of his 48 legions have no trouble understanding him. These minions constantly seek new additions for the repository and mortals for Crocell to further study.

## MALEBOLGE

Ash falls relentlessly upon Malebolge, one flake for every violent death suffered upon the mortal plane. Those who come to the sixth layer of Hell are often shocked by its grim beauty, the charred “snow” coating dense forests in silent gray drifts. But soon one notices the walls and comes to realize the truth: Malebolge is no mere wilderness, but a bastille beyond all measurement. Craggy mountains, dense woods, and harsh wastelands all cover the layer in a geographical checkerboard, with each country-sized cell edged by a gigantic spiked fortification. Together these borders form curtains, all radiating outward from a titanic central structure, forming the impenetrable wings of the tyrannical archdevil Moloch’s layer-spanning horned citadel. Two realms exist within Malebolge: Moloch’s immeasurable fortress, the Citadel Ba’al, and the layer’s bolgias, which are the courtyards, pits, and prisons that stand divided by the citadel’s endless walls.

The impossible metal castle of Citadel Ba’al sprawls across the plane in a jagged web. Upon its walls stalk armies of lesser devils, whole legions participating in ceaseless sentry marches. Below hang the souls of the wrathful and violent, their bodies impaled dozens deep upon unbreakable adamantine spikes. Where these great parapets meet rise the lairs of the layer’s infernal dukes: border fortresses and gigantic watchtowers home to some of the most sadistic and militaristic fiends of Hell’s foul nobility. At the layer’s heart, near Moloch’s dreaded Melqart Keep, these terrifying citadels cluster in such close ranks that soaring bridges connect their towers in places. At the realm’s farthest-flung reaches, the grim fastnesses known collectively as the Vanguard Watch enforce the law upon the layer’s largest bolgias and viciously guard against incursions from realms beyond.

Only Asmodeus and Moloch know how many bolgias exist across the sixth layer of Hell. These ash-smothered realms vary wildly in size, the innermost spanning mere acres while those under the auspices of the Vanguard Watch might contain whole mortal worlds. The environments of the bolgias differ wildly, with many containing dense forests, winding rivers, and other seemingly natural features. Some, however, are extremely inhospitable to mortals, containing only plains of monstrous serpents, seas of boiling tar, or yawning bottomless pits.

Throughout Malebolge, Hell’s armies train for war. Under the fierce discipline of Moloch, the General of Hell, these strictly organized armies of devils collect within fortress garrisons or upon the fields of various bolgias. These throngs rarely stand idle, as Moloch subjects his troops to vigorous and near-constant exercises, outlandish trials, and whole mock wars, always testing their skills and discipline.

**Melqart Keep:** The mounting fortifications of Moloch’s iron bastion spread across the landscape seemingly without end, disappearing into the haze of falling ash. Within, untold legions of cornugons guard enormous parade grounds, military libraries, and innumerable strategy halls—one for each world a devil has ever set foot upon, housing Moloch’s meticulous plans to conquer it. Titanic siege weapons and soul-annihilating traps defend the fortress, with additional reinforcements constantly added to meet the archdevil’s unattainable definition of “impregnability.” At the keep’s center, perhaps the best-guarded point in all the planes, sits a magical representation of Hell’s nine layers: the Eye of Ba’al. Using this incredible chamber, Moloch oversees all of Hell’s legions within the Pit and on countless other worlds. Here he can command any of Hell’s forces anywhere, from the largest diabolical army to the lowliest lemur. Were the Eye of Ba’al to fall, all of Hell’s wars and countless others throughout the multiverse would be instantly interrupted. Thus, there are few greater locations for Heaven’s forces to capture—and Hell’s legions to protect—than the heart of Citadel Ba’al.

**The Revenant Court:** In ancient catacombs beneath a bolgia filled with open graves lies the Hellish kingdom of the vampires. Here dream the eldest of vampirekind, attended in their centuries-long sleeps by slavish ministers and far-scheming but honor-bound scions. Among the sleepers’ blood crypts numbers the vault of Ruithvein, the withered Blood Emperor, third of all vampires.

**Vholhars:** One of the fortresses of the Vanguard Watch, the bladed keep of the slaughter-loving Duke Caacrinolaas borders three realms: a bolgia of impaled souls and burning holy books, a bolgia of dense coniferous forests, and the Maelstrom. The duke delights in riding out from his keep with the commanders of his 36 legions to hunt the damned. Numerous wings of cornugons are stationed near Vholhars, having Moloch’s orders to assure that no flake of ash ever touches the ground of Caacrinolaas’s realms.



## COCYTUS

Bitterness to freeze the heart and sicken the soul floods Cocytus, the seventh layer of Hell. Here nothing is as it seems; the ruins of the multiverse's greatest calamities and most glorious disappointments lie frozen in seas of anguish and glaciers of absolute despair. Amid the ice shudder the souls of betrayers and the cruelly ambitious, either living tormented lives or hopelessly trapped for all time. Even the layer's ruler, ancient Baalzebul, has succumbed to the dejection of his realm—a deluded prince for whom truth holds the ultimate suffering.

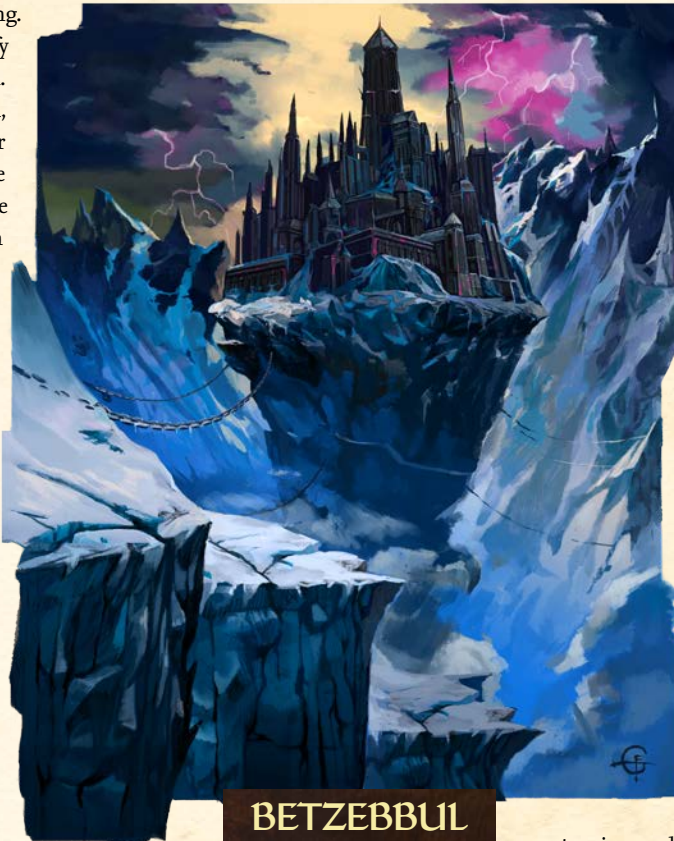
Harsh environs typify the seventh layer of Hell. Most of the layer is frozen, with many portions forever in the grip of such absolute cold that adamantite becomes brittle, flesh shatters, and words freeze as they are spoken. No true land exists in Cocytus; the domain is covered in bleak, continent-sized glaciers adrift on an icy black ocean. Incongruously, mountains of ice march across the realm, their peaks coming to slick, razor-sharp points. Even volcanoes rise regularly among these summits, some spewing lava, others brimming with the opposite: roiling pools of fluids so cold that they instantly freeze anything that comes near. While unquestionably deadly, these volcanoes allow for much of the mortal life on the layer to exist, since their heat forges endurable valleys and their lava flows form temporary passages through regions of unbearable cold. Vast icicle islands float above the glacial land, sometimes colliding and shattering into jagged splinters and hail the size of castles. Blizzards of flensing ice splinters and winds capable of sweeping giants into the steel-gray sky also rage across the realm, grounding any attempt at flight or hope for an escape from the freezing plains.

Despite these harsh environs, Cocytus is not a realm devoid of life. One needs to look no further than the ice beneath one's feet to find the souls of the merciless and destructively ambitious. These plains serve as prisons for the frozen damned. Beneath the glacial expanses roil mad leviathans, gigantic horrors spoken of only in lore, though every few

centuries one might witness a mountainous crest shattering an entire frozen city or glimpse an unblinking eye like a hurricane deep in the ice. Some of the deadliest devils in Hell congregate upon Cocytus. Here, Moloch exiles small platoons of cornugons who have proven themselves on Malebolge for them to continue their training for another thousand years. The survivors rise to the rank of malbranche. The incredible frozen hermitages of the gelugons—insidious strategists of Hell's armies—are also scattered amid the realm's peaks and floating glaciers. In these merciless wombs, some of the

most nefarious plots in the multiverse are conceived.

**Betzebbul:** Also called the Lofty House, the citadel of the archdevil Baalzebul rises from an acropolis of ice that floats above a plain of ash-black snow and moaning, half-frozen souls. Baalzebul considers this place the center of his realm and, to prevent his palace from moving, has shackled the entire hovering citadel city to the ice below with massive frozen chains. Those who seek an audience with the Lord of the Flies must scale these titanic and treacherous bonds. Atop the soaring glacier sprawls a grim paradise of columned walls, monumental altars, and mounting cloisters, all bound within a perpetual magical autumn. The lavish



sanctuaries and pristine halls of Baalzebul's court are dedicated to his profane glory. These perverted visions of a grand cathedral hide shrines filled with fly-ridden sacrifices and cesspit-like chevets. Within the heights of Betzebbul's central spire lies the throne room of the archdevil. Here hangs the suspended and shackled body of the forgotten god Azhia, who barely clings to life, constantly fed upon by the innumerable flies that make up Baalzebul's verminous form.

**The Forest of Pillars:** A forest of upward-growing icicles covers several glacial mountainsides and a vast plain. Within each frozen pillar an infamous mortal betrayer or saboteur is suspended—a villain whose sins deprived the mortal plane of untold wonders. At the edge of this field of terrible monuments rises a tower of frozen blood, the ichorous demesne of Duke Vassago and his 26 legions. The dragon-like duke can see the past and future in blood and often speaks in riddles to those who call upon him.



**Tichaim:** In this village of damned souls and trapped travelers, the ice hovels and crude huts do little to shelter the residents of this pitiful community from the merciless cold. The villagers live a harsh but mostly peaceful life, yet they remain constantly in fear of a nearby camp of cornugons. Once per year, the devils march to the town and demand a sacrifice, taking 10 souls if the populace can't decide on one.

## CAINA

All of Caina falls away beneath a burning night. A realm of bare pillars amid seemingly infinite ranks of bottomless graves, Caina is an abyss crossed by miles of rusting bridges and titanic chains. From these scabrous expanses, cages and whole dangling prisons sway and groan amid howling, ash-choked winds, their metallic complaints drowning out the cries of those souls most rightfully damned. Here, within a fortresslike knot of chains, fantastic spires, and nails, rises the winged throne of the archdevil Mephistopheles, a being who is in every sense a child of Hell itself.

Scouring winds blow incessantly across Caina, hot gales seemingly swept from some unseen fire. These burning siroccos push waves of burning ash and jagged rust over what little land the layer has and stretch anemic black clouds rimmed in embers across the sky. An expanse of stone monoliths rises from the yawning, inescapable blackness; some call these the Bones of Hell. Chains dangle between the gulfs, some eroded, time pocked, and dangling limply into the dark, while others grip link to desperate link in miles-long spans. Below waits the darkness—an impossible depth that seems to roil, move, and even breathe as though it were some terrible and incomprehensible living thing. The damned souls of Caina know that the endless vistas of shackled spikes are Hell, but they fear that what lurks hidden beneath them might be worse.

The dukes who make their homes upon the layer devotedly serve Mephistopheles, creating bastions less like the fortresses of Hell's other layers and more akin to gigantic prisons. These structures can span numerous stony pillars or sometimes dangle from ageless chains. Some form bridges. These constructions are built to the archdevil's exacting specifications, as the Crimson Son is an obsessive and unyielding perfectionist.

While the majority of archdevils dominate their layers much as mortal tyrants do the lands over which they hold power, such is not the case with Mephistopheles and Caina. The Crimson Son shares a strange sort of empathy with the very land and air of the eighth layer, seeming to know all who tread upon it or defy its winds. Great pillars rise and fall at a gesture from the archdevil, winds turn to hurricanes at his whim, and chains crumble to flakes of rust. Yet his role is not that of master. Frequently, Mephistopheles spends days upon his throne, meditating upon the whims of his realm, a place that is more brother than slave. Most, even Asmodeus,

do not claim to understand what connection exists between the Lord of the Eighth and his realm—perhaps even all of Hell's layers—but his insights into the plane's powers and nature prove too valuable to dismiss.

**The Dustbringer:** An ingenious invention forged by some of the most cunning minds of daemonkind, this monstrous living war machine holds the power to sunder nations and violently warp the supposedly unshakable fetters of time. The titanic cyclops-like abomination was used once upon the mortal plane, reducing an entire empire to rubble far before its proper time. This blatant disregard for the laws of the multiverse so enraged Asmodeus that he personally hurled the Dustbringer and its daemon legions into the pits of Caina. The apocalyptic vessel did not fall, though, instead becoming entangled in the chains of the layer. Thus, the Dustbringer has hung there for ages, unfathomably deadly and suspended upon the brink of oblivion.

**The Hellfire Testament:** Mephistopheles' fortress and throne are one and the same. Forgoing a lavish palace, the Crimson Son surveys his realm from a mountainous spire, a monument of chains and cages standing proud and terrible against the winds of Caina. Numerous pit fiend advisors and guardians rend lavish metal caverns from the column. Hordes of foul warlords, genocidal inventors, and mass murderers lie imprisoned within the spire, eternally lamenting their evil past lives. At the great spike's pinnacle rises a throne of burning wings and skulls of the sagacious—a peak engulfed in a flaming maelstrom from which Mephistopheles claims to hear all the sighs and screams of Hell.

**Lasraspan:** The prison fortress of Duke Haborym stretches nearly 8 miles in length, a covered iron thoroughfare lined with the cells of beings both evil and gigantic. The three-headed duke prides himself on caging the spirits of some of the largest, most powerful, and most vicious beings who ever lived: the souls of the fecund Troll Mother, the frost giant legend Iggird Icejaw, the pallid rebel hellmouth Khyedkhyed, and the shrewd titan Rhysphano all sit shackled within his prison. Duke Haborym's 26 legions of bone devil inquisitors maintain constant watch over the prisoners, binding them with both heavy shackles and words of fathomless despair.

## NESSUS

No realm epitomizes the infernal realms better yet contradicts their truths more than Nessus, the Heart of Hell and home to the throne of Asmodeus. No sun or clouds reign over the cracked, volcano-blasted stone, only a depthless night home to three lonely ruby stars. While monumental skeletal frames of incomplete temples and cathedrals make up the outer reaches of the layer, most of Nessus stands as a monument to Asmodeus's glory. The realm reshapes volcanoes into burning temples and abysses into unholy oubliettes. Untold regions hide within the deepest of Hell's depths, for below these fortress-palaces, in sanctuaries



## Chapter 2: Fiendish Realms

unfathomable and awe inspiring even to immortal eyes, lie the courts of Asmodeus, where one of the most evil beings in the multiverse manipulates the fates of worlds and prepares for his time to come once again.

Nessus is a double hell. Much of it appears as an Elysian realm torn in the wake of some terrible holocaust. Foreboding forests of ashes hide lakes and seas of poison. Volcanoes constantly erupt upon the horizon, spewing lava that never falls from the lifeless heavens. Deep fissures split the land, their depths emanating sickening crimson light. Beyond these corrupted natural features stand the works of devils and the damned. Little differentiates terrain and temple in Nessus, as armies of enslaved souls sculpt tracts and whole mountain chains with elaborate and terrifying facades, shallow shrines, spires, and statuary all raised in the name of the Archfiend.

In the temple court of the Prince of Darkness, the columned halls are filled with fearful sculptures and brazen images of things no mortal should know.

Here, Asmodeus's pet infernal dukes forgo the grandeur of the layers above, toiling amid armies of servants in some of the most elaborate and perverse workhouses in the multiverse—places of unholy industry that are part arcane laboratory, part library and scriptorium, and part vast altar. While some of these dukes and their gelugon and pit fiend conspirators further nation-damning plots and the corruption of immortal realms, others have more focused goals, manipulating the visions of seers and the dreams of the insane. Numerous imps swoop through Nessus in terrible flocks, eager to carry the words of their masters to the ears of mortals waiting upon the Material Plane. Here too walk black-winged erinyes, fallen angels, and greater harbingers who have renounced the heavens, realizing the truth of Asmodeus's vision.

Relatively few souls make their way to Nessus, and few devils pay the damned of the layer any mind. Those who do face eternity at the bottom of the Pit are those who most satisfy and interest the archdevil himself. While the

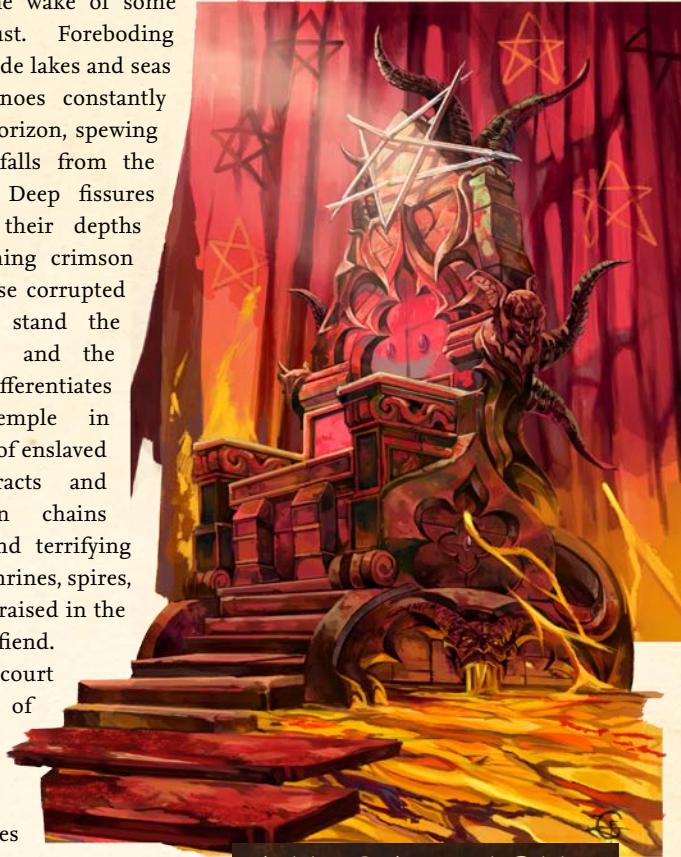
greatest of Asmodeus's mortal servants might be allowed to serve as anchorites in personal monasteries or impossibly grandiose cathedrals, most of the Prince of Darkness's followers are found lacking and are granted to the archdevils to do with as they will. The other souls damned

to Nessus epitomize Asmodeus's loathing of mortality and prove to be the vilest examples of all living beings. These are the souls of failed and disgraced heroes, kings who became tyrants, valorous leaders who were tested and found lacking, and false luminaries. These souls wander the wilds—a despondent lot, most immersed in their own self-contained suffering and preyed upon by personal demons.

**The Catafalque:** If Hell has a true heart, it is the Catafalque, the personal sanctuary, shrine, and throne of Asmodeus. Countless rumors tell of this gigantic extradimensional hall, though no creature aside from the Lord of Hell himself has ever gone within. Some say it is a vast spherical realm where Asmodeus has created a perfect paradise for himself alone. Several of the archdevils whisper that their lord holds the radiant bones of his murdered sibling, Ihy, in perpetual stasis there. Others fear that this is where

the Prince of Darkness works his ultimate evil, which would be the greatest sin ever propagated upon the multiverse. Were the other deities to discover it, all creatures of reality would rise up against him. Any conjecture proves fruitless, though, for if any being excels at keeping secrets—especially his own—it is Asmodeus.

**The Synod Eye:** When Asmodeus calls upon his archdevils, he does so within this vault of dark statuary. A council of the multiverse's foulest entities assembles upon eight thrones of salt. An island of glass orbits Asmodeus's massive Hellfire Throne. Beneath the flaming sigils of the diabolical elite falls a depthless gulf, a pit of absolute darkness that seethes with the barely restrained malice of Hell itself. From this pit, Asmodeus can conjure any view or illusion he wishes or any bit of knowledge picked from the mind of any one of his countless followers. Those few who come to speak before Asmodeus's court and survive also tell of a vision called the Eye of Hell, something primal and alien raging within the impossible pit below.



THE CATAFALQUE





# Abaddon

**A**lthough more constrained than the infinite fissures of the Abyss and free from the tyrannical rigidity of Hell, Abaddon nevertheless stands out as one of the most hostile planes in the multiverse. In its blistered and blackened reaches, its fiendish residents prey upon both mortal souls and outsiders, either slaying them outright or offering them up, bound and bleeding, to the plane's rulers as specimens upon which to feast or experiment.

This is the home of the daemons, fiends who aim neither to corrupt life nor to bind it to their will but only to destroy it utterly by feeding on that which makes life possible—the soul. Their wasteland is bleak and dark, illuminated only by the pervasive, eerie half light of the plane's perpetually eclipsed sun. Deserts of ashes, oceans of acid, continent-wide fields of bones, forests of trees that burn like living candelabras, and floodplains of salt and toxic sludge greet any visitors pressing through the gloom and the cold, cloying mists. Amid this desolation, the only sounds are screams of mortal souls hunted for sport and the mad laughter of daemons feeding upon them.

Spirits condemned to Abaddon by Pharasma's judgment flood into the plane constantly, falling from the eclipse-darkened sky like shining, howling meteors. Some of them never reach the ground; they are instead snatched

up by winged hunters mid-descent or ensnared by magic and transported to holding pens and slaughterhouses of industrial-scale spiritual consumption. Those that do survive to reach the ground find only horror as they scatter, confused and dazed by their fall. Other souls are abducted by way of daemoniac conquest or predation beyond the plane's borders and dragged back to Abaddon in vast slave lines.

No paradise awaits those deluded souls who offer the daemons worship or whose evil characters condemned them to this plane. No dream of liberation can grant them hope. Those mortal souls who survive for any significant length of time generally do so by betraying and ultimately preying upon their fellows. In time these perfidious beings will transcend their status and become daemons themselves, warped by their own natures and the plane's touch.

The daemons are often seen as neutral with regard to order or entropy, existing between the extreme pedantry of devils and the savage destruction of demons, but this simplification is somewhat misleading. Daemons are not devoted to impartiality—rather, they accept chaos when it fosters their goals and co-opt law as a useful framework to hasten the end of all things. Daemons represent an evil bereft of all mitigating influences. They are single-minded incarnations of nihilism in its purest form and



## Chapter 2: Fiendish Realms

villains willing to use any tool to achieve their goals. Fine distinctions in philosophy, ideology, and differing arts and methods vanish before the unifying drive of their kind: the quest to hasten the inevitable oblivion that awaits all life.

All members of daemonkind bow before the greatest of their kin: the Four Horsemen. The Horsemen of Death, Famine, Pestilence, and War together personify the greatest threats to mortal life, and they and their lesser kindred under their rule feast upon mortals and immortals alike, bleeding the universe dry of its animating essences. The Four work toward the same end, but each operates according to an independent agenda. They do not openly wage war upon one another, instead cooperating as an unholy fellowship and presenting a superficially unified front to the cosmos, even though below them the daemon ranks churn with scheming and backstabbing. The Horsemen rule Abaddon from the thrones of their own vast domains, which are connected by the memory-leaching waters of the River Styx—a black, bubbling ribbon of liquid corruption that weaves through each realm. The only territories in Abaddon beyond their control are those claimed by deities, most infamously Urgathoa and Zyphus, but even these were unsolicited gifts from the Horsemen, and it remains a mystery to what ends the Four invited the deities to encamp in their midst.

Far from the plane's core, away from the constantly replenished tides of souls, Abaddon's unclaimed wastelands are the scene of constant conflicts among non-daemonic powers, the potent daemon warlords known as harbingers, and lesser daemonic nobles out of favor with the Horsemen. Even farther outward from the wastelands, the influence of the neighboring Maelstrom grows, eroding the plane and making its terrain shift and change with the tides of the Cerulean Void. While daemons avoid this unstable rim, it's hardly a safe harbor for souls, as the environment lies open to roving bands of proteans and other creatures eager to violently demonstrate the primacy of chaos.

Even in a plane so animated by conflict, there are legends—whispers of another domain lurking within Abaddon's core that borders on the domains of the Four, locked away like a cold

and silent heart. It was here, the stories claim, that the Four once served as minions in the early days of the plane, bound to an entity both more powerful and less fathomable. And it was in this now-hidden domain that they betrayed, bound, and butchered their master, feasting on its flesh and seizing its power as their own. Only the Four know whether there's any truth to these tales. In the end, the truth hardly matters; though an individual Horseman may fall and be replaced, the sovereignty of the Four Horsemen remains absolute.

Famous regions and locations within the nightmare realm of Abaddon are summarized on the following pages.

**Balishek's Crater:** The fractured walls of Balishek's Crater still steam with pockets of molten glass, though the daemon whose seat of power once rose there is long dead. Balishek, one of the earliest Horsemen, was obliterated along with



ZYPHUS



his servitors for a crime now forgotten by his race in a dim era of Abaddon's history. He was destroyed with such prejudice that the location of his death still boils with the killer's fury. Such is the anathema of his crime—or the wrath of his slayer—that a lingering dread of the crater remains ingrained within the daemoniac race, and most daemons refuse to approach it. Those who do are seized by a sudden wrench of overwhelming, alien fear.

**Bloodrot:** Abaddon's most potent true deities make their domains on the far side of Szuriel's domain, bordered by the shores of the vast acidic Sea of Lamentation and the suzerainties of minor daemoniac nobles. This region, which is larger than many Material Plane worlds, is known as Bloodrot. In this mist-shrouded realm of undeath, ruled by the Pallid Princess herself, are cities of undead still engaged in the excesses they pursued in life and reveling in the morbid delights of their goddess. The domain of Zyphus, the god of accidental death and graveyards, consists of a giant cemetery, a subtle mockery of Pharasma's Boneyard.

The realm of Bloodrot was a present to Urgathoa and Zyphus offered by the original Four Horsemen, but why they made such a grandiose gift is anyone's guess. Daemons salivate like animals as they watch Bloodrot from the borders of their realms; even if they obey the letter of their pact with the gods, their desire to overrun it remains.

**The Cinder Furnace:** The most sterile of the great daemoniac domains, Szuriel's realm stretches across a dead volcanic wasteland of fine pumice and pulverized glass. There, ash falls like snow over mountains of bones, trenches full of smoldering corpses, soot-buried cities, and petrified forests. Szuriel's throne, the Cinder Furnace, sits within a dormant volcano. Its forges perpetually churn out ever more fearsome weapons of extermination, while the ground around the Furnace shudders with the passage of her armies and their war machines. In the Furnace's dead satellite volcanoes lie the keeps of her harbingers—cohorts who serve the Seraph of Devastation from these lesser strongholds.

Szuriel's forges long ago exhausted the energy reserves of her domain, bleeding it dry, but where volcanic heat failed, the fiends came to tap the power of souls. In the quest for more energy, daemons burn souls like so much wailing sentient coal, leaving not even ashes behind. Any soul will suffice, but the best suited are the souls of those who worked with metal or flame in life or the essences of azers, efreet, ifrits, and other elemental beings touched by flame “imported”—that is, abducted—from the Plane of Fire.

The Cinder Furnace bristles with towers and fortresses. Armies are barracked in the countless miles of labyrinthine tunnels and chambers that burrow into the volcano's surface. A series of carved spiral towers hosting aeries of flying soldiers rises in the Furnace's interior, climbing the walls of the volcanic shaft, while Szuriel's palace sits upon the now-

cold caldera floor. A mile below the crater, in the precise center of the long-exhausted magma chamber, Szuriel's throne rests atop a pile of bones of untold thickness. There, her generals and deacons gather to take her orders. First among her servitors are her primary forgesmiths, the olethrodaemons Pyre-Death and Furnace-Wail. The forgesmiths, her most trusted handmaidens, are equaled in rank and esteem only by the chief field marshal of Szuriel's forces in Abaddon, the purrodaemon Ithproxis. Below them are her other deacons and a cabal of five obcisaemons known as the Brothers of the Smothering Cloud, who share the same degree of influence and power—and an uneasy rivalry—with Szuriel's court of harbingers.

**The Common Grave:** This sea of half-settled earth and half-rotten corpses stretches from horizon to horizon, inundated by the Styx and harboring countless writhing terrors. This mass grave from the time of Lamashtu's ancient demonic invasion could easily absorb the oceans of a dozen worlds. But not all of its dead lie quiet; its trenches and chasms crawl with memory-stripped horrors born from the Styx, monstrosities leaking necromantic energies, and half-digested scraps of souls that mingle and suffuse the gaps and valleys.

These nameless things burrow relentlessly through the slurry of flesh, soil, quintessence, and stone. Between the bodies of the dead, the ground itself seems to breathe, rising and falling with the efflux of rot and the tunneling of the foul creatures that dwell below, making the region treacherous even for daemons to cross. Nearly impassable, it remains a place of the lost and the forgotten, of the unclaimed and unwanted. Urgathoa often visits this realm to bask in its toxic fumes, to seek the raw materials of new creations, or simply to savor the taste of a particularly ripe corpse. When she travels here, she generally takes the form of an unarmed living woman to lure unsuspecting fools—be they mortal adventurers or Horsemen themselves—into her eager clutches.

**The Menagerie:** Not all crusades end in righteous victory. The Menagerie is the site of an ancient incursion by agathion and angelic forces to rescue the soul of a dead saint stolen while in transit through the Astral Plane. They created a gate directly from Nirvana into Abaddon's heart and arrived by the thousands, only to find the Four awaiting them—the Horsemen had merely used the stolen soul as bait for creatures far more holy, more valuable, and more delectable when they met their destruction.

After the battle, many celestials remained trapped within broken and half-melted statues that still litter the forest. While the celestial guardians of the gate refuse to allow any more of their kindred to cross and try to save the unlucky crusaders, mortal heroes may make the attempt. Even now, the trap remains, waiting for virtuous mortals hoping to rescue the celestials who preceded them.



## Chapter 2: Fiendish Realms

A forest now grows around that broken, flickering gateway, which has long since been twisted from its original beauty. Hunted souls flock there, drawn like moths to a flame, hoping for redemption, salvation, or simply escape, but they find only their doom. The gate functions in only one direction: it leads deeper into Abaddon but never out, giving a glimpse of paradise but no chance of freedom. Knowing it still lures a constant supply of desperate souls, daemons lurk nearby to capture and devour all who draw close.

### Mere of Broken Angels:

Although this stretch of crystal-clear water appears at first to be a place of inexplicable beauty within the desolation, it radiates a dull, distorted white noise to those who stand on its shores for more than a few minutes. Serenity slips away as gradually the noise degrades into the sound of thousands of fists beating against the underside of the lake's surface, which remains as unyielding as if it were frozen.

Once an observer hears the noise, that person can see thousands of trapped angelic figures in the lake as they look up in agony, beating and clawing in vain against the water's surface, slowly suffocating and drifting downward into a carpet of bones and still-gleaming arms and armor. As the angels drown or kill themselves to end the suffering, they sink back to the bottom, only to be resurrected within mere minutes.

The identities of these trapped, perpetually dying angels have been lost to history. The only clue that remains is a small island with a stone jetty, just within viewing distance from the shore. Any attempt to cross the water by non-daemons condemns the would-be traveler to the angels' fate—swimmers are trapped below the water's surface, fliers plucked from the air and hurled below the waves, and teleporters cruelly rerouted to the lake bottom. Those who do manage to reach the island find the prints of a massive clawed reptilian hand or foot, dozens of feet across. Hundreds of lines of illegible writing are scrawled within the impression, though the script somewhat resembles Abyssal.

**The Oblivion Compass:** Situated atop a granite plateau rising from the floodplains of the River Styx, the Oblivion Compass counts down to the apocalypse, measuring the relative success of the Four as they work toward their ultimate goal. The massive device was built from the broken body of a colossal inevitable, and it takes a thousand enslaved axiomites to turn its gears. None but the Four

know its precise history and construction—if indeed even they do—and the secrets of how to read and interpret the signs of its dozens of free-spinning hands and orrery wheels are fiercely sought.

**The Plaguemere:** Apollyon's domain is a realm of festering swamps, flooded forests, and shallow acidic oceans, and at its very center stands his citadel, the Throne of Flies. The leukodaemons carved this towering throne at the Horseman's orders from an ancient corpse that long predates even his existence. No leukodaemon knows whether it is the body of an immense protean, a dead god of healing, or a rival deific patron of disease, and Apollyon has never spoken of the matter.

The throne looms above the surrounding swamps, crafted from the torso of its parent corpse, whose

remaining flesh forms its foundation. Apollyon's followers make their lairs within hollowed-out bones and massive chambers cut from its calcified muscle tissue, tapping the latent residual power in its marrow and still-beating heart. The Horseman's throne sits high in the tower, in full view of the heart. This central organ still functions, pumping a slow, steady flow of dark fluid long ago corrupted by Apollyon. The Horseman of Pestilence twists and warps the ancient creature's heart to his whim to craft artifacts and plagues, augmenting his own power with that of the fallen colossus.

The soil in Apollyon's domain is saturated by the River Styx, as well as by several oceans at the far edge of his domain and the perpetually bleeding corpse that forms the Throne of Flies. The scarce dry ground here was built up by the Horseman's armies atop the rubble of fallen cities dragged from other worlds and stacked atop one another, although it is slowly sinking into the mire along with the



THE RIVER STYX



## WATERS OF THE STYX

The so-called “River of Forgetfulness” is born in Abaddon at the Drowning Court, wends its way through several layers of Hell and numerous layers of the Abyss, and finally pools beneath Pharasma’s spire. Within the River Styx float, swim, and sail innumerable amnesiac souls, aquatic fiends, foul planar traders, and beasts better left unknown. When it winds through mired realms such as Stygia, the river might be little more than a slow-moving creep of sludge, but in metropolises such as Alushinyrra, it flows swiftly through well-maintained aqueducts and canals. Its waters stink of ammonia, and its sickly dark green color verges on black, but even through the darkness, souls trapped within are often plainly visible.

The waters of the Styx erase memories. A splash is enough to cause a fugue state, while full immersion causes total amnesia. Rules for fugue and amnesia appear on pages 184 and 186 of *Pathfinder RPG Horror Adventures*; in both cases, a player must attempt a DC 25 Will save to resist the effects of the waters. This is a mind-affecting effect. Creatures native to the River Styx are immune to its memory-wiping effects.

piled bones of consumed mortals. Many of these regions fall under the dominance of Apollyon’s unique servitors, such as Festerholme, ruled by the olethrodaemon Thrice-Fold Malady; the Citadel of Hungry Roots, under the authority of Tamed the Fungal-Hearted; and the City of Gnashing Teeth and Drowned Screams, dominated by Roqorolos the Seadrinker.

**The River Styx:** Even without the River Styx, Charon’s domain would be the largest of the territories belonging to the Four. But the river vastly extends his reach, as it pushes into the other Horsemen’s realms, the unclaimed wastes, and even stretches of Hell and the Abyss. Yet, even when the inky waters of the Styx flow beyond Abaddon’s borders and wind through infernal or demonic regions, the waters retain their supernatural nature and link to Abaddon. In this way, Charon extends his influence beyond Abaddon’s borders in a way no other Horseman has done. Every branch of the Styx can ultimately be traced back to the heart of Charon’s domain—his citadel, the Drowning Court.

The Drowning Court is composed of hundreds of mobile islands, ships, and floating castles tethered to one another, swirling in a slow and perpetual circuit around a massive central whirlpool. The court’s precise composition changes as boats and even entire islands detach and drift away on the current. These wanderers may move purposefully upstream or downstream on errands for their master or occupants—or find themselves abruptly repositioned by tentacles reaching up from the depths.

The divergent, eclectic styles of the mobile isles suggest that each was torn from an original home on the Material

Plane or elsewhere in the Outer Sphere and then set adrift on the Styx’s current to serve the Lord of Death. Whatever their original design or intent, they now serve as repositories for Charon’s stolen souls, which he hoards, consumes, and uses for trade. The largest islands house the personal fortresses of Charon’s greatest servitors, including a hundred greater thanadaemons, a cabal of olethrodaemons known as the Ravagers of the Open Grave, and the harbingers who pledge their loyalty to him.

The great and nameless whirlpool that churns at the Drowning Court’s center is the heart of the Styx. It is the ultimate destination of every soul drowned in the Styx’s waters and every memory sapped from its victims. It also serves as the entrance to Charon’s personal demesne. Visitors seeking an audience with the Horseman vanish below wild, turbid waves, where they find their memories temporarily ripped from them by ephemeral talons. Instead of finding any physical manifestation in the stifling darkness, they suddenly feel Charon inside their mind—most claim to sense him as a looming, oppressive presence. Such meetings can take seconds or days, but regardless of how long the guests subjectively felt their visit lasted, they find that scarcely any time has passed once the waters return them to shore. They emerge bedraggled but otherwise untouched by the normal effects of the Styx. And Charon’s personal realm, like the Boatman himself, keeps its secrets.

**The Silent Nation:** From high in the mountains, a massive glacier known as the Silent Nation creeps inexorably toward the waiting, hungry waters of the Styx. Once the vast ocean of an aquatic Material Plane world, the glacier was stolen and frozen by the daemons, locking within it every living creature that resided there. From the smallest fish to a dozen aquatic civilizations and their ruined cities, all remain fixed within the ice, their souls still trapped with them. Tricked by the terms of some unknown but failed bargain with Charon, they remain conscious and fully aware of the fate awaiting them: once the glacier crumbles into the Styx, they will be at last delivered into the claws of the daemons who patiently await them.

**Slave City of Awaiting-Consumption:** A city of the damned and doomed, Awaiting-Consumption makes no attempt to obscure its purpose. The sprawling metropolis is one of Abaddon’s few points of extraplanar contact, with outsider emissaries and merchants living alongside daemons, the hunted, and rare mortal visitors. The majority of the city’s population is made up of the daemons’ captive livestock: handpicked mortal bloodlines, matched and traded like commodities, as well as kept and trained for slave labor in specialized skills. Visitors pay heavily for seals of protection, seeking safety not only from the flocks of daemons flying above the city’s spires like vultures but also from the delusional mortal cultists and city overseers who spend a lifetime grooming themselves for ritualized oblivion.



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Other such slave cities are scattered throughout Abaddon in the domains of its various rulers, but unlike Awaiting-Consumption, they are sealed and inaccessible to non-daemons. Most of these blasted settlements are merely sites for breeding programs, but others, with residents kept ignorant of their true location by magic, imitate mortal societies. In those cities, daemons experiment on mortals in their native state, training for the rare campaigns the daemons launch into the Material Plane.

The remaining cities that dot Abaddon's wastes lie empty but for some derelict experimental settlements, the newly arrived members of the hunted, and wandering packs of daemons that seek them. In these abandoned towns, the architectures of many civilizations and eras crumble to dust and ruin. Some of the dead and dying cities appear to have been sucked from their original worlds, their inhabitants devoured in the space of days. Others seem to have always been in Abaddon, their decay eternal yet never complete. The only intact settlements beyond those experiments of the Four are those populated solely by fiends, clustered near the strongholds of the various powerful harbingers like swollen tissue around an infection.

**The White Mountain:** The White Mountain, the highest point in Abaddon, reaches even higher than the peak housing the Cinder Furnace. This massive volcano belches forth neither ash nor lava but a miasma of corrosive, white-hot soul-stuff, spontaneously generated undead, and negative energy. The source of the White Mountain's fury is unknown, and swirling rumors raise only more questions: they credit a lost artifact, the chamber of a dead or imprisoned harbinger, or another long-abandoned experiment by one of the Four.

**The Withered Court:** Trelmarixian's domain, the Withered Court, is a realm of biological and metaphysical horrors. Towers wrought of flesh and bone erupt from the ground, conjured from spirits and souls compressed to form living, screaming brickwork. The Horseman and his servitors obsess over mortality and the substance of the soul; they often practice systematic examinations before feeding on their victims, occasionally experimenting upon other outsiders. Trelmarixian himself cultivates a taste for the essence of angels tortured to the brink of despair.

Souls brought to the Withered Court are delivered to its castles constructed of bone and muscle—not extermination camps, but industrial-scale laboratories that meld ravenous hunger with a science devoid of mercy. The meladaemons within devour as much as they craft, warping souls into nightmarish wonders.

Their master continues the nihilistic work of his mortal life from his great citadel, the Weeping Tower. Miles high and grown rather than built, the edifice has walls that pulse and flow with inner currents of mucus, lymph,

blood, and cerebrospinal fluid. The Tower is lit by phosphor glands and crackling neurons woven from the dead. There, soul consumption is a religious practice and a secular devotion combined with brutal efficiency.

Special note must be made of the most powerful of the daemon harbingers: Vorasha, the Lady of Toxicity. As Trelmarixian's consort, she claims an entire wing of the Withered Court, a venomous garden infested with serpents from all worlds and all realities. The nature of what goes on within this fecund pit can only be guessed at.



VORASHA





# The Abyss

The Abyss is a realm of infinite horror and unlimited danger. Its vast rifts twist throughout the surface of the Outer Sphere, dropping away into bottomless darkness and indiscriminately violating the realms above. These immense chasms are known as the Outer Rifts, and while they are more common amid the fiendish planes, such portals are by no means limited to the evil-aligned planes. Places where the Outer Rifts of the Abyss open onto realms like Elysium or even Heaven become sites of eternal wars between the celestial races and Abyssal forces. The armies of good maintain permanent encampments along the edges of Abyssal rifts, fighting to prevent the portal's spread.

The Abyss is a seemingly endless plane that appears to consist of constantly fluctuating matter, and attempts to fully map and describe even its more stable regions are exercises in utter futility. Not only do its most powerful denizens regularly remake and destroy portions of their respective realms, but the very fabric of the Abyss resists such orderly concepts as definition. The scholars who study the Abyss agree on little, in part because they approach the subject from such diverse perspectives. Among their ranks are those who seek knowledge to fight against the Abyss's malevolent forces, while others wish to harness its power for their own

various purposes, and there are even demon worshipers striving to curry favor with the plane's abhorrent natives.

The question of whether the Abyss is actually expanding remains an academic controversy. One widely held hypothesis posits that the plane's supposed growth is an illusion, and it's only the limited vantage point of mortality that deceives observers. After all, one would otherwise expect the gods to be more alarmed by the Abyss's seemingly aggressive growth. Such academics suggest that despite the plane's sin-fueled fecundity, its own toxic nature combined with the Maelstrom—and perhaps even forces beyond—consume what the Abyss belches forth at a rate that curbs expansion.

Others maintain that this is dangerously wishful thinking. The alarmist camp asserts that the Abyss grows like a cancer upon the bones of the Outer Sphere, eating away at the fabric of the planes and sinking tendrils of chaos and rot deep into other realms. This hypothesis is a point of consensus between two naturally opposed parties: demoniacs reveling in the prospect of evil and entropy's eventual triumph over all on one hand and the forces of righteousness who labor to beat back the Abyss's relentless advance on the other.

A dreadful variety of malignant beings call the Abyss home. Demons are its most common denizens, comprised of countless differing breeds that are further varied via



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crossbreeding, fleshcrafting, and mutation. Yet, lurking in the unfathomed depths are ancient qliploth—alien creatures of pure malevolence, with little resemblance to more common forms of sentient life.

The Abyss is a plane of infinite horror and violence. Its unending conflicts make the clashes of empires on the Material Plane worlds look like the playground bickering of children. Some of the hostilities between the forces of Abyssal gods and demon lords are millennia old, and their carnage is terrifying to witness. Although beings of great power direct most of these battles through the tremendous force of their wills, it's not uncommon for a cohort or even a single combatant within an army to suddenly turn on its unwary fellows in an explosion of bloodlust. What discipline exists among the combatants of the Abyss is achieved through intimidation and punishment, though the more intelligent beings may be swayed by promises of power, wealth, and obscene privilege. However, many of the Abyss's denizens are utterly ungovernable by their very nature, even in the face of the most potent demon lord.

Travelers from across the multiverse are also to be found in the Abyss, for many have business there, whether they seek knowledge, power, the release of an imprisoned soul, or some other end. Regardless of the desire that lures them to this plane of evil, the majority perish and never leave the Abyss. Those non-natives who are foolish or desperate enough to traverse the Abyss must exercise great caution and be prepared for a myriad of dangers—not only from the plane's hostile inhabitants but from the environs of the Abyss.

The vast canyons and rents in the Outer Sphere are typically all that visitors to the Outer Planes see of the Abyss. This fact, combined with the implication behind the plane's name, creates the false perception that the Abyss consists solely of rifts. In reality, these rifts are merely entrances to the true Abyss; they plunge deep into the underlying solidity of the Outer Sphere and into the countless realms embedded deep below. These regions are known as Abyssal layers, and while they are connected by incomprehensibly long tunnels and infinitely deep pits, each is a plane of existence unto itself. Some are relatively small—no larger than the smallest terrestrial continents—but most are the size of entire worlds, or even larger.

Four of the most infamous and legendary of Abyssal realms are detailed below, followed by a summary of many other realms. However, these realms only scratch the surface of the horrors contained within this nearly endless plane of chaos and evil.

### HIGH M'VANIA

While Pazuzu's dominion stretches from the skies above the rift to the depths of the vast chasm, the heart of his domain is a great city built upon a tremendous cliffside shelf. His realm is not only one of the largest in the Abyss, but it also

benefits from remarkably convenient access to the rest of the Outer Sphere. As a result, planar travelers are common throughout the vastness of the rift and the great city. This influx of travelers, however, should not be mistaken for a sign they are welcome or safe from either the realm or its ruler. High M'Vania's demonic avian residents—from fiendish harpies and vlocks to unimaginable winged horrors—constantly hunt those who attempt to pass through. While Pazuzu himself remains too focused on his eternal war with Lamashtu to engage such interlopers, those captured by the demon lord's minions might be able to forestall death by asking for an audience with Pazuzu and swearing to complete a task for the demon lord. Of course, by the end of such service, most such unfortunates are either dead or have become willing servants of the King of the Wind Demons.

Much of the great rift appears featureless to the untrained eye, as the nests and rookeries of the various avian inhabitants are hidden within caverns whose entrances are camouflaged with great care to blend in with the Abyssal stone. The tunnels that riddle the rift's walls grow increasingly common deeper into the rift, which eventually extends far enough to connect with not only other Abyssal realms but even other planes. The Spiral Path and the Undersump are both easily accessible from the deeper reaches of this rift, and thanadaemons' skiffs are not an uncommon sight where the River Styx winds through the depths. In the nethermost corners of the rift, qliploth flop and skitter. These primeval entities are eager to ensnare and slaughter any prey that draws close enough, whether their victims are the native demons or unfortunate wanderers from other planes.

**High M'Vania:** The city of High M'Vania is the most populous part of Pazuzu's great rift, its towers rising higher than those of any mortal city. Many of the city's inhabitants are fiendish or half-fiend tengu, whose ceaseless, raucous squawking discomfits even the most seasoned travelers. The streets are bustling with demons going about their sinful affairs—coloxus envoys on diplomatic business, kalavakus slavers with their merchandise, succubus prostitutes in search of sustenance, and far more—while countless vlocks wheel in the skies overhead.

While the vast majority of High M'Vania's inhabitants are Abyssal natives, representatives from other planes are surprisingly numerous, as Pazuzu eagerly abuses the rift's access to other realms to acquire allies. Some of these allies are agents of Hell, such as a regiment of erinyes deployed from Malebolge that Pazuzu lusts to take for his own, working subtly to tempt them away from Moloch. Mercenaries from Abaddon, particularly divs, are also common. Pazuzu has even tempted an azata into his service by playing up his hatred of the Mother of Monsters.

High above the city's tallest towers, carved from the rift's wall itself, are the tangled towers of Shibaxet. This is the



personal rookery of Pazuzu himself, and only the demon lord's most devoted minions are ever permitted to enter. The fallen ghaele princess Selharya, once a fierce foe of demonkind, now serves as Pazuzu's majordomo and envoy, dispatched particularly to entice potent mortal heroes, as even those steeled against demonic temptations are often unprepared to hear them from a celestial tongue.

## KURNUGIA

Lamashtu's realm is the largest layer of the Abyss, as befits her status as one of the core gods of Golarion. Her realm, known as Kurnugia, is a vast region capable of swallowing dozens of worlds—and, according to some texts kept closely guarded by her faithful, the Demon Queen has at times done precisely that. Rumors persist that this region was once ruled by the demon lord Areshkagal and that Lamashtu stole it long before she became a true deity herself, while both Lamashtu's faithful and Areshkagal reject this claim, their denials could simply be acts of self-preservation against the Demon Queen's wrath.

The enormous realm of Kurnugia includes all known types of terrestrial terrains; ice-caked mountains, immense swamps, parched deserts, steaming jungles, and vast seas predominate. Other decidedly nonterrestrial landscapes exist there as well—violent and incomprehensible regions that could exist only in the Abyss. All of Kurnugia is inimical to non-demonic life, though the perils range widely. Some areas are infested with demons, others are ruled by warring fiendish gnolls, and even the terrain itself is treacherous. Several of the most notorious regions of Kurnugia are summarized below.

**Birthing Hills:** Beneath these strangely rounded hills, masses of sinful souls gestate. The pregnant hills periodically burst to release hordes of demons, fiendish gnolls, and other monsters. These horrendous offspring maintain Kurnugia's population in the face of the constant casualties incurred in the wars fought by its natives.

**Goblin Tunnels:** Nestled in a valley in the Xorian Mountains, irregular-shaped stones of a startling shade of blue create a complex pattern visible only from the towering peaks above. By walking a spiral path among these stones, one can travel from Kurnugia to one of Lamashtu's greatest allied realms—the Abyssal realm of Basalfeyst, ruled by the barghest gods of the goblin races.

**Nightmare Fields:** Bizarre flowers paint these fields in swaths of bright color. This region induces vivid nightmarish hallucinations in those who traverse its expanse, making it a favorite place for the Demon Queen to strand the victims she's captured. Those attempting to understand the area suggest that Lamashtu retains "copies" of every nightmare imagined by mortals within regions where her worship is strong, and that these nightmares serve as fertilizer for the flowers here.

**Tharsekti:** The largest gnoll nation on Kurnugia, Tharsekti is a continent of forested hills surrounded by a churning sea, whose waters serve as the hunting grounds for the nascent demon lord Ovonovo. Despite the sea's shark-infested depths and shipwreck-lined shores, Tharsekti's gnolls brave it often. Spurred by their leader, the towering abomination Vandaku, they mount vast armadas to cross the sea and raid gnoll nations on the far shores.

**Xorian Mountains:** This immense mountain range runs along one edge of Kurnugia. Mortal scholars theorize that the highest peaks reach beyond the Outer Sphere itself. These mountains are infested with all manner of scavengers, among them fiendish vultures the size of rocs, hyena-like monstrosities, and scaly behemoths reminiscent of the largest dinosaurs. All of these scavengers are ruled by the nascent demon lord Daclau-Sar, a six-legged, two-headed hyena with vulture wings, believed by many to have been created from the corpse of the dead god Curchanus.

**Yanaron:** An impossibly vast mesa protrudes from the heart of Kurnugia. At the mesa's center looms Yanaron, the diamond-shaped city that surrounds Lamashtu's central palace of strange spires and towers. The Demon Queen handpicks her city's population of demons, fiendish gnolls, and other creatures for their loyalty or their unique deformities. Several nascent demon lords—powerful minions of Lamashtu that may soon rule Abyssal realms of their own—dwell alongside them, including many-bodied Izyagna, shadowy Nightripper, and sulking, filthy Murnath. Far below, the gnolls of Tharsekti and of the lesser nations fight wars to vie for a position in this legendary city.

## MIDNIGHT ISLES

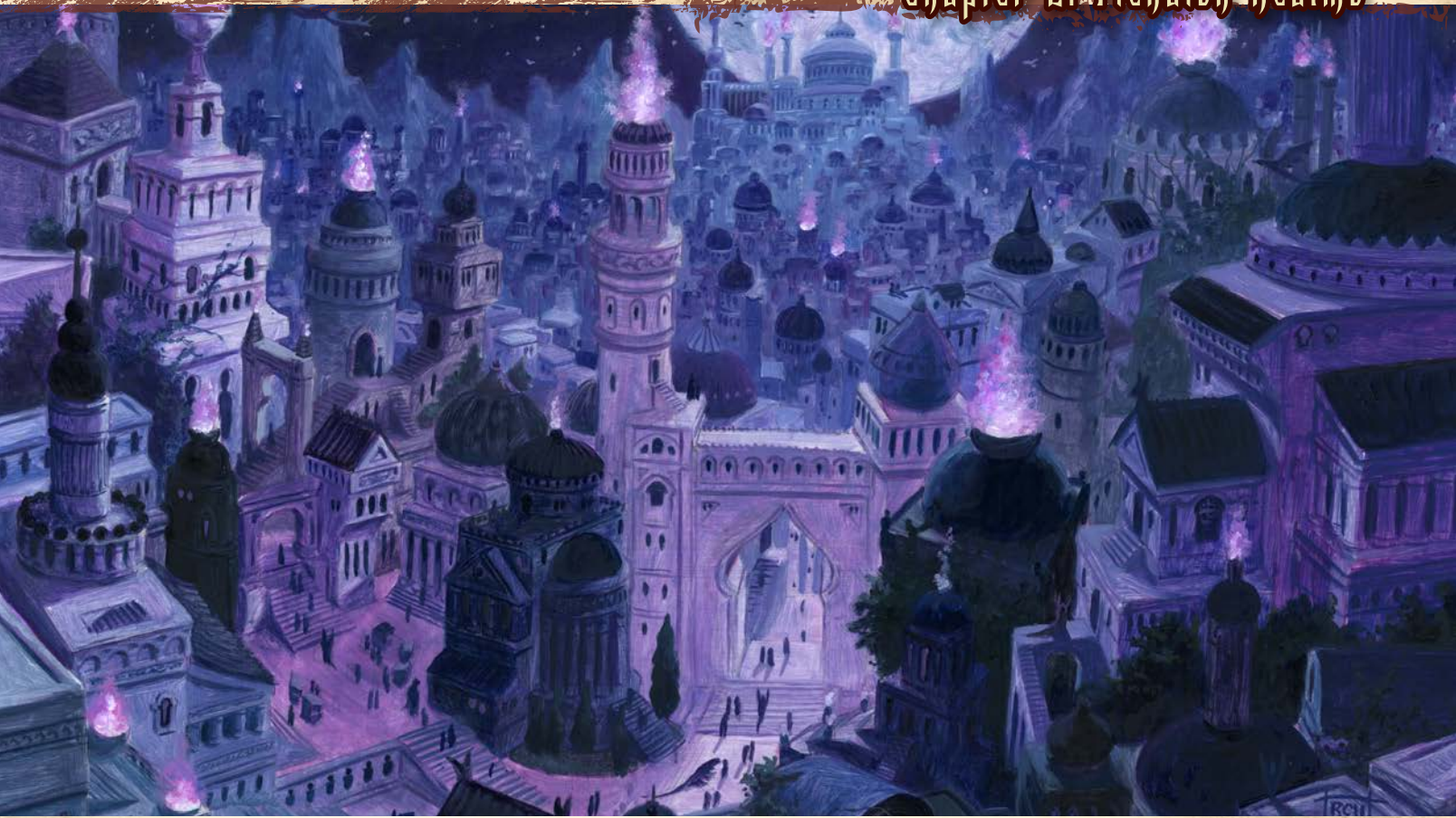
Nocticula's Midnight Isles may not be the largest or the most dangerous of the Abyssal realms, but the islands are without doubt among the most exotic and beautiful locations in the Abyss—perhaps even in the entire Great Beyond. Yet within these idyllic landscapes and breathtaking vistas, the promise of pain and the assurance of a swift death are always close at hand.

The Midnight Isles have never known the light of day, but they are not constantly shrouded in complete darkness. An immense moon rises over the horizon and sets every 8 hours, followed by 8 hours of near darkness. While the moon is up, the islands are bathed in its dim light. After the moon sets, starlike pinpoints of light emerge in the heavens and pale, luminous ribbons periodically slither through the sky, though these do little to lift the veil of darkness.

The archipelago is located on one of the shores of the Abyssal sea of Ishiar. The surrounding waters are on average only a few hundred feet deep, though depths can vary from relative shallows of about 30 feet to drops of 6 or 7 miles. Beyond the islands of Belatruve, Kexervix, Nahyndri, and Zimhain is the distant wall forming the unimaginably vast



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edge of the Abyss itself: an indomitable, night-shrouded cliff that stretches upward into forever.

Of the Midnight Isles, 30 are of particular note, for these formed over the course of eons from the demon lords slain by the realm's ruler, Nocticula. The other islands rose from the remains of other, less powerful entities slain by the Lady in Shadow, such as balor lords, mighty qlippoth, or not-quite-demigod victims from other planes dragged back here to be finished off. The size of each individual island reflects the former power of the demon lord from which it was formed, while the island's inhabitants, terrain, and topography generally match its once-living demon lord's areas of interest.

Alinythia, the largest of these isles, is a dominion created from the remains of Nocticula's first and most deadly competitor for the role of Queen of the Succubi. Nearby is the mountainous isle of Nahyndri, the oldest isle of Nocticula's realm, crowned by purple crystalline glaciers composed of sheets of raw crystals called *Nahyndrian crystals*. These magical crystals formed from the fossilized ichor of the slain demon lord Nahyndri. As if by sheer quantity, the *Nahyndrian crystals*' power has been diluted, and they are nowhere near the quality of crystals formed from other demon lords' remains. The jagged peaks and blasted canyons of Vyriavaxus, where even the monstrous moon of the Midnight Isles never shines, are haunted by shadow demons and bat-like horrors. The isle of Marah is formed from the remains of another of

Nocticula's competitors, a once-powerful succubus of shame and scandals, while the icy crags and glacial sheets of Deluria rose from the corpse-seed of a frozen demon worshiped on a world quite distant from Golarion. The gothic slopes of mountainous Luralune and its death-haunted slave-villagers, the web-shrouded gulches and spires of Bezwarluu, and the gritty ruin-laced sands of Mirogo have their own denizens and secrets, as do all of the Midnight Isles.

The islands' predominant inhabitants are cambions, half-succubi, and tieflings, alongside a substantial number of humans brought here from countless worlds and bred as slaves and sources of entertainment. The populated islands are ruled over by their most powerful residents, invariably unique demons but all paying homage to Nocticula. Other islands lie fallow; either they were never claimed in the first place or their lords were slain in long-forgotten battles. A fraction of every life taken, every hope dashed, and every pleasure enjoyed in the Midnight Isles siphons away from its source to Nocticula, for her to drink in and enjoy. With the consumption of each measure of energy so gathered, her power grows.

**Alushinyrra:** Although dozens of major cities and countless smaller towns can be found on the isle of Alinythia, the sprawling metropolis of Alushinyrra dwarfs them all. It covers an entire island at Alinythia's heart, an urban sprawl of canals, domes, spires, towers, mazelike streets, and twisting alleys. The majority of the buildings in this immense city are made



of porphyry, in colors ranging from regal purples to deep crimson, with highlights of black and white marble and gray basalt. The city's size overwhelms visitors from the Material Plane, for it's built on a scale so grand that only creatures capable of at-will teleportation can truly ever feel at home.

By Nocticula's decree, Alushinyrra—known as the Porphyry City for its reddish-purple colors—is open to all visitors. Our Lady in Shadow knows that with a vibrant mercantile economy comes power, and because Alushinyrra is one of the largest cities in all of the Great Beyond, it draws in a tremendous amount of trade. The city's most prominent export is slaves. The trainers and mistresses that call the Porphyry City home travel across the Great Beyond to gather all manner of creatures for those who are looking for novel experiences or are craving special attentions from slaves that serve as lovers, guardians, meals, or all three. Exquisite clothing, fine jewelry, magical items, and rare spells are also in ample supply, but the largest of these secondary markets in Alushinyrra are the city's burgeoning shipyards.

The city's canals are thick with ship traffic. Travelers from the Abyssal realms of Malvyrea, Mephism, the Slithering Pools, and Vantian come through here daily. Some of the canals flow with the waters of the River Styx, allowing travelers from other planes direct access to certain districts—provided they can navigate the dark, deadly waters. Thanadaemons patrol these canals, for Nocticula has granted these skiff-sailing daemons free access to all of the city's waterways. They eagerly take her up on her generous offer, plying their trade in return for souls, and they are constantly on the lookout for escaped prisoners to capture and drain the life from. These creatures are the closest thing Alushinyrra has to an organized police force, yet even they avoid venturing below into the city's multilevel sewers, a tangled warren of sumps and reservoirs which likely connect to the Abyssal Undersump. Travelers on Alushinyrra's streets might hear rumors that the demon lord Jubilex maintains a den somewhere in the deepest parts of the city—or perhaps even softer whispers that Nocticula

sometimes visits the odious lord of slime for pleasures better left unimagined.

While demons are the most numerous denizens of Alushinyrra, they are far from its only inhabitants. Millions of visitors from throughout the Great Beyond can be found walking the streets alongside the demonic residents or lurking in the Porphyry City's alleys. Nocticula has little concern for the fights that often break out among the

diverse population, as long as the city itself remains largely undamaged.

Of special note are the city's two most powerful citizens, Nocticula and Shamira. Even though Nocticula is the realm's ruler, she is rarely seen, as she spends much of her time within the sprawling expanse of her palace, the House of Silken Shadows, or tending to her countless plots throughout the Great Beyond. Even so, she's never more than a breath away from Alushinyrra, and she depends on her steward, Shamira, to inform her of significant developments that require her direct intervention.

Shamira maintains a position in Alushinyrra as its governor, answering only to Nocticula. Shamira is

known for her ability to seduce through dreams alone, and she prefers to keep an obvious presence in the Porphyry City, proudly and openly walking its streets. Some believe that Shamira hopes this high visibility will eventually lead to her being regarded as the true mistress of Alushinyrra.

## YAD IAGNOTH

While most heroes and scholars assume that demons are the Abyss's only children, the wisest know this to be false. Long before mortal life arose—and, according to certain blasphemous whispers, before even Phrasma came into being—the Abyss was already rife with nightmarish denizens. The qliphoth ruled the Abyss long before protean explorers discovered it, and only an accident of fate saw them cast down from mastery of the plane.

Demonkind now rules the higher rifts—those closest to the rest of existence—but in forgotten realms deep below, the qliphoth persevere. Yad Iagnoth is situated the



YAD IAGNOTH



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highest of these ghastly domains. What lies deeper may be fundamentally inconceivable to mortal minds, and those who have delved deepest into this lore murmur in their rare lucid moments that Yad Iagnoth is the first step to reaching realms entirely beyond the Outer Sphere itself. If this is true, the qliploth serve as a grim warning of what might lie outside.

Much of Yad Iagnoth is quasi-formless—a mucilaginous realm where amorphous horrors prey upon each other as eagerly as upon anyone foolish enough to enter their domain. Fanged pits open and close with staggering suddenness, swallowing up intruders, and the humid air can turn to acidic gas in the blink of an eye. Hideous latticework structures of fleshy material that are used as nesting places by the qliploth rise from the ground or hang unsupported in midair. The largest such structures cause the fabric of the plane itself to blister and fester, opening holes into other realms for the qliploth to slip through and infect. One such blistered wound leads to the nation of Tianjing in Golarion's Tian Xia, where the qliploth oozed through long ago. A celestial army pushed them back, but centuries later, the wards have weakened and the celestials' descendants have lapsed in their duties. Now qliploth swarm around the blistered wound, testing the mortal world's defenses and worsening the tear with their presence as they pour through en masse.

Not all of Yad Iagnoth consists of flesh and quivering slime. Great pillars of black stone pierce the realm in scattered locations, their sides marked with ever-shifting qliploth runes. The pillars are toxic to those in their presence, and they warp the laws of nature in bizarre and contradictory ways. Each pillar is honeycombed with tunnels, which serve as lairs for gorgoros qliploth. Rare and ancient tomes claim that these pillars contain treasures beyond the skill of mortals to create: founts of unmatched magical energy, sources of mythic power, and more. Of course, few attempt to seek these secrets, and even fewer return—and power gained from a qliploth relic is unlikely to leave a mortal unchanged or uncorrupted. The gorgoros, for their part, welcome intruders hungrily.

In places where the gelatinous realm is at its most deliquescent, cancerous swamps and seas form. The fluids of these places are thick with swaying masses of intestinal tendrils, rather than with fish or vegetation. Over time, these tendrils clump together and eventually uproot themselves, forming ravenous nygoth qliploth. Unable to feed directly upon Abyssal quintessence after they detach, these creatures roam the realm's landscape, consuming natives and intruders alike. Elsewhere, especially in the realm's numerous caves and upon the latticework structures, vast masses of fungus swell. Intruders that draw too close are sprayed with gushing spores as the Abyssal fungus attempts to infect them. Spores from these fungal masses are generally the first form of

Abyssal life to pass through newly opened blistered wounds, giving rise to cynthigots. While an individual cynthigot offers little threat, the wise see the wandering parasite for what it is: a herald of imminent planar infection.

The closest thing to civilization that Yad Iagnoth knows are the towering colonies of thulgants. These qliploth build great hives and fill them with petrified or preserved victims and bound servants. Many thulgants employ the deceivers known as utukku qliploth to draw in victims from Material Plane worlds or other Abyssal realms. Despite their intellects and powers as gifted mystics, however, the thulgants are no more welcoming to mortals than any other qliploth. Mortals are fit only to be prisoners, servants, or victims—and the choice is not theirs to make.

At the center of Yad Iagnoth lies a pit filled with a swirling and hypnotic darkness and so gigantic that the far side cannot be seen. Despite what its appearance suggests, it does not lead to deeper realms; those paths are concealed in innumerable voids and crevices throughout Yad Iagnoth. Known as the Vast Scar, it is the mark of Rovagug, the Rough Beast, left behind by the qliploth deity as he gnawed his way out of the deepest parts of the Abyss in eons past. Even after his departure for the rest of the Great Beyond and his eventual imprisonment within the Dead Vault, the scar he left upon Yad Iagnoth still remains. The darkness that infests the pit has an oily, semisentient quality, and beings who gaze into it quickly fall under its influence. The Vast Scar shares the exact shape and breadth of Golarion's Pit of Gormuz, despite being formed long before. Some blasphemous scholars speculate on the implications of this similarity, given the pit's hypnotic qualities; a rare few even dare to suggest that when Sarenrae took up her scimitar to make the stroke that opened the Pit, it was not of her own volition.

## OTHER REALMS

The layers of the Abyss are difficult to codify, for the Abyss is an ever-changing plane. When a layer is claimed by a demon lord, god, or other powerful entity, it can remain stable forever, but the majority of Abyssal layers are unclaimed. These "wild" realms are unstable places, prone to being absorbed or remade by the Abyss according to an unknown agenda. Some of the less volatile wild realms have remained so for the entire span of mortal existence, but others have collapsed in on themselves quite recently or are newborn.

**Ahvoth-Kor:** The realm of Angazhan, the Ravenous King, is an endless tropical jungle growing along the two facing cliffsides of an Abyssal rift. Its inhabitants include fiendish versions of beasts found prowling the jungles of worlds across the multiverse: ravenous dinosaurs, obscenely large insects, toothy carnivorous plants, vicious screeching primates, and winged predators. Gravity on this plane pulls toward the cliff walls, so those who look



up through the jungle canopy see overhead another canopy instead of sky—that of the jungle on the opposing surface. Huge expanses of mist envelop portions of Ahvoth-Kor, and torrential rains pummel the realm frequently, but the growth in this realm is fed more by the blood of its victims than by any rainfall.

**Akigiyat:** One of the deepest known Abyssal realms, this foul place is suspected to be the den of the iathavos qliploth—a colossal, hideous winged beast shunned by all but the parasitic nyogoth qliploth that feed on the detritus and filth the great creature leaves in its destructive wake. No demon lord currently lays claim to the realm; there's little about its barren, rocky hills and cavernous pits worth contesting the rumored iathavos qliploth for.

**Argahoz:** This cavernous realm—dominated by a vast, yawning pit—is but a third of the domain of the bat-god Camazotz. Flocks of demonic bats flit about Argahoz's black depths, along with skittering insectile horrors and shadowy flying demons.

**Ashen Forge:** The Ashen Forge echoes with the toils of the enslaved minions of the dark dwarven god Droskar. His thralls perpetually construct a tangled labyrinth of mine shafts and forges that is just as readily unmade by the Abyss itself. Droskar's workers labor at this task of ultimate futility, spurred on by the scourges of hateful taskmasters. Treasure hunters and mortal dwarves alike ponder rumors of veins of valuable gems and minerals struck daily in this endless toil, thrown aside along with debris, dirt, and stone in the mindless effort to replace the structures consumed by the Abyss.

**Barren Wood:** Mestama rules over this bleak forest of dead and dying evergreen trees. Scattered houses of wood and stone serve as lairs for the many cruel acolytes of the Mother of Witches, who entice unfortunates wandering the dead forest with the smell of a cook fire and the promise of warmth. The wilderness between these seemingly inviting dwellings is populated by black flocks of fiendish crows and ravens, castrated demons seeking out targets on whom to visit their wrath, and mysterious hooded travelers going about the goddess's inscrutable business. Some remote forests on Golarion hold doorways into the Barren Wood—planar traps for the unwary to stumble through.

**Basalfeyst:** Lamashtu created this strange realm by drawing a corner of Hell across the Maelstrom to augment her own realm of Kurnugia. Most of Basalfeyst is made of rocky hills that spontaneously liquefy and then return to solid form, trapping unfortunate travelers in place as easy prey for the carnivorous scavengers that haunt the land. The barghest hero-gods of goblinkind rule over this realm at Lamashtu's sufferance, serving as allies of the Demon Queen. Nomadic tribes of hulking, mutant bugbears wander the place in a constant state of war with one another. Many would-be demon lords have sought to harness these anarchic

armies, but they ultimately find the hordes can't be turned to any purpose beyond unadulterated bloodshed.

**Blood Clefts:** Areshkagal holds dominion over this land of stony crimson hills and gulches that seep rivers of blood. Monuments to the demon lord are scattered across the realm, and legends suggest that fabulous wealth is buried beneath each one, awaiting the first to solve its riddles and puzzles. Areshkagal drills her armies endlessly here, readying them for the frequent assaults on the realm made by her hated half-sister, Aldinach. Numerous vrock dwell here, as do cadres of dretches used by more powerful demonic soldiers as training dummies.

**Bloodpyre Fields:** This cavernous world is the domain of Flauros, the demon lord of fire. Immense volcanic mountains, constantly erupting with rivers of magma, surround a sea of molten rock. Demonic minions of the Burning Maw sail this strange sea in magical ships, carting slaves and harvested larvae to feed their lord's bottomless hunger. A number of balor demons favor Flauros's realm and, with his profane blessing, have built towering keeps on islands in the rivers of lava.

**Cathedral Thelemic:** This massive structure, containing thousands of different rooms over an expanse of square miles, is nestled in a sylvan woodland of deceptive comfort. The enormous building is ruled by the Silken Sin, Socothbenoth, and is designed exclusively for the indulgence of his countless vices. His army of servants, clad in flowing, brightly colored robes and terribly warped by the demon lord's perversity, wander the structure's maze of hallways and chambers, where they see to the needs of their lord and his guests (both willing and unwilling). Incubi and succubi are the most common denizens of this monument of perversions.

**Cerebulim:** This realm, ruled by Haagenti, Lord of Transformation, comprises myriad laboratories, libraries, menageries, torture chambers, and rooms dedicated to occult arts, all of which shift position like pieces of a mighty clockwork contraption. Many alchemists and inventors have weathered the dangers of the River Styx in their effort to reach this place, seeking forbidden knowledge and elusive insights. All but the boldest and luckiest become the subjects of Haagenti's cruel experiments.

**Charnelhome:** The realm of Shax, Charnelhome is a city-sized house perched atop a stony bluff overlooking a bog of thorny, blood-drinking plants. The rooms of this house are cluttered with ingenious traps and defended by hideous bestial guardians. The Blood Marquis is fond of setting captives loose in one wing or another of Charnelhome, delighting equally in their futile attempts to escape the perilous structure and in their inevitable deaths.

**Everglut:** Kabriri lords over this sprawling necropolis of ghouls and other hungry undead. Linked to the River Styx, Everglut's cavernous space contains many winding tunnels that connect to graveyards across the multiverse.



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The expansive libraries found within the necropolis are said to hold the secrets every sentient being has ever taken to the grave.

**Ghahazi:** Xoveron's realm is a vast, ruined city with thousands of leering sculptures carved into its crumbling walls. Beneath this sprawling ruin, which is surrounded by razor-sharp hills of flint and iron, are deep catacombs that supposedly connect to several other Abyssal realms. Travelers who hear this rumor may hope to bypass the Abyss's more lethal routes using Ghahazi as a waypoint, though flights of ancient gargoyles prowling the ruins make meals of many of these sojourners.

**Glutondark:** This realm is a great network of caverns connected by subterranean rivers and yawning chasms, with an enormous green jungle moon adrift at its core. Ruled over by Zevgavizeb, Glutondark is populated by herds of carnivorous dinosaurs and ravening armies of demonic troglodytes that roam the caves and nightmarish jungles, looking only for flesh on which to gorge themselves.

**Ishiar:** The ancient demon lord Dagon rules this vast Abyssal ocean from his underwater city of Ugothanok. The waters of this dark realm teem with vile life, and its shores touch upon many other Abyssal realms. The River Styx, a ribbon of blackness rippling through the surrounding sea, pours through Ishiar, and demonic mariners of every description sail its turbulent waves.

**Ivory Labyrinth:** Minotaurs and demons of every sort inhabit this vast maze. Innumerable esoteric secret societies spread their enigmatic doctrines and vile rituals from headquarters located here, all answering to the realm's ruler, Baphomet. Many souls trapped in the labyrinth wander eternally, being killed and then reforming, over and over again.

**Jeharl:** This is both a realm and a being—an immense fungus capable of extending its tendrils into other worlds to corrupt them. Jeharl is ruled by Cyth-V'sug, who dwells at the center of this spherical parasitic growth. Bizarre dragons, colossal worms, demons, and other

contaminated beings terribly altered by the realm-entity prowl the fungal chambers, seeking sustenance in the form of others unfortunate enough to find themselves in this diseased realm.

**Jhuvumirak:** The demon lord Kostchtchie rules this realm of frozen seas, glaciers, and snow-covered mountains.

His fortress, Skyscar, is carved from one of these great peaks. The icy horrors that call this land home prey on one another, as well as on anyone foolish enough to traverse this wintery domain—a land offended by any source of warmth, be it the light of a torch or the beating of a heart.

**Khavak-Vog:** This hive-like conglomeration of caverns is infested with hordes of vermin ruled over by Mazmezz, the Creeping Queen. This labyrinthine realm is alive with drider, drow, and ettercap servants, as well as her beloved bebiliths, many of which have grown to outrageous sizes. Though many other demon lords loathe the realm and avoid it, at times outsiders use Khavak-Vog to hide artifacts and treasures of great value, though Mazmezz exacts unspeakable payment from those using the hive for such purposes.

**Kuthan:** The great red sun of this parched realm never moves from its zenith, forever beating down on dry savannas, rocky canyons, and vast deserts. Kuthan is Nurgal's domain, and the brutal subjects of the demon lord of deserts and senseless warfare engage in ceaseless battles across these burnt lands. A great number of warlords vie for the cruel lord's favor by planning ever more elaborate and bloody assaults on neighboring fortresses and battlefields.

**Malvyrea:** Sunken catacombs and shipwrecks surround this graveyard island. Home to Menxyr, a nascent demon lord also known as the Coffin Groom, Malvyrea is full of the flotsam of thousands of bloody sea battles and cursed sailors who had the misfortune of slipping through portals into Menxyr's realm. Demons and undead abound in this realm, serving the would-be lord's growing power and feeding his loathsome appetites.

**Mephizim:** Gogunta rules this immense swamp, located within the expansive Abyssal ocean Ishiar. This dreadful,



EVERGLUT



fecund marsh is populated by fiendish amphibians and other monstrous swamp creatures. Many hezrou demons pledge their unholy fealty to the demon lord of boggards, and she grooms them as guides to evil, swamp-dwelling humanoids on mortal worlds. The powerful substances found in her fetid realm lead to a favorite boast among poisoners: "My wares carry the reek of Mephizim."

**Moonbog:** This sprawling realm of fens and marshy plains is shrouded in everlasting night, and a fat, full moon casts its pale light from above. The swampy regions are populated by countless fell beasts, from ravenous hezrous to fiendish froghearts, all feeding on one another as often as on lesser prey. The moors play host to endless hunts by powerful lycanthropes and antipaladins who are devoted to the ruler of this realm, Jezelda. Communities of humanoids kidnapped from a hundred worlds dot the moors, their residents serving as prey for the demon lord and her stalking minions.

**Muravelara:** Gyronna, the Hag Queen, is the putative ruler of this woodland realm—though she's rarely in residence, leaving fiendish hag sorcerers and demon-witches to govern in her absence. Males of any species found in this realm are hunted down like wild animals to be consumed, burned as torches to light the witches' foul rituals, or torn to pieces in bloody frenzies.

**Nesh:** This mountainous realm ranges from snowy peaks and glacial valleys to jungle slopes and swampy lowlands. Zura, the Vampire Queen, allows no sun to rise on her benighted lands. Denizens of a hundred mortal worlds huddle in settlements across Nesh, unaware that they are dwelling in a corner of the Abyss. The towns' cruel and capricious rulers, servants of Zura, are responsible for keeping this secret, maintaining their citizens' ignorance and terror as favored priests of Zura indulge their various appetites.

**Pleroma:** The alluring appearance of this realm is a lie—illusions project a paradise and hide the sinister truth. The demon lord Abraxas governs from Diovengia, his deceptively beautiful city of towers and fortress-libraries, their spaces confused repositories of forbidden lore and forgotten knowledge. Many who come to the Abyss do so seeking

knowledge from these athenaeums, but their custodians, who are clever and malicious demonic beings led by powerful mariliths, demand grueling services and exorbitant payments for access—a price that causes most visitors to regret the ambitions that drove them here.

**Rankarrus:** Nestled deep beneath Argahoz, this realm is a massive cavern filled with ammonia, guano, pestilential air, and demons of unspeakable foulness. Once ruled over by Vyriavaxus, the Lord of Shadows, before he was slain by Nocticula, it's now unclaimed and used as a dumping ground. Even so, rumors that items of real value are discarded here lead seekers to foolishly venture into these contaminated depths.

**Rasping Rifts:** Scholars on Golarion are more aware of this labyrinthine profusion of chasms and canyons than perhaps any other portion of the Abyss, for this realm pierces theirs as the embattled wasteland known as the Worldwound. Deskari, the Lord of the Locust Host, rules this realm of insectile monsters hungry for mortal flesh, where earthquakes that open new rifts constantly shake the land.

**Rift of Repose:** The walls of this hidden chasm are decorated with the fossilized remains of dead demon lords. Though no lord claims this isolated place and its creator is unknown, it's far from empty—the rift is home to demons known as the Curators. These mythic nalfeshnees act as self-appointed custodians, watching

over the giant corpses like stewards of a macabre museum. The righteous have been known to seek out the rift in order to obliterate the cadavers of various slain demon lords, aiming to ensure that their particular evil can never be resurrected. Unfortunately for these crusaders, bodies in the rift that are destroyed have a habit of reforming elsewhere in the realm, and it's not unheard of for some of them to spontaneously resurrect upon reforming.

**Sea of Whispering Sands:** This vast desert realm, ruled by Lamashtu's daughter Aldinach, is an endless sea of dunes interspersed with strange ruined cities created in the demon lord's honor. As the demon lord of sand, scorpions, and thirst, Aldinach has held this parched land for only a short time. Her sister Areshkagal constantly seeks to reclaim this Abyssal territory, but she has yet to overcome the enormous,



## RIFT OF REPOSE



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demonic, scorpion-humanoid hybrids that serve as Aldinach's generals and command her armies of mummified demons.

**Sekatar-Seraktis:** The chaotic and indefinable nature of the Abyss makes it impossible to confirm this underground cavern realm as the center of the Spiral Path. Part of this realm is ruled by the qliploth lord Yamasoth, but the remainder is dominated by 13 bickering balor lords, vavakias, and vrolikai who engage in endless petty conflicts with one another. Fiendish spiders of all sizes spin complex webs throughout the caverns; their unusual silk is coveted by artisans throughout the multiverse.

**Slithering Pools:** This reach of tidal flats and rocky pools stretches for miles into the Abyssal sea of Ishiar. It was once ruled by Ibdurengian, but soon after Aroden's ascension, the fledgling deity and his holy army slew the demon lord. Many adventurers have been attracted to the Slithering Pools by ancient tales that pearls the size of human heads litter the remains of Ibdurengian's coral palace. To date, no explorers are known to have returned from such brazen aquatic ventures.

**Spiral Path:** This network of twisting tunnels is not truly a realm in itself; rather, its labyrinthine passages run beneath and connect every known Abyssal realm. Yhidothrus, the Ravager Worm, formed these tunnels over eons, but he doesn't rule his rocky maze so much as wander it. Along with him travel a host of monstrous leeches and worms, as well as ghosts and corporeal undead, rending the flesh from all they encounter.

**Uligor:** Though Orcus is the ruler of this realm of frozen seas, haunted cities, infested swamps, and ragged mountains, his authority is challenged by a number of thanatotic titans who pay no fealty to the Prince of Undeath. The demon lord's minions include powerful lichs and undead-demon hybrids that populate necropolises and ruins across the realm.

**Undersump:** Jubilex, the Faceless Lord, rules this stinking underground maze. Its sewer-like catacombs wind through the Abyss and connect to the undercities of innumerable Abyssal settlements. As it is also linked to the River Styx, the Undersump is a common destination for those searching the Abyss for rare substances, especially potent poisons. The fumes are uniquely toxic to all life other than the fiendish oozes that crawl about the Undersump's depths. Qliploth are more common here than in most Abyssal realms, making these reeking cesspits and fetid tunnels extraordinarily dangerous.

**Vantian:** Sifkesh, the Lady of Heresy, rules over this realm from the legendary City of Open Windows. Her city sprawls along a vast cliff overlooking the sea of Ishiar, and waves from the violent Abyssal ocean continually erode the cliff. The edges of the city are perpetually collapsing into the waters, forcing its inhabitants to rebuild constantly. The city contains false temples to every known deity, tended

by former clerics of those gods—unfortunates who, in crucial moments when their faith was tested, surrendered to despair and took their own lives.

**Vault of Ten Thousand Deaths:** This sprawling, trap-laden dungeon of iron and stone is ruled by the Razor Princess, Andirifkhu. The blood of countless victims serves as grease for the Vault's deadly contraptions. Portals in dungeons across the multiverse lead to these lethal chambers; those who stumble through such doorways pay the price for their carelessness for all eternity.

**Verakivhan:** This catastrophic realm consists of forever-burning forest, its conflagration fueled by the foul, constant rainfall of violent, flammable storms. Ruled by Urxehl the Trollfather, this inferno is populated by fiendish elementals of every description and demons who revel in the ceaseless calamitous disaster that surrounds them.

**Vlorus:** This kingdom of decay was once ruled by Xar-Azmak, the Lord of Rust, until he and his army were destroyed by the forces of the archdevil Dispaten. It's a realm of refuse and putrefaction, a massive valley filled with millennia's worth of castoffs, ringed by rusting castles and guarded by strange, pernicious constructs and demonic xorns. Some treasured keepsakes and items of power find their way here among the junk and refuse, leading many an adventurer to brave the dangers of this place.

**Winding Wood:** Shivaska, the Chained Maiden, rules over this gloomy woodland and its population of incorporeal demonic spirits and ill-intentioned cloaked figures. At the realm's center is Shivaska's keep, a gigantic prison and workhouse of ceaseless toil known as the Ticking House. Behind the face of its 13-hour clock is a complex system of gears, tended to not by the belligerent clockwork creations that prowl the halls of the Ticking House but by children kidnapped from across the multiverse.

## BEYOND THE BEYOND

The Abyss is vast beyond comprehension and its realms stretch into unimaginable depths within the quintessence of the Outer Sphere. Scholars have long theorized that the deepest of these realms, reaches even qliploth lords fear to venture into, may well extend to something... beyond. No mortal has ever delved deep enough into the Abyss to return with proof of something beyond the Outer Sphere, but buried within the *Book of the Damned* lie compelling hints that there is indeed something outside of all reality—a place where the gods themselves have no domain, and where the very concept of time and space has no meaning. That this is the one portion of the *Book of the Damned* where Tabris hesitated to pen more speaks volumes in and of itself, yet the most disturbing of those notes imply that at least one god dared to enter this realm—and that this god returned to reality forever changed and forever silent about what he endured beyond the beyond.





# Other Fiendish Realms

Hell, Abaddon, and the Abyss may be the most familiar fiendish realms, but many lesser fiends have their own strongholds—and some of these are even found in the Material Plane. These realms are explored briefly on the pages that follow.

## KYTON SANCTUARIES

Just as the First World bridges the space between the Positive Energy Plane and the Material Plane, creating a reality of endless possibility, the Shadow Plane links the Negative Energy Plane to the Material Plane, giving rise to a treacherous place of doubt and dissolution. Yet, even this—the shore of ultimate ruin—is far from uninhabited. While no facet of the Shadow Plane fundamentally aligns the plane with evil (just as no traits of the First World align it with good), certain sinister breeds gravitate toward its shadows. Many are beings that revel in ruin, but others sought out the place, intending to establish a foothold in one of the multiverse's greatest hiding places. Some of the Shadow Plane's most feared residents belong to this latter category.

Kytons originated in Hell, predating devils by countless epochs. In quiet, undiscovered ages they thrived alongside asuras, titans, and stranger beings. Even in these mythic times, they strained to redefine existence in ways both

miraculous and maddening. This time of peaceful, hidden glory ended with the coming of Asmodeus and his legion of Heavenly exiles. Hell's natives rebelled but were ultimately pacified. Rather than being wiped out or subsumed by the newly ascendant devils, the kytons fled. None can say how long it took, but eventually Hell's refugees found sanctuaries far from the Outer Planes, within the labyrinthine darkness of the Plane of Shadow. Since then, the kytons have been denizens of the dark, and in that darkness they've thrived.

Noted here are just a few of the kyton realms that drift through the Shadow Plane. While these are mostly the domains of gods and kyton demagogues, untold other kyton sanctuaries exist.

**Abbey of Nevers:** This constantly unfolding and reconfiguring cathedral served as the beachhead of the kytons' immigration to the Plane of Shadows. Created by the demagogue Aroggus, the abbey is still home to the elder kyton. Within, countless pocket dimensions and links to strange demiplanes create a maze of realities, enough to drive any invader insane—all to protect Aroggus or to hide the entire kyton race, if need be.

**Cerleccade:** This rusted trapezohedron orbits one of the Shadow Plane's innumerable antisuns. Within lies a secret known only to the kytons: a "cradle of Hell" they dragged



## Chapter 2: Fiendish Realms

away in their mythical flight from their former home. No single kyton holds dominion here. Rather, it is a meeting ground—a neutral place where demagogues and the most powerful eremites, collectively called eremite overlords, might trade, share, or exhibit their greatest works.

**Iei:** Known as the Village of Worthies, Iei consists of a line of quaint—if shadowy—houses dividing darkened fields and thick forests. Here, the demagogue Kaikyton deposits her greatest successes. These fused beings and combined species live out their days observed and provided for by Kaikyton's followers. While the residents know not to indulge their base, often predatory instincts upon their neighbors, trespassers are fair game.

**Shevecca:** An island of willow trees is bordered by twin rivers of tears that spiral amid the shadow-stuff. At the center of the island lies an abandoned plantation and an empty manor with a single candle lit within. This is Shevecca, the Sole Candle Estate and home of the demagogue Barravocclair. Here she crafts missives that find their way across the planes, seeking reports of the existence beyond existence and encouraging souls to test the limits of true dissolution.

**Xovaikain:** For eons, this hidden prison held the god Zon-Kuthon. This labyrinthine vault was designed by Abadar to hold Zon-Kuthon as long as light shone upon Golarion's face. When that world entered its Age of Darkness, Zon-Kuthon was released—but he chose not to leave. Reshaping Xovaikain to meet his insane whims, he improved upon Abadar's designs, creating a maze to bury even the most ardent soul in despair. From the depths of the labyrinth, Zon-Kuthon rules over an empire of shadows, tortured souls, kyton adherents, and worse, ever bending his mind toward atrocity and revenge.

### HOLDINGS OF THE RAKSHASAS

Rakshasas are present on nearly every world of the Material Plane, including Golarion. They often hide in plain sight, seeking to corrupt civilization and humanity itself with their influence as wicked rulers, wanton crime lords, unscrupulous trade magnets, and epicurean socialites. They typically live and work their machinations alone, although there are some places where groups of rakshasas collaborate clandestinely to enact generations-long plans of mutually beneficial evil. Regardless, wherever a rakshasa has sunk its claws into a place, evil and suffering are sure to echo for generations. Two of the more prominent rakshasa realms on Golarion are noted below.

**Mharana (Vudra):** The tiny mahajanapada called Mharana is known for its people's hermetic nature, as visitors are allowed into its borders only once each year. This is when the maharajah comes for an annual visit, bringing an impressive caravan of gifts, performers, and colorful displays of wealth in tow. The people of Mharana

do not disappoint as hosts; for 40 days, they wait hand and foot on the maharajah's entourage, showing off their impressive crop yields, beautiful handcrafted jewelry, delectable cuisine, and their utmost devotion to their rajah, a gorgeous woman who shares a name with her kingdom. Mharana's citizens are so attentive and docile that, were the maharajah not so charmed by their hospitality, it might seem suspicious. Indeed, Rajah Mharana is in fact a well-disguised marten-headed rakshasa who has ruled the kingdom in disguise for centuries. She has managed to crush the free will of every one of her citizens, who live, die, and dance at her every whim. Having quashed all hints of internal dissent, Mharana now looks for rituals that would allow her to sacrifice all 1,200 lives in her kingdom in exchange for her ascent into immortality.

**Pasha's Pillow (Pangolais, Nidal):** Nestled deep in the heart of the Nidalese capital's swankiest district—where human socialites, vampiric nobility, and members of the Umbral Court all converge—is the Pasha's Pillow, a sprawling inn and fine-dining establishment. This fabulous enterprise is richly decorated in exquisite velour furniture, with extravagances that include curtains made of rare gemstones and centerpieces formed from flowers woven of gold. Rented rooms, outlandish meals, and the most decadent balls can be found here, all under the watchful eyes of three eccentric sisters who have run the Pillow for decades. Most of the establishment's frivolous customers consider it simply a trendy, indulgent hotspot, a place to see and be seen, but curiously, all who have spent the night or indulged in an epicurean meal here have gone home with certain holes in their memories. In reality, the carefully disguised proprietors—Carlissa, Melina, and Veria—are lioness-headed rakshasas who siphon a bit of life force from each customer who spends time at the Pillow. The sisters keep this life force in the form of stolen and bottled memories, which they store in magnificent amulets around their necks. Soon, after spending lifetimes collecting their unsettling bounty, the sisters plan to shatter their amulets, which will transform all of their living victims into undead scourges and turn those who've died into incorporeal undead poised to tear the city apart from within.

### ONI DAIMYO STRONGHOLDS

When an oni daimyo rises to power, it claims a land to rule—but does not do so openly. For all their power, the oni daimyo know that they can be challenged by the mortals whose lives they dominate, and as such they prefer to operate and influence their lands subtly, working through the actions of powerful oni minions or cultists. Their preference for lands long stained by blood and tyranny allows them the opportunity to revel in the indulgences of mortal flesh without raising much opposition. Lands and realms ruled or influenced by oni daimyo are full of cruelties and vile



acts of hedonism, yet these behaviors seem to spring from mortal life itself rather than from a sinister hand.

While oni daimyo could, in theory, control realms beyond Tian Xia, to date that land has proven expansive enough to sate these powerful outsiders' desires and needs. Tempering their appetites with moderation and subtlety has allowed them to maintain their holdings among mortals for ages without any significant challenge to their rule.

Even as they keep themselves hidden from public knowledge with their potent shapechanging skills and savvy political talents, the presence of an oni daimyo can be felt by those who know what to look for. Evidence of their destructive influence can be seen throughout Tian Xia; it is even theorized that certain oni daimyo helped to engineer the fall of the Lung Wa empire and have been instrumental in the advent of significant natural disasters or wars. Oni daimyo enjoy being surrounded by great luxury—all the better if that lavishness is provided for them by cowering mortals. Presented below are a few of the better-known oni daimyo strongholds.

**Nightford Shrine:** Inma is perhaps the most powerful oni daimyo, yet her stronghold does not reflect such power. Known as Nightford Shrine, this small fortress is located in a hidden valley under the highest peak in the Nightford Mountains in Chu Ye, yet for all its apparent modesty, the underground reaches of this domain are tributes to excess. Extending deep into the Darklands below are vast vaults filled with plundered treasure, gigantic underground menageries that contain creatures sustained by magic (several of which have since gone extinct in the lands above), and sprawling complexes where the most perfect slaves await Inma's call. Within this hold, there is little the so-called Empress of the World is in want of, and she has spent centuries within its walls without setting foot in the world she claims to rule.

**Red King's Castle:** Alone among the oni daimyo, Nataka sees little need to downplay his power and has built his home

in accordance to these convictions. The fortress of Nataka the Red King is the opposite of Inma's modest stronghold. Towering like a mountain on the volcanic border between Dtang Ma and Xa Hoi, the Red King's Castle evokes imagery of the surrounding volcanoes, with perpetual fires burning atop its rooflines and towers. Constructed by countless slaves, the Red King's Castle looms over its gargantuan fire yai and enslaved fire giant inhabitants, and the flame-spewing yokai and burning ghosts that guard its chambers and dungeons below are legendary for their ferociousness.

## XIBALBA

In the misty and indistinct Ethereal Plane lies the home of the sahkils—Xibalba, the Land of Dread. Xibalba is home to most of the multiverse's sahkils, and it is where their tormentor overlords orchestrate their terrifying plans. Those who stumble upon Xibalba while traveling the Ethereal Plane may at first think they have transitioned back to the Material Plane, yet in truth, Xibalba is something else entirely.

As the Ethereal Plane borders all areas of the Material Plane, sahkils can easily slip into the world of mortals through small rifts and tears in the fabric of the realm. They can sometimes even transit through dreams. When very powerful mortals experience strong, vivid nightmares, sahkils can bubble up in the spaces where the Dimension of Dreams rubs

against the Ethereal Plane. In the realm of Xibalba, the mortals are the ones who are visiting and treading in an alien land, yet the result is typically the same—sahkils stalk, attack, and feed, and mortals die in terror.

The entire realm of Xibalba is solid and real, but that doesn't change the source of its matter, for every carved pillar, sinister plant, and splash of blood was formed from the focused fears and terrors of billions of mortals. As a result, raw dread suffuses every fragment of stone and every drop of water in Xibalba, and those who pay close enough attention can sense the promise of a scream of terror throughout this nightmare realm. The very essence of fright maintains the structure of Xibalba, particularly



RED KING'S CASTLE



## Chapter 2: Fiendish Realms

bolstered by those who are under the permanent influence of a sahkil, such as victims of the eternal fear ability of the frightening kimenhuls.

Xibalba is dim and shadowy throughout, but the Land of Dread can be eerily quiet one moment and deafening the next with the wails of millions of terrified victims screaming out at once. The realm's indistinct nature is itself disquieting. Trees seen out of the corner of the eye seem to twist and look at visitors, and familiar whispers periodically sound in creatures' ears. Some report the sensation of insects crawling across their skin or a panicked, anxious feeling deep in their chests.

Each part of Xibalba is a separate study in terror. Dark and quivering veils separate this realm into subdivided concentrations of horror. Within these parts of Xibalba, visitors to the realm (especially wayward mortals and tortured captives) must contend with twisted traps, morally challenging trials, and seemingly impossible tests if they wish to make it out alive with their souls and sanity intact.

Upon first arrival, the realm appears to travelers to be dead and vacant. A creepy, seemingly abandoned and crumbling city spreads across the top of a hill surrounded by a dense forest. A sickening marsh stretches out beyond the forest on one side, and a jagged canyon cuts through the forest's other edge. One section of the forest is frozen and extends out into a vast and lonely tundra. Another portion of the realm is blazing hot, reinforcing the fear of death and incineration in any travelers there. In the center of the city atop the hill stands a massive black stepped pyramid.

Some claim Xibalba's central hill is threaded through with catacombs, ritual circles, torture chambers, and tunnels. The largest entrance to these chambers is through the Black Pyramid that stands at the hill's apex. From within the Black Pyramid, sahkil tormentors plot, bicker, and dream up ever-greater nightmares to unleash upon their victims. It is also said that a gate exists between the Shadow and Ethereal Planes in the heart of the Black Pyramid.

Extraplanar travelers to Xibalba report that the realm's massive caverns are each controlled by a different sect of terrible creatures and manifested horrors. This underground portion of Xibalba is supposedly much larger than the surface realm. In one cavern, blood constantly falls from gathering storm clouds, illuminated by flashes of purple lightning. Hurricane-force winds wail through another, filling the entire region with deafening howls that sound like the tormented

cries of millions of souls. One realm consists of a massive ice-walled cavern the size of a moon, where travelers feel isolated even from those who accompany them and the nearest light or settlement appears ever on the horizon—until the viewer finds herself suddenly walking its streets.

Sahkils are the primary inhabitants of Xibalba, although many of them spend eons drifting in the Ethereal Plane or stalking prey on Material Plane worlds before returning to the Land of Dread. On Xibalba, they prefer to lurk in the numerous shadows and lie in wait, endlessly patient for a mortal to trespass upon their domain.

Other than sahkils, denizens of the realm include animate dreams and ghosts, creatures from the Shadow Plane, phase spiders and xill that wage eternal war in the swaths of forest, and visiting night hags. These visitors help saturate Xibalba with fear and terror. They are generally left to their own devices by the native sahkils, but this is not always the case. Even the most sinister night hags or the most powerful ghosts should tread carefully in a land formed by fear itself!



**ZIPACNA**





# Inside the Book of the Damned

In all the multiverse, no text is more dangerous than the *Book of the Damned*. This tome unflinchingly catalogs reality's endless bounty of outrages and intrigues, and within its pages evils are laid bare, presented with no hint of either condemnation or exaltation. The lore within is terrible, but it is true—and it's still being written.

## LEGEND

The legend of the angel Tabris, who accepted Heaven's charge to create a complete accounting of all knowledge in existence, is a familiar tragedy in the Outer Planes. Tabris wandered through all existence, but he vanished into evil realms and was presumed lost. But after eons, he staggered back to the shores of Heaven, his body bare and bleeding. Before the celestial choirs he presented three ragged, hand-penned tomes: the *Chronicle of the Righteous*, the *Concordance of Rivals*, and the *Book of the Damned*. These, he claimed, fulfilled his charge.

Tabris's peers marveled, but once they investigated the *Book of the Damned*, that wonder turned to horror, and the wayward angel's homecoming became a trial. Heaven's highest court denounced Tabris and his work, judging that the *Book of the Damned* was too dangerous to exist. It was to be destroyed, and Tabris was eternally barred from Heaven.

Yet the *Book of the Damned* never reached the Great Library's vault-kilns. Somehow, the tome vanished from the heart of Heaven itself. It was lost for ages, but an epoch later, pages from the accursed volume began appearing among the ruins of worlds on the Material Plane. Quietly, servants of evil collected these scraps and, over time, reassembled the work into four volumes known by the essence of their profane contents: daemonic, demonic, diabolic, and the apocrypha. Despite pursuit by agents of both purity and corruption, the *Book of the Damned* evaded capture, and gradually the folios migrated across the Material Plane, such that in times of great dread, the chapters of the *Book of the Damned* gather upon a single, unsuspecting mortal world.

Rules for the complete *Book of the Damned* appear on page 4, while rules for its four components appear on pages 198–200. Yet those who gather all of the book's pages can open the way to an endlessly expanding repository plane within the book. Though this isn't exactly a fiendish realm, it is a nexus from which one can watch all the evils of eternity as they unfold.

## VICTIMS

The *Book of the Damned* was never meant for mortal eyes. Even so, over ages of wandering, the elusive tome has granted countless reckless scholars a glimpse of reality's



## Chapter 2: Fiendish Realms

deepest evils. Those who aren't driven to ruin by the book's secrets typically face the knives of covetous thieves, which ensures that the blasphemous volume never lingers in one place for long. At any given time, ambitious fiends, evil cultists, and unscrupulous spellcasters are the most likely guardians of the *Book of the Damned*—the book's disparate pieces are not always found in the hands of mighty beings.

The *Book of the Damned* rarely spends more than a decade in any one creature's possession. This is in part because of its power, which makes it difficult to hide, and its propensity for drawing the scrutiny of extraplanar evils. Yet most who have held and lost the book refuse to let go of it. Over the ages, the blood of a thousand cultists has spilled upon the tome, giving rise to a vicious haunt that jealously tries to tear the *Book of the Damned* from any single owner's grip.

### SERVANTS OF THE BOOK

CR 10

XP 9,600

NE haunt (20-ft.-radius circle centered on the *Book of the Damned*)

Caster Level 10th

**Notice** Perception DC 28 (to hear eerie changing and faint screams)**hp** 20; **Trigger** proximity; **Reset** 1 day

**Effect** This haunt activates at the whim of the multitude of spirits and foul impressions it comprises (at the GM's discretion, but generally not until a single evil creature has owned the *Book of the Damned* for more than a month, or perhaps only after a few rounds after a good creature carries the book). When the servants of the book awaken, the creature with the highest Charisma within 20 feet of the *Book of the Damned* must attempt a DC 21 Charisma check. If the creature succeeds and is evil, there is no effect; the spirits surrounding the tome accept the newcomer's dominance. If the creature succeeds and is not evil, all creatures within 20 feet of the tome must succeed at a DC 21 Will saving throw or be affected as per the spell *nightmare*. If the creature attempting the Charisma check fails, all creatures within the area must attempt saves to resist the *nightmare* effect (as above) and the haunt uses the *telekinesis* spell either to harm a creature or to fling the *Book of the Damned* out of its bearer's possession. The intensity of the spirits that constitute this haunt makes the DC to resist its effects higher than usual. The haunt cannot trigger while in the area of a *hallow* effect.

**Destruction** If the complete *Book of the Damned* is destroyed, the haunt ends.

## BEYOND THE BOOK

Once per day, the bearer of the *Book of the Damned* can cause the tome to disappear into itself, leaving behind an ominous, rippling portal. This passage leads to a demiplane that contains the countless records and confessions that make up the knowledge preserved within the *Book of the Damned*. In effect, the artifact serves as a window into this realm, its pages being changeable glimpses into a sweeping

range of profane topics. The plane appears as a vast miasma of mists and shadowy vapors, billowing continually as though moved by some gigantic lung. Within this expanse, layer upon layer of bone-white platforms move like the pieces of some fantastically complex exploded clockwork device. Each island bears evenly spaced rows of dark crystal tablets that, when touched, unleash a series of diagrams, images, voices, writings, and illusory recreations regarding a single blasphemous topic. These tablets are library stacks of celestial design, any one of which is capable of holding vast stores of information. Every tablet has a topic, and every platform has an organizational schema, though the systems can be difficult for mortal minds to comprehend.

At the center of the demiplane lies a chamber housing the largest crystalline tablet, and entombed within it lies a single singed parchment inscribed with a forgotten rune. Those who use the *Book of the Damned* to enter the demiplane or who seek to leave it find the tome here, manifested on a ledge carved into the tablet. A path leads from this room to the literal heart of the plane, the Unspeakable Word.

The Unspeakable Word is what some call the final page of the *Book of the Damned*. It is Tabris's ultimate crime made manifest: a diseased heart of titanic size bound in chains of burning runes and eternal iron. Through this profane organ, evil thoughts from across the multiverse are drawn into the demiplane and merge with the tablets throughout the expanse, adding an endless litany of evils to the contents of the *Book of the Damned*. The Unspeakable Word has hardness 20,900 hit points and DR 25/epic and good. Any creature that attacks the heart must succeed at a DC 30 Will saving throw or take 1d6 points of Wisdom drain and be panicked for 1d10 minutes. Additionally, the Unspeakable Word is not without protection. The Voice of the Damned (see page 170) manifests if the heart is damaged. If it witnesses a creature threatening the heart, it attacks relentlessly until the trespasser is neutralized. The Voice of the Damned is slain if the Unspeakable Word is destroyed.

This is perhaps the only way for the *Book of the Damned* to fail to chronicle an evil deed—and even then, the reprieve is merely temporary. Even if the Unspeakable Word is destroyed, it remains so only for a time. One year after its destruction, it reappears and begins processing the backlog of sins it left unrecorded—a process that takes only 1d4 months. The Unspeakable Word's restoration also brings the Voice of the Damned back into being.

This demiplane has the following planar traits (as described on pages 184–188 of the *Pathfinder RPG GameMastery Guide*).

- Subjective directional gravity.
- Strongly evil-aligned.
- **Enhanced Magic:** Spells and spell-like abilities with the evil descriptor are enhanced.
- **Impeded Magic:** Spells and spell-like abilities with the good descriptor are impeded.





BOOK OF THE DAMNED DEMIPLANE

1 SQUARE = 5 FEET

- **Nightmares:** Any nonevil creature that attempts to rest within the demiplane must succeed at a DC 30 Will save or be affected by the spell *nightmare*.
- **Nondetection:** Creatures within the demiplane are shielded from all forms of magical detection, even by divine sources.
- **Unholy Manifestation:** The evil essences within the demiplane will occasionally condense into exaggerated manifestations of evil creatures (particularly fiends). These beings usually exist for only 1d10 hours, but during that time they function exactly as true versions of the entities they imitate, save that upon being defeated, such creatures dissolve into noxious vapor. Visitors to the demiplane have at least a 10% chance of encountering such a manifestation in any 24-hour period.

## RESEARCH WITHIN THE BOOK

Those who enter the demiplane within the *Book of the Damned* can use the tablets arrayed throughout to research any evil topic. The sheer volume of information and the galaxy-like complexity of its organization make doing so a challenge. As such, research in the *Book of the Damned* is performed as it might be within a massive library.

The contents of the *Book of the Damned* have two statistics: a complexity rating (the intricacy of its organization) and its knowledge points (abbreviated kp, representing the sum of its information). To research within the *Book of the Damned*, a character must use one of the skills listed in the Research

Check entry below. The collection's complexity rating serves as the DC for research-related skill checks. A character can attempt one Research check for each uninterrupted 12-hour period of research. Characters cannot take 10 or 20 on this check, but such checks can be attempted untrained due to the collection's organization. Each 12-hour period of research grants a cumulative +1 bonus on Research checks. Up to two characters can use the aid another action to assist a researcher.

Succeeding at a Research check reduces the collection's knowledge points, similar to dealing damage to a creature's hit points. As the knowledge points decrease, the collection reveals its secrets. The characters learn information when the collection's knowledge points reach various trigger points. The amount by which a successful check decreases the collection's knowledge points depends on the researching character's class. A character with the ability to attempt any Knowledge check untrained (such as a bard, loremaster, or skald) reduces the collection's knowledge points by 1d12 + the character's Intelligence modifier. Particularly scholarly characters (alchemists, arcanists, investigators, wizards, and so forth, at the GM's discretion) reduce the collection's knowledge points by 1d8 + the character's Intelligence modifier. All others reduce the collection's knowledge points by 1d4 + the character's Intelligence modifier. For every 5 by which a Research check exceeds the library's Complexity rating, the collection's knowledge points are reduced by



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1 additional point. Rolling a 20 on a Research check acts like a critical threat. If the researcher confirms the critical hit by succeeding at a second Research check with the same modifiers, the resulting knowledge point reduction is doubled. Conversely, rolling a natural 1 on a Research check is an automatic failure, and the collection's knowledge points increase by 1d8.

Because of the vast and ever-expanding nature of the *Book of the Damned*, it is impossible for a mortal to ever learn all the secrets within. As such, research within the *Book of the Damned* is defined by what the characters seek to discover. A PC must define what she's looking for before she begins her research. The GM must then determine at which of the trigger points noted below that information might be categorized. Once the PC reduces the collection's knowledge points to the predetermined amount, she gains the knowledge she's seeking. If the character then begins researching another topic, the collection's knowledge points return to full and the character loses any bonuses she gained for attempting consecutive Research checks. In effect, she is treated as though she were researching in an entirely new library.

**XP Award:** Successfully reducing a collection in the *Book of the Damned* to 1 kp grants the PCs the XP award listed below. A single character can gain this experience only once, no matter how many times he uses the book for research.

### THE BOOK OF THE DAMNED

CR 20

XP 307,200

**Complexity Rating** 40

**Research Check** Knowledge (arcana), Knowledge (history), Knowledge (planes), Knowledge (religion), or any other Knowledge skill pertinent to a specific topic being researched

**kp** 100

**Research** A researcher can learn the following lore at the specified kp trigger points. Every revelation has the potential to corrupt, harm, or unhinge the researcher. The DCs to resist these effects are defined relative to the researcher, and they are equal to 10 + the number of 12-hour periods the researcher has been investigating the particular topic + the researcher's Intelligence modifier. The effects associated with these discoveries affect even creatures normally immune to mind-affecting effects. All information obtained and effects incurred as a researcher reduces the collection's knowledge points are cumulative.

**kp 90** Historical accounts of famous villains and atrocities from the researcher's world, or enough information to copy any spell of 1st through 3rd level into a spellbook. The researcher feels as though she's being watched. She must succeed at a Will saving throw or be compelled to briefly and nonviolently abuse an ally with insults.

**kp 80** Truths and conspiracies behind infamous events from the researcher's world, or enough information to copy any spell of 4th or 5th level into a spellbook. The researcher's mind begins to feel heavy, as though something alien has

taken root in her mind. She must succeed at a Will saving throw or spontaneously take 1d4 points of bleed damage.

**kp 70** Details about ancient dooms and villains from other worlds, ecologies of rare species of evil mortal creatures, or enough information to copy any spell of 6th or 7th level into a spellbook. The researcher's mind begins to feel thick with sludge. She must succeed at a Will saving throw or take 1d4 points of Intelligence damage.

**kp 60** Cryptic reports of primeval foulness and secret histories from the researcher's world, corruptive mysteries from other planets, studies into the nature and binding of fiends, revelations on cosmic horrors, or enough information to copy any spell of 8th level into a spellbook. The researcher begins to make subconscious blasphemous connections, giving rise to foul imaginings. She must succeed at a Will saving throw or her alignment permanently shifts one step toward evil.

**kp 50** Overviews of evil-aligned planes and their inhabitants, revelations on the natures and binding rituals of powerful varieties of fiends, the location of portals to evil-aligned planes, truths regarding unfathomable inhabitants of the Material Plane, or enough information to copy any spell of 9th level into a spellbook. Some note sparks a dark fascination unrelated to the researcher's investigation. She must succeed at a Will saving throw or be affected by the spell *geas/quest* to research another, more difficult topic in the *Book of the Damned* at a later point.

**kp 40** Details on specific sites of great evil throughout the planes, biographies of extraplanar villains, notes on how to destroy good-aligned artifacts, or revelations on lichdom. The researcher's imagination is tainted further. She must succeed at a Will saving throw or her alignment permanently shifts one step toward evil.

**kp 30** Maps to sites of evil power across the planes, secrets of non-deity fiends (including true names), notes on how to destroy any artifact, or rituals of incomparable profanity. The researcher opens herself up to the spirits drawn to the *Book of the Damned*. She must succeed at a Will saving throw or be affected as if a ghost had used its malevolence ability on her. This spirit departs if it is driven out—it usually does not attack as a ghost.

**kp 20** The secret biographies of evil demigods, the dwellings and agendas of Great Old Ones, the location of any evil artifact, or accounts of sins valuable to specific planar rulers. The researcher gradually ceases to believe in the distinction between good and evil. She must succeed at a Will saving throw or her alignment permanently shifts one step toward evil.

**kp 10** Secrets the gods don't wish mortals to know—divine failures, specifics of the rebellion in Heaven and the wars against the titans, or the fate of dead deities. Just before the PC gains this knowledge, the Voice of the Damned (see page 170) appears and demands that the character leave forever. If she refuses, the entity attacks.



**kp 1** The darkest truths of reality. Any researcher of less than deity-level power must succeed at a Will saving throw or be permanently affected as per the spell *insanity*. This condition can be removed only if the character loses her memory of whatever truth she's discovered. If the character shares this secret, no one truly believes her. If she somehow presents irrefutable proof, those exposed to this knowledge risk insanity as well.

## KEEPER OF THE BOOK

No physical tome, no matter how magical, could ever hope to contain every facet of the multiverse's endless capacity for evil. Even if it could, the moment of the work's completion would also be the moment it became outdated. Realizing this, Tabris employed an audacious solution. He sacrificed a vestige of himself and locked it in the library-cathedrals hidden within the book's pages. These shades of Heaven's scribe were the embodiments of all he had learned of chaos, evil, good, and law, so they were perfectly suited to judge and record new developments across the planes.

Yet this act, while fulfilling Tabris's charge to record all there is to know in the multiverse, also ensured his exile from Heaven. The celestial choirs simply could not accept their brother's decision to corrupt a piece of himself to create the entity they dubbed the Voice of the Damned, which serves as the *Book of the Damned's* hidden caretaker. When the *Book of the Damned* vanished from Heaven's Great Library, many took it as proof that the Voice might be even more dangerous than they'd imagined. And in the eons since, the Voice's knowledge, obsession, and power have only grown.

The Voice of the Damned is a unique entity bound to the *Book of the Damned's* demiplane. It can never bodily leave that demiplane (except via its malevolence ability), and it always knows the location of every piece of the *Book of the Damned*. It seeks to guard the book, its repository, and the Unspeakable Word at the demiplane's center. As long as the Unspeakable Word is active, the Voice of the Damned cannot be slain for long; it resurrects 24 hours later. It can be permanently killed only if the *Book of the Damned* itself is destroyed.

## VOICE OF THE DAMNED

*Blasphemous pages cloak this creature's gaunt, winged form. Within its depthless hood burns a vortex of otherworldly flame.*

### VOICE OF THE DAMNED

CR 25

XP 1,638,400

NE Large outsider (evil, native)

**Init** +16; **Senses** darkvision 60 ft., *detect good*, see in darkness, *true seeing*; Perception +44**Aura** frightful presence (100 ft., DC 32), *unholy aura* (DC 26)

#### DEFENSE

**AC** 43, touch 35, flat-footed 31 (+12 Dex, +8 natural, +14 profane, -1 size)**hp** 565 (29d10+406); regeneration 25 (deific or mythic)**Fort** +23, **Ref** +28, **Will** +28**Defensive Abilities** *freedom of movement*; **DR** 20/epic, good, and silver; **Immune** ability damage, ability drain, charm effects, cold, compulsion effects, death effects, disease, energy drain, mind-affecting effects, petrification, poison, sonic; **Resist** acid 25, electricity 25, fire 25; **SR** 36

#### OFFENSE

**Speed** 60 ft., fly 180 ft. (perfect)**Melee** 2 claws +42 (1d6+14), 4 slams +42 (1d6+14/19-20), 2 wings +40 (1d8+7) or swarm (8d6 plus distraction)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** blasphemous embrace, consume, malevolence, wracking gaze**Spell-Like Abilities** (CL 25th; concentration +33)Constant—*detect good*, *freedom of movement*, *tongues*, *true seeing*, *unholy aura* (DC 26)At will—*blasphemy* (DC 25), *dimension door*, *greater dispel magic*, *greater shadow evocation*, *greater teleport*, *legend lore*, *mirage arcana*, *persistent image*, *shapechange*, *symbol of fear* (DC 24), *telekinesis* (DC 23), *unholy blight* (DC 22)3/day—*quicken heal*, *mislead*, *symbol of insanity* (DC 26), *symbol of weakness* (DC 25)1/day—*quicken symbol of death* (DC 26), *summon* (level 9, 1 balor, 1 olethrodaemon<sup>82</sup>, or 1 pit fiend 100%), *weird* (DC 27)

#### STATISTICS

**Str** 38, **Dex** 35, **Con** 38, **Int** 35, **Wis** 34, **Cha** 27**Base Atk** +29; **CMB** +44 (+52 grapple, +48 trip); **CMD** 84 (86 vs. trip)**Feats** Combat Expertise, Combat Reflexes, Critical Focus, Flyby Attack, Greater Trip, Greater Vital Strike, Improved Critical (slam), Improved Initiative, Improved Trip, Improved Vital Strike, Multiattack, Power Attack, Quicken Spell-Like Ability (*heal*), Staggering Critical, Vital Strike**Skills** Acrobatics +41 (+53 when jumping), Bluff +40, Diplomacy +40, Disguise +37, Fly +50, Intimidate +40, Knowledge (arcana, planes) +44, Knowledge (dungeoneering, history, local, nobility, religion) +41, Perception +44, Sense Motive +44, Spellcraft +44, Stealth +40, Use Magic Device +37**Languages** Abyssal, Aklo, Celestial, Draconic, Infernal; telepathy 300 ft.; *tongues***SQ** disincorporate, master of symbols, tenacious

#### SPECIAL ABILITIES

**Blasphemous Embrace (Ex)** If the Voice of the Damned grapples a foe, it can, as a swift action, cause its pages to flense the grappled creature. The pages deal the Voice of the Damned's swarm damage. If a creature takes any of this damage, it is subject to the swarm's distraction ability and must succeed at a DC 38 Fortitude saving throw or be nauseated for 1 round. The Voice can have only one embraced target at a time, but it doesn't have to continue grappling in order to maintain the embrace. If the Voice moves more than 5 feet from the pages or dismisses them (a free action), the pages are



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rendered inanimate. Any severe or stronger wind effect or any area attack that would damage a swarm ends the embrace.

**Consume (Su)** If the Voice of the Damned begins its turn with an opponent in its blasphemous embrace, it can attempt a new combat maneuver check as though attempting to pin the opponent. If it succeeds, its foe takes swarm damage and vanishes into a nightmare realm within the Voice of the Damned. The target must be of Large size or smaller. The Voice of the Damned can't consume a creature that has the good subtype or that is affected by *holy aura*. A consumed creature takes 8d6 points of damage each round as it drifts within the Voice of the Damned's accumulated heresies. Nonevil creatures must also succeed at a DC 32 Will saving throw each round or be affected as per the spell *insanity*, though any creature that is deafened or affected by *silence* or a similar effect is immune to the insanity effect. The save DC is Charisma-based. Each round on its turn, a consumed creature can attempt a DC 20 Wisdom check as a full-round action. If the subject succeeds at this check on two consecutive turns, it escapes, emerging into a space adjacent to the Voice of the Damned. The Voice of the Damned cannot attempt to consume an escaped creature again until 24 hours have passed. A consumed creature can also escape by using *plane shift* or similar magic. The Voice of the Damned is stunned for 1 round and forced to expel all consumed creatures if a creature inside casts *holy aura* or summons a creature with the good subtype, or if a creature (either inside or out) targets the Voice of the Damned with *atonement*, *freedom*, or *holy word*. The Voice of the Damned can expel any consumed creature as a move action, causing the victim to appear in any square adjacent to it.

**Discorporate (Su)** The Voice of the Damned can collapse into a cyclone of pages as a free action. All its carried, held, and worn items fall to the ground, and its Strength score drops to 1. The Voice functions as a swarm of Diminutive creatures while discorporated, with a reach of 0 feet (though its space remains unchanged). While discorporated, the Voice maintains its defensive abilities. It loses its claw, slam, and wing natural attacks, but it can make a swarm attack and use its spell-like abilities. The Voice of the Damned can reform into its true form as a full-round action as long as it has at least 1 hit point.

**Malevolence (Su)** As an immediate action, the Voice of the Damned can attempt to merge its body with a creature it has consumed. This ability is similar to a *magic jar* spell (caster level 25th), except that it does not require a receptacle. The target can resist the attack with a successful DC 32 Will saving throw. If the creature fails, the Voice of the Damned vanishes and the possessed creature reappears in its space (along with any other creatures the Voice had consumed). A creature that successfully saves is immune to the Voice's malevolence for 24 hours. The save DC is Constitution-based.

**Master of Symbols (Su)** The Voice of the Damned can speak, read, and write all languages, as per the spell *tongues*. It casts any spell with the word "symbol" in its

name as though its casting time were a standard action, and once per day it can cast *symbol of death* as a swift action. Additionally, it does not need a surface on which to inscribe symbols—they merely float in the air for their duration.

**Tenacious (Ex)** The Voice gains a +8 racial bonus on combat maneuver checks to grapple and a +4 racial bonus to its CMD.

**Wracking Gaze (Su)** The Voice of the Damned has a gaze attack with a range of 50 feet that deals 8d10 points of damage and 1d4 points of Strength damage. A creature that succeeds at a DC 32 Fortitude saving throw negates the Strength damage but not the physical damage. The save DC is Constitution-based.



VOICE OF THE DAMNED









# Chapter 3: Fiendish Influences





# Worshiping Fiends

**T**hose mortal followers who venerate evil outsiders do so for a variety of reasons, but all share one common desire: they hope to derive some sort of benefit from committing themselves, body and soul, to the darker forces of the world. Below is more information about what defines the adherents of specific evil religions.

## ASURA CULTS

As devotees to immortal beings who loathe anything the gods ever created, asura worshipers are often grudge-holding vengeance seekers who blame all the ills in their lives on inattentive or unfeeling deities. Regardless of their personal motivations, asura worshipers believe in a cycle of reincarnation through which they might eventually join the ranks of the outsiders they revere. Thus, they gravitate to each other, seeking to build cults that might do the most damage possible to faiths of all stripes while working toward what they see as individual betterment. To asura worshipers, the asura raras epitomize power consolidated at the expense of hated divinities. Thus, their cults often glorify one or more such beings in their quests of rage.

To hide their irrational hatred of the divine, asura worshipers often masquerade as harmless atheists. Their cults profess to offer knowledge to those who are nursing

newfound grudges against deities, and the cultists often recruit from the ranks of embittered individuals who were turned away from temples or were denied aid from religions claiming to offer compassion. Rarely do asura worshipers openly preach against any faith; those who do are often considered rogues who harm the overall cause and, ironically, might be expelled from asura-worshipping cults as a result.

## DAEMON CULTS

Though some daemon cults venerate daemonkind as a whole and perhaps owe allegiance to particular daemon harbingers or even powerful rank-and-file daemons with dreams of grandeur, more focus on a particular Horseman and that Horseman's field of interest. Apollyon's flock carries and spreads disease, Szuriel's followers spark wars and conflicts, and Trelmarixian's faithful spread blight and famine upon the land—all exceedingly destructive acts that frequently result in the cult burning out and falling victim to its own invoked horror. By comparison, cults of Charon are widespread, but unlike his kindred, he keeps his congregations to a smaller, less obtrusive scale and mandates that they be discreet in their destructive activities. Mortals may conquer famine, cure plague, and live in peace



## Chapter 3: Fiendish Influences

given enough effort, but the specter of natural death lingers over all. These cultists' actions are subtle—infants die from accidents, mortality rates slowly creep up, populations begin to wither as folk expire at younger ages from seemingly ordinary causes—and few think to ask whether there might be some darker magic at work.

Most daemon cults are the result of single fanatic worshipers or even fiendish missionaries who seek to build centers of worship. At other times, those who live in the shadow of disaster appeal to the Horsemen out of fear, wishing simply to placate them and ward off death and other maladies. Though these prayers sometimes appear to work for a time, depending on the particular daemon's desire to draw matters out and demand depraved deeds from its supplicants, the eventual end is inevitably horrific. Often occurring in desperate times, such worship is akin to praying to a cancer or appealing to a forest fire in hopes that it will pass over harmlessly. The Horsemen have no mercy; the future they offer is an unwinnable game that ends in holocaust.

Unlike conventional religions or even cults of demons or devils, the cults of the Horsemen are not ends unto themselves. Rather, since the Horsemen place no real value on mortal worship, their cults serve primarily as proxies for action on the Material Plane, which can feed the daemons' hunger for souls either through the cultists' actions or with their own essences. The daemons sneer at the irony of receiving prayers from the very beings they seek to exterminate, and they grant boons grudgingly and for their own reasons, caring nothing for the idiotic—if useful—fools who kill in their names.

### DEMON CULTS

Although demon lords are not true deities (with the exception of Lamashtu), they are close enough to divine status to serve as objects of worship for mortals. Most demon lords actively encourage worship, for this is one way demonic life flourishes. Demon cults are actively destructive and cruel, and as a result they must often work in secret or base their operations in remote regions where civilization cannot rise against them. Many cults strive to achieve a single goal, such as the destruction of a town, the murder of a number of important nobles, the release of a powerful demon upon the Material Plane, or the ruin and downfall of another religion. Others merely serve as a means for a powerful priest to keep a group of followers (be they a tribe of savage humanoids or a secret society of aristocrats) under control.

The vast majority of divine spellcasters who worship demon lords are clerics. Sometimes serving as leaders of cults or members of the same, while at other times acting on their own agendas, clerics of demon lords are almost always chaotic evil. The nature of their rituals, the forces they expose their souls to, and the sins they must partake in to maintain

their place in their faith inexorably move such worshipers' alignment to chaotic evil.

Some demon lords are particularly fond of corrupting paladins and recruiting them into their service. Paladins who succumb become antipaladins (*Pathfinder RPG Advanced Player's Guide* 118). Although Pazuzu is perhaps the most notorious recruiter of antipaladins, fallen paladins are also known to serve Angazhan, Baphomet, Deskari, Jezelda, Kostchtchie, Lamashtu, Mestama, the Nightripper, Nurgal, Orcus, Shax, Sifkesh, Treerazer, and Xoveron.

Other divine casters, such as inquisitors, oracles, and warpriests, often come to the worship of the demonic out of faith or to gain power, much like clerics. Druids rarely, if ever, worship demon lords, as the very idea of worshiping an Abyssal divinity is anathema to a servant of the natural world. Nevertheless, rumors exist of neutral evil druid circles that venerate demon lords in addition to their own twisted takes on nature.

When a non-divine spellcaster worships a demon, the choice is nearly always due to either an obsession with the demon's associated sins or the perception that worshipping a particular demon lord might reward the character in this life or the next with secrets and powers known to such potent entities. For example, an alchemist or wizard might worship Haagenti in hopes of learning some of that demon's alchemical secrets, while a particularly violent tribe of barbarians might worship Kostchtchie. A rogue might worship Nocticula simply because she represents the path of the assassin, while a witch could well worship Zura out of a desire to eventually transform into a vampire. As a general rule, though, non-divine spellcasters receive no additional rules advantages for worshipping demon lords.

### DEVIL CULTS

The power of Hell lies in order, temptation, and mortal weakness and whim. The lords of the Pit care not for howls in the night and mad rampages, for wasted blood and beastly deeds. Rather, their ways are subtle and suggestive, and for all things there exist rules and methods. The masters of the infernal realm know the capriciousness of mortals and the weaknesses of their hearts. Devils' vision stretches beyond the boundaries of lives and centuries, and their offers promise pleasures as varied and vast as Hell's myriad torments and the fulfillment of every petty dream. Yet there is always a price, which is always the same: an eternity of service to Hell's dark prince. None can doubt that such payment is steep, but mortals constantly believe themselves cannier than their fiendish benefactors or are shortsighted enough to confuse a boon of centuries with eternity. A devil's patience is long and its evil immortal, easily weathering ages of service. In time, every infernal miracle inevitably reveals itself for the trap it is, and no mortal deception can outwit the infernal cunning of Hell.



The temptations of devilkind are many, such being their greatest menace. Few devils appear in smoke and brimstone offering contracts written in blood; rarely do mortals accept such brazen direction to the gates of Avernus. More often, it is a whisper of doubt or a single jealous vision that undoes a lifetime of piety. In other cases, some mortals need but the means to damn themselves, requiring only the proper knowledge, the necessary tool, or an advantageous opportunity. Thus, from the Pit flows an endless stream of lies, evil truths, blasphemies, and instruments of subtle corruption—weapons searching for wielders who would use them upon themselves. In such cases, few even realize that their acts jeopardize their very souls. Yet for all the schemes of devilkind, little satisfies the powers of Hell more than the mortal who is damned not by temptation or ensnarement but by his own strident desire to serve.

Many of the most powerful figures in Hell wield a certain degree of foul divine power they use to tempt mortals into paying them worship, garnering the adoration of cruel mortals. These lords of Hell encourage both unscrupulous individuals and whole cults to seek their favor, and in return for praises and sacrifices, they reward their followers with access to unholy magic and the kinship of devils. While the infernal elite hold power over narrow portfolios, they are treated in all ways as normal deities. Many cultists who pledge themselves to a diabolical lord are evil or amoral clerics. The most fanatical, though—those who would devote themselves body and soul to the goals of Hell—become diabolists, channelers of Hell's secrets and fury.

## DIV CULTS

Those who worship divs—especially adherents of Ahriman, Lord of All Divs, who sprang from the creation of the first genies—are among the most terrifying of the evil faithful. Interested neither in calculated manipulation nor in destruction for its own sake, div worshipers want nothing less than the suffering and annihilation of all mortal life. They hate the spiraling entropy of existence; these misanthropes loathe all they see as well as the very fact that their own hearts beat. Div worshipers are incredibly cynical and often openly hateful, but to further the cause of their evil and esoteric masters, they rarely reveal the true depth of their destructive hearts until they've enacted terrible plans. Like divs themselves, div worshipers are remarkably dedicated and patient. They might spend their whole lifetimes building secret div-centered cults or otherwise furthering their nefarious purposes. Div worshipers are often respected-but-eccentric businesspeople, opaque political leaders, or even priests masquerading as servants of goodly deities. No matter their ruse, div worshipers work tirelessly behind the scenes to advance their own agendas and bring ultimate glory—coupled with mass destruction—to their div lord lieges.

## KYTON CULTS

Kyton worshipers, like the fiends they revere, are singularly obsessed with sadomasochism and torture. They view the kyton demagogues of the Shadow Plane as the pinnacle of self-mutilation and power through bodily augmentation, and most kyton worshipers are not shy about reworking their own flesh in a favored demagogue's image. These fanatics believe they can achieve a higher state of being through painful physical and emotional transformation, and they are adamant about forcing this belief on others as well.

Although they are not particularly prone to forming cults, kyton worshipers practice their beliefs with breathtaking zeal. They ritually mutilate themselves and others, sometimes sacrificing innocents to sate their masters' dark fetishes. As a result, kyton worship is abhorred in most areas, and thus few openly spell out their devotion to the fiends. They instead pursue work as state-sponsored torturers, jailers, and dungeon keepers, or even as hired muscle for violent criminal gangs, keeping their beliefs quiet but finding acceptable professions in which to practice them in the light of day. The exceptions to this rule of discretion are the kyton worshipers of Nidal, where the fiends are considered sacred to Kuthite religion—the most respected Nidalese priests flaunt their kyton ties.

## ONI CULTS

Far more numerous in Tian Xia than in other areas of the world, those who worship the oni daimyo can nevertheless be found in nearly every corner of Golarion. These worshipers are often particularly fanatic, though guarded in publicizing their beliefs, since most members of the general population are unfamiliar with the tenets of daimyo worship, if they have even heard of such a religion. Those familiar with this faith, unless they are wicked themselves, recognize that only the cruelest and most militant would take up the terrible cause.

The faithful of oni daimyos are almost invariably evil soldiers with burning ambitions, military leaders of remarkable cruelty and bloodlust, or misanthropes who admire and covet the power that oni daimyo represent. They seek to glorify the evil outsiders and, since oni dwell on the Material Plane, often take up secret pilgrimages to meet a storied oni or even the heralds of the daimyo to whom they've pledged their souls. An oni daimyo worshiper might go an entire lifetime without encountering another of her faith, but camaraderie is not something these adherents desire. Rather, they wish to harness the power of oni daimyo for themselves, to gain prestige through slaughter, and to do it all to the glory of creatures they believe vastly superior to any other life in the multiverse.

## QLIPPOTH CULTS

A sense of superiority permeates the ranks of those who worship qlippoth lords. These worshipers believe their lieges



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are more powerful and more worthy of praise than other entities thanks to their status as some of the oldest beings in the multiverse. Where devil worshipers might point to the infallible hierarchy of Hell as proof of their supremacy, and demon worshipers the bliss of destruction and indulgence, qliploth worshipers claim that their own beliefs are older than the genesis of both.

Qliploth cults are rare not only since the lords themselves seem inured to any mortal entreaties but also because qliploth who attract too much mortal attention are either exiled, eventually transforming into demon lords, or murdered by their own. Still, there is a small contingent of mortals convinced that qliploth lords are the only true masters of the universe. There is no arguing with these strange fanatics, who are destructive and ruinous almost beyond compare.

### RAKSHASA CULTS

It might seem mad to worship creatures as threatening to mortal life as rakshasas. Indeed, many of those who worship rakshasas are raving lunatics, nurturing obsessions with power and destruction and hypocritically combining self-loathing and superiority complexes. However, others who worship rakshasas are quite the opposite: cunning sycophants convinced that by serving rakshasas, they secure for themselves places of power and prestige at a fiend's side.

Regardless which category worshipers fall into, they're unfailingly loyal, whether they worship a rakshasa or a rakshasa immortal whose power actually approaches that of a true god. Adherents to the cults of rakshasa immortals will do anything for their lieges, including taking their own lives, should their manipulative lords demand it. Just like a rakshasa never reveals itself to the greater public, those who worship rakshasa immortals—or who simply work for a rakshasa as part of their larger faith—take great pains to hide the fact that they serve these selfish fiends. To best help infiltrate and destroy a hated society, rakshasa worshipers might assume any role, from a beggar on the street to the leader of a merchant guild to the mayor of a city.

### SAHKIL CULTS

The lure of worshipping sahkil tormentors is intoxicating to those with a penchant for exerting control through the power of fear. To such individuals, sahkil tormentors offer an intensely personal route to enlightenment and growth at the expense of their victims. These worshipers visit terror upon those they dislike in ways they themselves find most delicious, all the while giving praise to the sahkil tormentors they believe understand them the most. These worshipers look to sahkil

tormentors with awe, hoping that their own predations and the torment they inflict upon their victims might someday become a shadow of what their patrons find pleasing.

Where pockets of sahkil worshipers exist, their devotion to committing acts of terror is intense. Worshipers' power seems to compound as their numbers expand. While one worshiper might seem a strange outlier, a few can wreak havoc upon a peaceful settlement, and an influx can decimate normalcy itself. Thus, new converts often set upon pilgrimages to find others who share their faith, each hoping one day to help collectively inflict enough terror to make the sahkils proud.



FIEND WORSHIPER



## FEATS

Fiends and their worshipers often make use of these feats.

### CHAIN MASTERY (COMBAT)

You wield spiked chains with effortless lethality.

**Prerequisites:** Dex 15, Exotic Weapon Proficiency (spiked chain).

**Benefit:** You treat a spiked chain as a one-handed martial weapon for all purposes. You can still choose to wield a spiked chain as a two-handed weapon, and if you do so, you gain a +2 bonus on combat maneuver checks to disarm or trip foes with your spiked chain.

### DAMNED DISCIPLE

Your diverse experiences influence your choice of boons.

**Prerequisite:** Fiendish Obedience.

**Benefit:** When you gain boons through the Fiendish Obedience feat, you can choose an evangelist boon or an exalted boon, but once you select this boon, it can't be changed. In addition, choose two skills; you gain a +2 profane bonus on checks with those skills.

### DAMNED SOLDIER

Your favored boons reflect your martial predilections.

**Prerequisite:** Fiendish Obedience.

**Benefit:** When you gain boons through the Fiendish Obedience feat, you can choose a sentinel boon or an exalted boon, but once you select this boon, it can't be changed. You gain a +1 profane bonus on weapon damage rolls with your god's favored weapon.

### DANCE OF CHAINS (COMBAT)

In your hands, a spiked chain dances like a living thing.

**Prerequisites:** Dex 15, Chain Mastery, Exotic Weapon Proficiency (spiked chain), Weapon Finesse, Perform (dance) 1 rank.

**Benefit:** When wielding a spiked chain one-handed, you can add your Dexterity modifier instead of your Strength modifier to that weapon's damage. The spiked chain must be one appropriate for your size. During your turn, you treat your reach with the spiked chain as 5 feet greater. You lose these benefits while fighting with multiple weapons or when using a shield (but not when using a buckler).

### DEADLY HORNS (COMBAT)

Many tieflings bear horns as an overt mark of their fiendish heritage; you have learned to use yours as a weapon.

**Prerequisites:** Base attack bonus +1, tiefling.

**Benefit:** You gain a gore natural attack that deals 1d6 points of damage. Due to the awkwardness of attacking this way, you can't make a gore attack and other natural weapon

attacks as part of the same full attack. Treat your gore attack as a secondary attack if you also attack with a manufactured weapon as part of a full attack in a round.

### FIENDISH OBEDIENCE

Your devotion to a fiendish patron (be it a deity, demigod, or quasi deity) is so great that daily prayer and minor sacrifices grant you special boons.

**Prerequisites:** Knowledge (religion) 3 ranks; must worship a fiendish deity, demigod, or quasi deity (such as any of the entities presented in Chapter 1 of this book).

**Benefit:** Each fiend requires a different daily obedience, but all obediences take no more than 1 hour per day to perform. You can combine the ritual of obedience with the time needed to prepare your spellcasting for the day. Once you've performed an obedience, you gain the benefit of a special ability or defense as indicated in the "Obedience" entry for the fiend to whom you performed the obedience.

If you have at least 12 Hit Dice, upon undertaking your obedience, you also gain the first boon granted by your fiend. If you have at least 16 Hit Dice, you also gain the deity's second boon. If you have 20 Hit Dice or more, you also gain the deity's third boon. Unless a specific duration or number of uses per day is listed, a boon's effects are constant.

When you gain boons from Fiendish Obedience, you typically gain that fiend's exalted boons. If you take the Damned Disciple or Damned Soldier feat, you can choose instead to take a sentinel or evangelist boon as appropriate. Certain prestige classes also alter which category of boon you gain. Regardless, once you select a boon, you can't normally change the type of boon you've selected at a later date (unless taking levels in a specific prestige class retroactively changes your boons).

The demoniac, diabolist, and souldrinker prestige classes (see pages 208–213) grant access to these boons at lower Hit Dice as a benefit of their prestige class. For each of these classes, you must select whether you want to take the evangelist, exalted, or sentinel boons; once you make that choice, you are locked in to that category of boon (and previous boon choices retroactively change as appropriate).

If you ever fail to perform a daily obedience, you lose all access to the benefits and boons granted by this feat until you next perform the obedience.

### FIENDISH SERPENT

While transforming into a serpent is most common among fiendish servants of serpentine demigods such as Abraxas or Geryon, worshipers of any fiend might assume this shape.

**Prerequisites:** Bipedal body shape, non-native outsider with the evil subtype.

**Benefit:** You slither upon a serpentine tail that has replaced your legs. This grants you a climb speed and swim speed equal to your base speed, and you can't be tripped.



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Table 3–1: Feats

Feat	Prerequisites	Benefit
Chain Mastery	Dex 15, Exotic Weapon Proficiency (spiked chain)	Wield spiked chain in one hand, gain bonuses when wielding spiked chain two-handed
Dance of Chains	Chain Mastery, Weapon Finesse, Perform (dance) 1 rank	Add Dex modifier instead of Str modifier to damage with spiked chains, reach with spiked chains 5 feet greater during your turn
Deadly Horns	Base attack bonus +1, tiefling	Gain a gore attack
Fiendish Obedience	Knowledge (religion) 3 ranks, must worship a fiend	Gain access to a fiend's exalted boons
Damned Disciple	Fiendish Obedience	Gain access to evangelist boons and a +2 profane bonus to 2 skills
Damned Soldier	Fiendish Obedience	Gain access to sentinel boons and a +1 profane bonus on weapon damage rolls with favored weapon
Fiendish Serpent	Bipedal, non-native evil outsider	Gain climb and swim speeds, can't be tripped
Fiendish Wings	Non-native evil outsider	Gain a fly speed
Nightmare Chains	Kyton subtype, 5 or more Hit Dice	Gain or enhance dancing chains ability
Sacrificial Potency	Evil outsider, one or more racial spell-like abilities	Replenish use of a racial spell-like ability by sacrificing a creature
Soul-Powered Magic	Any evil alignment, caster level 5th	Use a captured soul as an expensive material component to cast a spell

### FIENDISH WINGS

You have great wings capable of bearing you aloft. The wings you gain this way vary, from the bat-like wings common among demons and devils, to the feathered wings of Szuriel's generals, to the stretched-skin membranes of kytons.

**Prerequisite:** Non-native outsider with the evil subtype.

**Benefit:** Your wings grant you a fly speed equal to your base speed with good maneuverability.

### NIGHTMARE CHAINS

Chains are a kyton's inheritance and dominion.

**Prerequisites:** Kyton subtype, 5 or more Hit Dice.

**Benefit:** You gain the kyton's dancing chains ability (*Pathfinder RPG Bestiary* 185), except you can control only up to two chains this way. This grants you two chain attacks, which deal damage as per a spiked chain made for a creature of your size. If you already have the dancing chains ability, you can control two additional chains.

**Special:** At the GM's discretion, non-kyton outsiders can select this feat if they have a thematic link to chains (such as horned devils or demonic servants of Shivaska).

### SACRIFICIAL POTENCY

Your powers wax with the deaths of mortals.

**Prerequisites:** One or more racial spell-like abilities, outsider with the evil subtype.

**Benefit:** Whenever you perform a coup de grace that kills a creature, choose a racial spell-like ability you have that is usable a limited number of times per day (but not more limited, such as once per week or once per month). The spell-like ability's spell level must be equal to or less than half the victim's Hit Dice. You regain a use of that spell-like ability.

This has no effect if you haven't expended any uses of that spell-like ability.

In addition, you can gain this benefit when an ally within 30 feet performs a coup de grace that kills its victim. The ally must openly proclaim that the killing is done in your name. This otherwise acts as if you had performed the coup de grace yourself.

You can gain this feat's benefit only once every 24 hours.

### SOUL-POWERED MAGIC

You can use captured souls as material components.

**Prerequisites:** Any evil alignment, caster level 5th.

**Benefit:** When casting a spell would require an expensive material component, you can substitute a captured soul in its place. The soul can be captured in any way (the spells *create soul gem*, *soul trap*, and *trap the soul* are the most common methods), but you must be able to touch the soul or the object in which it is trapped (usually a crystal or gem) to use it as a material component. Using a soul in this way does not harm the object in which it was trapped. The soul itself must be at least equal in value to the gp cost of the material component you are replacing (any excess gp value is lost). See the sidebar on page 191 for the gp values of various souls.

A soul used as a material component is damaged but not destroyed. Once used, such a soul is no longer trapped and cannot be used as a material component again. A creature whose soul has been used as a material component cannot be restored to life via *raise dead*. *Reincarnate*, *resurrection*, and *true resurrection* can restore such a creature to life if the caster succeeds at a DC 20 caster level check. *Miracle* and *wish* can restore the creature to life without requiring a caster level check. Using Soul-Powered Magic is an evil act.



## DOMAINS AND SUBDOMAINS

Subdomains were first introduced in *Pathfinder RPG Advanced Player's Guide*; the rules for how subdomains function can be found on page 86 of that book. In addition to granting access to the initial subdomains presented in the *Advanced Player's Guide*, many of the fiends in this book grant access to additional specialized domains and subdomains; all of these domains and subdomains are detailed below.

### ARSON SUBDOMAIN

You express your devotion to your fiendish patron by setting the world ablaze and reveling in the glory of fire as it consumes and burns.

**Associated Domain:** Fire.

**Replacement Power:** The following granted power replaces the fire bolt power of the Fire domain.

**Call Fire (Su):** As a standard action, you can stretch out your hand toward any visible fire source within 60 feet and beckon it toward you. This causes a ribbon-thin streak of fire to approach you in a straight line through the air. Any creature directly in the fire ribbon's path takes 1d4 points of fire damage; a successful Reflex save (DC = 10 + half your class level + your Wisdom modifier) negates this damage. When the ribbon of fire reaches your hand, it either extinguishes or lights a flammable object of your choice that you're holding. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Replacement Domain Spells:** 2nd—*flaming sphere*, 5th—*flame strike*, 7th—*delayed blast fireball*.

### DRAGON SUBDOMAIN

You have an innate connection to dragons and their kin.

**Associated Domain:** Scalykind (see page 181).

**Replacement Power:** The following granted power replaces the serpent companion ability of the Scalykind domain.

**Dragonbreath (Su):** At 4th level, you can use a breath weapon once per day as a standard action. When you gain this ability, choose what kind of damage your breath weapon deals: acid, cold, electricity, or fire. Once you make this choice, you can't change it later. Your breath weapon fills a 15-foot cone and deals 3d6 points of damage; this damage increases by 1d6 points at every even-numbered level you gain beyond 4th level. A creature hit by your dragonbreath attack can attempt a Reflex save (DC = 10 + half your class level + your Wisdom modifier) to take half damage. At 9th level, you can use this ability two times per day, and at 14th level, you can use it three times per day.

**Replacement Domain Spells:** 3rd—*draconic reservoir*<sup>APG</sup>, 4th—*dragon's breath*<sup>APG</sup>, 6th—*form of the dragon I*.

### ENTROPY SUBDOMAIN

You seek to bring about the end of all things.

**Associated Domain:** Chaos.

**Replacement Power:** The following granted power replaces the chaos blade power of the Chaos domain.

**Hasten the End (Su):** At 8th level, as an immediate action upon successfully landing a melee attack on a creature, you reduce the remaining duration of all beneficial magical effects currently affecting the target by 1 round, minute, hour, or day—whichever measurement is used to determine the duration of each particular magical effect. You can use this ability once per day at 8th level, and an additional time per day for every 4 levels beyond 8th.

**Replacement Domain Spells:** 1st—*entropic shield*, 3rd—*dispel magic*, 5th—*confusion*, 7th—*destruction*.

### FEAR SUBDOMAIN

You relish the feeling of power that rises in you when your enemies quake before you in fear.

**Associated Domain:** Evil.

**Replacement Power:** The following granted power replaces the scythe of evil power of the Evil domain.

**Feed on Fear (Su):** At 8th level, as an immediate action upon successfully landing a melee attack on a creature that is already suffering from a fear effect, you deal 2d6 extra points of damage and gain an equal amount of temporary hit points. These temporary hit points last for 24 hours or until lost. You can use this ability once per day at 8th level, and an additional time per day for every 4 levels beyond 8th.

**Replacement Domain Spells:** 1st—*cause fear*, 3rd—*scare*, 4th—*fear*.

### FLOTSAM SUBDOMAIN

You know that the sea's bounty takes many forms, including hidden treasures among refuse.

**Associated Domain:** Water.

**Replacement Power:** The following granted power replaces the cold resistance power of the Water domain.

**Sift (Su):** At 6th level, once per day you can reach into water as a standard action and pull out an object with a maximum gp value of up to 50 gp × your class level. This object always has the broken condition upon being withdrawn from the water. The water you reach into must be at least deep enough to fully immerse yourself in. At 12th level, the objects that you retrieve are not broken. At 20th level, you can retrieve objects worth up to 5,000 gp. If you're retrieving an object that would not normally float, assume it rests on top of or is entwined with debris that does float. Objects retrieved in this manner disappear after 24 hours if they're not already used up or otherwise destroyed before then.

**Replacement Domain Spells:** 2nd—*make whole*, 5th—*major creation*, 6th—*animate object*.



## Chapter 3: Fiendish Influences

### ISOLATION SUBDOMAIN

You find strength and inspiration in the solitude found in the remote corners of the universe, where many others would find only despair. From emptiness, you draw power and faith.

**Associated Domain:** Void (see page 182).

**Replacement Power:** The following granted power replaces the part the veil power of the Void domain.

**Aura of Isolation (Su):** As a standard action, you can create a 20-foot aura that causes enemies within to be overcome with feelings of isolation and loss. Your enemies treat the aura as difficult terrain, as they become sluggish within its area of effect. Furthermore, while within the aura, your enemies can't flank with one another, nor can they use or benefit from the aid another action. The aura lasts for a number of rounds equal to 3 + your Wisdom modifier, but the rounds need not be consecutive. This is a mind-affecting emotion effect.

**Replacement Domain Spells:** 4th—*crushing despair*, 6th—*wall of force*, 8th—*prismatic wall*.

### MOON SUBDOMAIN

Even amid the darkness of night, the power of the illuminating moon has always fascinated you, be it the poetic beauty of its lunar glow or the more feral urges it stirs in the mind of a lunatic.

**Associated Domain:** Darkness.

**Replacement Power:** The following granted power replaces the eyes of darkness power of the Darkness domain.

**Moonfire (Su):** At 8th level, as a standard action, you can shoot a blast of divine moonlight from your eyes as a ranged touch attack against a single target within 30 feet. Moonfire deals 1d8 points of damage per 2 class levels you have, and the target is dazzled for 1 round per class level you have. Moonfire deals 1d10 points of damage per class level you have against lycanthropes. You can use this ability once per day at 8th level, and one additional time per day for every 4 levels beyond 8th.

**Replacement Domain Spells:** 1st—*faerie fire*, 4th—*moonstruck*<sup>APG</sup>, 6th—*dream*.

### REVELRY SUBDOMAIN

You know how to best celebrate the good times in life and find inspiration and power in the act of celebration, be it the rambunctious energy of a frenzied festival or the passionate fury of a sacrifice.

**Associated Domain:** Chaos.

**Replacement Power:** The following granted power replaces the chaos blade ability of the Chaos domain.

**Intense Celebration (Su):** At 8th level, spells you cast that confer a morale effect upon you or your allies are automatically affected as if by the Extend Spell metamagic feat, but with no increase in spell level.

**Replacement Domain Spells:** 2nd—*hideous laughter*, 3rd—*good hope*, 6th—*heroes' feast*, 8th—*irresistible dance*.

### RIVERS SUBDOMAIN

Freshwater rivers and streams are the lifeblood of both you and the land.

**Associated Domain:** Water.

**Replacement Power:** The following granted power replaces the icicle power of the Water domain.

**Current Flow (Su):** As a free action, you can increase either your base speed or your swim speed by 10 feet. While swimming, you gain a bonus on Swim checks equal to half your class level (minimum 1). These effects last for a number of rounds equal to your Wisdom modifier (minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Replacement Domain Spells:** 1st—*hydraulic push*<sup>APG</sup>, 2nd—*slipstream*<sup>APG</sup>, 5th—*elemental body II*, 6th—*fluid form*<sup>APG</sup>.

### SAURIAN SUBDOMAIN

Few creatures demand respect like the mighty dinosaur.

**Associated Domain:** Scalykind (see below).

**Replacement Power:** The following granted power replaces the serpent companion ability of the Scalykind domain.

**Dinosaur Companion (Ex):** At 4th level, you gain the service of a loyal animal companion. Your effective druid level for the purpose of this animal companion is equal to your class level – 2. You must choose a dinosaur as your companion.

**Replacement Domain Spells:** 4th—*summon nature's ally IV* (deinonychus or pteranodon only), 5th—*beast shape III*, 7th—*summon nature's ally VII* (brachiosaurus or tyrannosaurus only).

### SCALYKIND DOMAIN

You are a true lord of reptiles and see divinity in such creatures.

**Granted Powers:** Below are the granted powers for the Scalykind domain.

**Venomous Stare (Sp):** As a standard action, you can activate a gaze attack with a 30-foot range. This is an active gaze attack that can target a single creature within range. The target must attempt a Will save (DC = 10 + half your class level + your Wisdom modifier). If the target fails, it takes 1d6 points of nonlethal damage + 1 point for every 2 class levels you have and is fascinated until the beginning of your next turn. You can use this ability a number of times per day equal to 3 + your Wisdom modifier. This is a mind-affecting effect.

**Serpent Companion (Ex):** At 4th level, you gain the service of an animal companion. Your effective druid level for the purpose of this animal companion is equal to your class level – 2. You must choose either a viper or a constrictor snake (*Pathfinder RPG Core Rulebook* 54) as your companion.

**Domain Spells:** 1st—*magic fang*, 2nd—*animal trance*, 3rd—*greater magic fang*, 4th—*poison*, 5th—*animal growth* (reptiles only), 6th—*eyebite*, 7th—*creeping doom* (takes the form of Diminutive reptiles), 8th—*animal shapes* (reptiles only), 9th—*shapechange*.



## SLAVERY SUBDOMAIN

You believe the natural order of the world is for the strong to subjugate the weak, so you work to spread slavery.

**Associated Domain:** Law.

**Replacement Power:** The following granted power replaces the staff of order power of the Law domain.

**Master's Yoke (Su):** At 8th level, you can attempt to assert your dominance over any visible creature within 30 feet by declaring the target your property. The target can resist this effect with a successful Will save (DC = 10 + half your class level + your Wisdom modifier). If the target fails the save, it is affected as if by *dominate monster* for a number of rounds equal to half your class level. The target can choose to ignore any order you give and instead take 2 points of Constitution damage and become staggered for 1 round. You can use this ability once per day at 8th level, and an additional time per day for every 4 levels beyond 8th. This is a language-based mind-affecting effect.

**Replacement Domain Spells:** 1st—*charm person*, 5th—*dominate person*, 8th—*binding*.

## TORTURE SUBDOMAIN

You revel in the pleasure of causing pain, whether to extract information or simply for the sake of causing suffering.

**Associated Domain:** Destruction.

**Replacement Power:** The following granted power replaces the destructive smite power of the Destruction domain.

**Painful Smite (Su):** Prior to making a melee attack roll, you can choose to convert all damage from that strike into nonlethal damage, adding your Wisdom modifier to the damage. If your attack hits, as a free action you can attempt an Intimidate check to demoralize the target. You gain a bonus on this Intimidate check equal to the amount of nonlethal damage dealt by the painful smite. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Replacement Domain Spells:** 2nd—*pain strike*<sup>PG</sup>, 5th—*symbol of pain*, 8th—*demand*.

## TYRANNY SUBDOMAIN

Nothing—not even the suffering of others—stands between you and the power you seek.

**Associated Domain:** Law.

**Replacement Power:** The following granted power replaces the staff of order power of the Law domain.

**Tyrannical Strike (Su):** At 8th level, as an immediate action upon successfully landing a melee attack on an opponent, you can choose to forgo the damage (but not any other effects of the attack) to instead affect the creature you hit as per a *greater command* spell, with a caster level equal to your class level. You can use this ability once per day at 8th level, and an additional time per day for every 4 levels beyond 8th.

**Replacement Domain Spells:** 1st—*command*, 3rd—*bestow curse*, 7th—*symbol of persuasion*.

## VENOM SUBDOMAIN

Poison may not course through your veins, but it's ever on your mind and plays a vital part in your faith and your daily worship. You understand the power of toxin, and while it burns you as surely as any other, you see the true potential in its painful caress and seek to introduce others to the visions and revelations that poison can bring.

**Associated Domain:** Scalykind (see page 181).

**Replacement Power:** The following granted power replaces the venomous stare power of the Scalykind domain.

**Venomous Saliva (Su):** Just as certain serpents can spray poison from their fangs, as a swift action, you can spit a gout of life-stealing venom onto a weapon you are wielding. The poison lasts for 1 minute or until you make an attack with that weapon that injures a foe.

**Life-Stealing Venom:** Injury; save Fort DC 10 + half your class level + your Wisdom modifier; frequency 1/round for 3 rounds; effect 1 Con damage; cure 1 save.

You can use the venomous saliva ability a number of times per day equal to 3 + your Wisdom modifier.

**Replacement Domain Spells:** 2nd—*pernicious poison*<sup>UM</sup>, 6th—*cloudkill*.

## VOID DOMAIN

You can call upon the cold darkness that exists between the stars, and you see inspiration in the eldritch truths hidden in those dark spaces. Some may speak of secrets mortals were never meant to know, but you understand that these are the timid cries of cowards and fools.

**Granted Powers:** Below are the granted powers for the Void domain.

**Guarded Mind (Ex):** Your mind and soul alike draw strength from the strange secrets and mystic truths of the void. You gain a +2 insight bonus on saving throws against mind-affecting effects.

**Part the Veil (Su):** At 8th level, as you cast spells, you can lace them with the raw madness that waits in the outer darkness. Using the part the veil ability is a swift action you must activate during the casting of a spell that targets a single creature and that allows a Will saving throw to negate or reduce the spell's primary effect. If the target fails to resist the spell, the target is also confused for a number of rounds equal to the spell's level as visions of the void cause temporary insanity. The victim can attempt a new saving throw each round to end the effect; these additional saving throws apply only to the additional confusion effect and not to the original spell effect. Part the veil is a mind-affecting effect. You can use this ability a number of times per day equal to half your class level.

**Domain Spells:** 1st—*feather fall*, 2nd—*levitate*, 3rd—*fly*, 4th—*lesser planar binding*, 5th—*overland flight*, 6th—*planar binding*, 7th—*reverse gravity*, 8th—*greater planar binding*, 9th—*interplanetary teleport*<sup>UM</sup>.



# Chapter 3: Fiendish Influences

## SPELLS

The *Book of the Damned* contains numerous spells, most of which involve the invocation of foul power drawn from Hell, Abaddon, the Abyss, or other fiendish realms, or otherwise require the influence of fiendish magic. While not all of the spells found in the book are evil, many of them are, and even those that aren't may have moral implications to their use. See pages 198–200 for the details of the spells found in various copies of the book, but you should free to allow other spells at your discretion, including new ones of your own design. The eerie text has an unnerving habit, after all, of containing all manner of unexpected bits of magical lore!

### AWAKEN THE DEVoured

**School** divination [pain]; **Level** cleric 5, inquisitor 4, psychic 5, shaman 5, sorcerer/wizard 5, spiritualist 5, witch 5

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft./level)

**Target** one daemon per 4 caster levels

**Duration** instantaneous and 1 round/level

**Saving Throw** Will partial (see text); **Spell Resistance** yes

This spell is often used by conjurers as a method to torment daemons and force compliance, for it awakens the broken, anguished memories of the countless souls that the target daemons have consumed. All daemons targeted by *awaken the devoured* must be within 30 feet of each other. The fragmented memories haunt and afflict the daemons, dealing 1d8 points of damage per caster level (maximum 15d8) and making the daemons confused for 1 round per level. A daemon that succeeds at a Will save halves the damage and negates the confusion effect.

### CHARON'S DISPENSATION

**School** abjuration; **Level** cleric 4, inquisitor 4, medium 4, mesmerist 4, psychic 4, shaman 4, sorcerer/wizard 4, spiritualist 4, witch 4

**Casting Time** 1 standard action

**Components** V, S, M (2 silver coins)

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one creature/level

**Duration** 1 minute/level

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

The target of this spell gains immunity to the harmful effects of touching or drinking from the River Styx and a +4 profane bonus on saves against effects that alter or suppress memory (such as *modify memory* or *mindwipe*<sup>DA</sup>). This does not grant the target the ability to breathe water, nor does it grant any protection against creatures or mundane hazards such as rapids. The spell has no power to restore memory to a creature already suffering from an existing fugue or amnesia state.

## ADYTON

The drug adyton is central to Mahathallah's worship and the spreading of her mysteries. It can be purchased only from worshippers of Mahathallah, and typically only by servants of the goddess.

### ADYTON

**Type** contact; **Addiction** major, Fortitude DC 20

**Price** 2,000 gp

**Effect** An affected creature that succeeds at an additional DC 20 Will saving throw has its consciousness transported into the mindscape called the Adyton, where it can linger for as long as it likes and return as a full-round action whenever it so pleases. Those that fail this secondary saving throw sleep fitfully for 2d4 hours and wake remembering snippets of surreal dreams.

**Damage** 1d4 Str damage

### CREATE DRUG

**School** conjuration (creation); **Level** alchemist 3, cleric 4, druid 3, occultist 3

**Casting Time** 1 round

**Components** V, S

**Range** 0 ft.

**Effect** 1 dose of a drug/3 levels

**Duration** 1 minute

**Saving Throw** none (see below); **Spell Resistance** no

The caster conjures into being one of the following drugs: aether, flayleaf, opium, pesh, scour, shiver, or zerk. (At the GM's discretion, other drugs of similar power can be included on this list.) The drug doses the caster creates with this spell must be used within 1 minute of being conjured, or they dissolve into worthless dust or evaporate into noxious but fleeting vapors, though the effects of the drug may last far longer if taken before it decays.

The drugs created by this spell cannot be sold, but they can be given to other creatures. A creature that takes a dose of one of these drug typically must be either willing or helpless, though some drugs might be inhaled, applied to injuries, or secretly slipped into food if the caster acts swiftly (see each drug's description). The DC to resist a drug created by this spell is based on the conjurer's caster level, not the DC listed in the common versions of the drug. For more information, see *Drugs and Addiction* on page 236 of the *Pathfinder RPG GameMastery Guide*.

As a special use of this spell, a lawful evil worshiper of Mahathallah, the Dowager of Illusions, can create doses of the drug adyton (see the sidebar above). A Mahathallah worshiper can create adyton only once per week, regardless of her level or how many times she casts this spell. The spell otherwise functions—and creates as many doses—as normal.



## CREATE SOUL GEM

**School** necromancy [death, evil]; **Level** cleric 3, occultist 3, shaman 3, sorcerer/wizard 3, spiritualist 3, witch 3

**Casting Time** 1 round

**Components** V, S, F (crystal lens worth 500 gp)

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one dying or recently dead creature

**Duration** 1 day/level

**Saving Throw** Will negates; **Spell Resistance** yes

You draw forth the ebbing life force of a dying creature or one that has died in the past round, focusing it through a crystal lens focus to transform into a soul gem. If the creature is alive and fails its saving throw, it dies and you capture its soul in the gem. If the creature is dead, it can still resist the spell effect by attempting a Will save as if it were still alive. The value of the soul gem created depends on the nature of the creature it is made from (see page 191). Soul gems created by this spell crumble to dust once the spell's duration expires, releasing the trapped soul to travel on to judgment in the Great Beyond.

Only one soul gem can be created from a dying creature. Any attempt to resurrect a body whose soul is trapped in a soul gem requires a caster check against *create soul gem's* save DC. Failure results in the resurrection spell having no effect, while success shatters the target's soul gem and returns the creature to life as normal. If the soul gem resides in an unholy location, such as that created by the *unhallow* spell, the DC of this check increases by 2.

If you are a soul drinker (see page 212), you can cast this spell and expend 5 soul points to fill the gem with the equivalent of one basic soul.

## HELLFIRE RAY

**School** evocation [evil]; **Level** cleric 6, magus 6, sorcerer/wizard 6, witch 6

**Casting Time** 1 standard action

**Components** V, S, F/DF (any unholy symbol or heretical tome)

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** ray

**Duration** instantaneous

**Saving Throw** none (see text); **Spell resistance** yes

A blast of hellfire blazes from your hands. You can fire one ray, plus one additional ray for every 4 caster levels beyond 11th (to a maximum of three rays at 19th level). Each ray requires a ranged touch attack to hit and deals 1d6 points of damage per caster level (maximum 15d6). Half the damage is fire damage, but the other half results directly from unholy power and is therefore not subject to being reduced by fire resistance. The rays can be fired at the same target or at different targets, but all rays must be fired simultaneously and aimed at targets within 30 feet of each other.

Any creature killed by this spell must attempt a Will saving throw; failure means the creature's soul is damned to Hell as a burst of brimstone appears around its corpse. A nonevil spellcaster attempting to bring the creature back from the dead

must attempt a caster level check (DC = 10 + the slain creature's level) to succeed; failure means the spellcaster cannot try again for 1 day. Evil spellcasters can raise the slain character normally, without requiring a check. A raised character's soul is no longer automatically consigned to Hell.

## LASH OF THE ASTRADAEMON

**School** necromancy [evil]; **Level** cleric 6, magus 5, sorcerer/wizard 6, witch 6

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Duration** instantaneous

**Saving Throw** Fortitude negates (see text); **Spell Resistance** yes

You draw on the essence of astradaemons to cause one of your hands to elongate and sprout fearsome translucent claws that radiate a cold phosphorescence. You gain one claw attack, which is a primary natural attack that deals 1d6 points of slashing damage on a hit (1d4 for a Small spellcaster) and forces the creature struck to succeed at a Fortitude save against the spell (spell resistance applies) to resist gaining 1 negative level. Each time you inflict a negative level with this spell, you gain 5 temporary hit points that persist for 1 hour. A creature that succeeds at the saving throw against your claw's negative level is immune to further negative levels inflicted from this casting of *lash of the astradaemon* but not to the claw's damage. The claw does not interfere with your ability to cast spells or perform other actions that require hands. You can use your claw attack up to 1 time per 2 caster levels. Your claw reverts to a normal hand once you've delivered all of your potential attacks or after 24 hours (whichever comes first).

## MALEDICTION

**School** necromancy [curse, evil]; **Level** antipaladin 4, cleric 4, shaman 4, spiritualist 4, witch 4

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** 1 creature touched

**Duration** 1 minute and instantaneous (see text)

**Saving Throw** Will negates; **Spell Resistance** yes

Channeling the blasphemy of fiends into your hand, you mark your target with a brief but fundamental corruption, causing its soul to be irretrievably damned should it die within the next minute. If you are lawful evil, souls are sent to Hell. If you are neutral evil, souls are sent to Abaddon. If you are chaotic evil, souls are sent to the Abyss.

A target killed while under the effect of this spell cannot be resurrected by normal means. Only a worshiper of a deity or demigod of your alignment can return a soul damned by *malediction* to life without difficulty. Other spellcasters must succeed at a caster level check (DC = 10 + your caster level) to restore to life a creature slain while under the effects of



## Chapter 3: Fiendish Influences

*malediction*. *Miracle* or *wish* can return the victim of a malediction to life without requiring a caster level check.

A soul can also be freed by the efforts of someone bodily going to the appropriate plane, locating the affected soul, and leading it out of the plane, which allows it to go to its intended destination in the afterlife and be resurrected as normal. You can end the effects of your own *malediction* by casting the spell again and concentrating on a past target. Doing so only frees the past target to go to its rightful place in death; it does not return the target to life.

Spells such as *break enchantment*, *dispel magic*, and *remove curse* negate this spell if successfully cast before the target dies.

### PARASITIC SOUL

**School** necromancy [death, evil]; **Level** cleric 9, psychic 9, shaman 9, sorcerer/wizard 9, witch 9

**Casting Time** 1 standard action

**Duration** permanent (D)

**Saving Throw** Will negates; **Spell Resistance** yes

This spell functions like *magic jar* except as noted above, and instead of your own soul, you can transfer a trapped soul (such as one trapped in a soul gem or trapped with *soul bind* or *trap the soul*) from the receptacle into an unwilling target's body. If the target creature fails its saving throw, it dies and the trapped soul in the receptacle permanently inhabits the body as if using *magic jar*. The trapped soul does not get a saving throw to resist this transfer. To dismiss the spell, you must be within range of the possessed body.

### RIFT OF RUIN

**School** conjuration (calling) [chaotic, evil]; **Level** cleric 8, sorcerer/wizard 8, witch 8

**Casting Time** 1 standard action

**Components** V, S

**Range** long (400 ft. + 40 ft./level)

**Effect** 5-ft.-wide, 60-ft.-deep extradimensional hole, up to 5 ft. long per level (S)

**Duration** 1 round/level (see text)

**Saving Throw** Reflex partial; **Spell Resistance** no

This spell tears a rift in reality, creating an extradimensional hole with a depth of 60 feet. You must create the rift on a horizontal surface of sufficient size. Since the rift extends into the Abyss, it does not displace the original underlying material or allow access to areas below the surface—you can create the rift on the deck of a ship as easily as in a dungeon floor or the ground of a forest. Any Large or smaller creature standing in the area where you conjure the rift must succeed at a Reflex save to avoid falling into the hole. If successful, the creature picks which side of the rift it remains on once the rift opens. Unattended objects and structures that can be fully engulfed by the rift automatically fall into it.

The walls of the rift are covered with razor-sharp blades, while the floor seethes with boiling pools of acid, strange chewing

vermin, writhing shards of ice, and all manner of other chaotic and deadly manifestations of the Abyss. A creature that falls into the rift takes 6d6 points of falling damage. Any creature in the rift (starting on the round it enters) takes an additional 6d6 points of damage from the rift's environs, even if the creature is merely climbing or flying within the rift rather than standing at the bottom. This additional damage changes from round to round and is randomly selected from acid, bludgeoning, cold, electricity, fire, piercing, slashing, or sonic. Each round, a creature in the rift can attempt a Reflex save to take half damage that round. The rift's walls have a Climb DC of 25.

When this spell's duration ends, the rift snaps shut, violently expelling all creatures still within. These creatures take double damage from the rift's environs in that round and are knocked prone as they are returned to the surface above.

At any time during the spell's duration, you can use it to conjure a number of Abyssal denizens into the surrounding region as a standard action. Doing so causes the rift to snap shut, ending the spell's duration and returning any creatures that had fallen into it to the ground as detailed above. As the rift snaps shut, choose one of the following creatures or groups of creatures to appear in the area; these Abyssal denizens are treated as if you had summoned them via *summon monster VII* and remain for a number of rounds equal to the remaining duration of the *rift of ruin* spell. You can choose to summon one of the following: one bebilih, one vrook, 1d3 shadow demons, 1d3 succubi, 1d4+1 babaus, or 1d4+1 brimoraks<sup>B6</sup>.

### SACRIFICE

**School** enchantment (charm) [mind-affecting]; **Level** cleric 4, sorcerer/wizard 4

**Casting Time** 1 minute

**Components** V, S, M (see text)

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one summoned elemental or outsider (see text)

**Duration** instantaneous, 1 hour, or 1 day (see text)

**Saving Throw** none; **Spell Resistance** no

You make a sacrifice to aid in conjuring and commanding a creature called with *planar ally*, *planar binding*, or a similar spell. A sacrifice can be used in a variety of ways.

**Bargain:** Making a sacrifice directly to the conjured being grants you a bonus on opposed Charisma checks made to compel the creature into service for the next hour.

**Enticement:** Making a sacrifice the round before conjuring increases the DC of the Will save an outsider must attempt to resist being conjured.

**Payment:** Making a sacrifice directly to the conjured being allows you to pay for one service from the creature in commodities other than gold.

**Reinforcement:** Making a sacrifice the round before creating a magic circle and preparing a summoning diagram amplifies the power of its warding magic, increasing the DC of Charisma checks the creature might attempt to escape. This lasts 1 day.



Multiple sacrifices can be made to affect a single conjuring, but the bonuses provided by this spell do not stack. Therefore, while you can make sacrifices to aid in conjuring and bargaining with a creature, you cannot make multiple sacrifices (even of varying types) to enhance the same effect for a particular conjuration.

A sacrifice can consist of any kind of commodity the target creature favors, including living creatures, treasures, or more ephemeral offerings. While this spell is not fundamentally evil, good-aligned creatures are more selective in what offerings they accept, typically scoffing at blood sacrifices. Many sacrifices are fundamentally evil acts, such as murdering a pious innocent to conjure a fiend. Any creature might reject certain types of sacrifices, thus denying you the benefits of this spell, as the offering must appeal to the target—few outsiders would care for 2,000 gp worth of parchment, while 2,000 gp of diamonds would be widely coveted. The GM determines what sacrifices creatures find appealing.

The table below lists a number of likely offerings, along with the bonus such gifts provide and the offering's equivalent value in gold pieces for the purposes of *planar ally*. Several of these sacrifices involve the loss of ability scores, levels, or lives, and some can cause changes in alignment. Any change wrought by such sacrifices (loss of ability score or level, or change in alignment) cannot be recovered, cured, or undone by any spell or effect short of *miracle* or *wish*. The same is true of creatures killed as a sacrifice; such creatures cannot be resurrected by any magic less powerful than these spells. Any object sacrificed with this spell is effectively destroyed or removed to an extraplanar holding of the conjured creature's choice. The bonuses and values noted on the sacrifice effects table are guidelines for offerings; certain types of treasures or lives might prove especially valuable to specific creatures, with extraordinary sacrifices (such as a potent artifact or the life of a high-level paladin) garnering increased bonuses.

You cannot make greater sacrifices than those noted on the table to gain increased bonuses or gold values. For example, you could not gain 2 permanent negative levels to gain a +16 bonus, nor gain increased benefit from slaying 20 Hit Dice worth of creatures to pay for a 10-HD creature's service.

Type	Sacrifice	Granted	
		Bonus	GP Value
Treasures	100 gp/HD of target	+1	Equal
Lives <sup>1</sup>	One living creature with HD equal to target	+2	200 gp/HD
Body/Mind <sup>1</sup>	Reduction of ability score by 1 reduced	+4	500 gp/point
Morals <sup>2</sup>	Alignment shifts one step toward target's	+6	1,000 gp/step
Soul <sup>1</sup>	One permanent negative level	+8	2,500 gp

<sup>1</sup> When used to sacrifice a life, body, mind, or soul other than the caster's own, this is an evil act.

<sup>2</sup> A character can sacrifice only her own morals, and can do so only once per lifetime.

## SOUL TRANSFER

**School** conjuration (summoning); **Level** cleric 7, psychic 7, shaman 7, sorcerer/wizard 7, spiritualist 6, witch 7

**Casting Time** 1 standard action

**Components** V, S, M (a gem worth 1,000 gp per HD of the targeted creature or soul)

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one petitioner, incorporeal soul, or similar creature

**Duration** permanent; see text

**Saving Throw** Will negates; **Spell Resistance** yes (see text)

This spell functions like the spell completion option of *trap the soul*, except it works only on bodiless souls (such as incorporeal undead or a soul trapped in a gem) and creatures whose substance is a physical incarnation of a soul (such as a petitioner). It does not work on creatures formed from souls or planar material (such as most outsiders). *Soul transfer* is mainly used to transfer souls from one receptacle to another, but it can also be used to capture vulnerable souls that aren't bound to mortal flesh (such as incorporeal creatures and petitioners). When used to capture a petitioner, the petitioner's physical body vanishes, reappearing only when its soul is released from the receptacle.

## WATERS OF LAMASHTU

**School** conjuration (creation); **Level** alchemist 2, antipaladin 2, cleric 3, druid 3, witch 3

**Casting Time** 1 standard action

**Components** V, S, M (250 gp of powdered amber)

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** up to 1 flask of the *waters of Lamashtu* per 2 levels

**Duration** instantaneous

**Saving Throw** Fortitude partial; **Spell Resistance** no

This spell generates what appears to be clear, pure water, but it is in fact a foul secretion known as the *waters of Lamashtu*. The liquid functions in all the same ways as unholy water (see *curse water*). In addition, any creature that is anointed with or drinks this fluid must attempt a Fortitude save (drinking the *waters of Lamashtu* is particularly effective—a creature that drinks the liquid takes a –4 penalty on its save to resist its effects). Success causes the creature to become violently ill, vomit up the fluid, and become sickened for 1d4 rounds. Failure indicates the water takes root and wreaks havoc on the victim's mind (dealing 1d6 points of Intelligence damage) and twists and deforms its body (dealing 1d6 points of Dexterity damage). The subject's Dexterity and Intelligence cannot drop below 1 as a result of this effect. Casting this spell creates approximately 2 ounces of the *waters of Lamashtu*—enough for one dose or, if bottled, one use as a thrown weapon.

The fluid can be created and stored indefinitely, though it cannot be created inside a creature. Extensive exposure to the *waters of Lamashtu* (such as drinking nothing else for months at a time) can have other long-term effects on the target, including the development of monstrous deformities or even total transformation into a beast, depending on the GM's discretion (these mutations are rarely, if ever, beneficial to the victim).



## Chapter 3: Fiendish Influences



### RITUALS

The rituals presented on the following pages are blasphemous and horrific rites indeed, all of which can be found within the pages of the *Book of the Damned*. Rules for occult rituals first appeared on page 208 of *Pathfinder RPG Occult Adventures*; consult that book for explanations of how these magical rites function in your game.

Several rituals can be found in the *Book of the Damned*, but one ritual in particular should be addressed first: the quatern disjunction.

#### QUATERN DISJUNCTION

**School** transmutation; **Level** 9

**Casting Time** 90 minutes

**Components** V, S, M (9 doses of holy water), F (the complete *Book of the Damned*)

**Skill Checks** Craft (books) DC 35, 3 successes; Knowledge (planes) DC 35, 3 successes; Spellcraft DC 35, 3 successes

**Range** touch

**Target** the complete *Book of the Damned*

**Duration** instantaneous

**Saving Throw** none; **SR** no

**Backlash** The caster becomes exhausted.

**Failure** The caster is drawn into the *Book of the Damned's*

demiplane (see pages 167–170) and affected by *feeblemind* (CL 20th); the *Book of the Damned* is transported to a random location on a random Material Plane world.

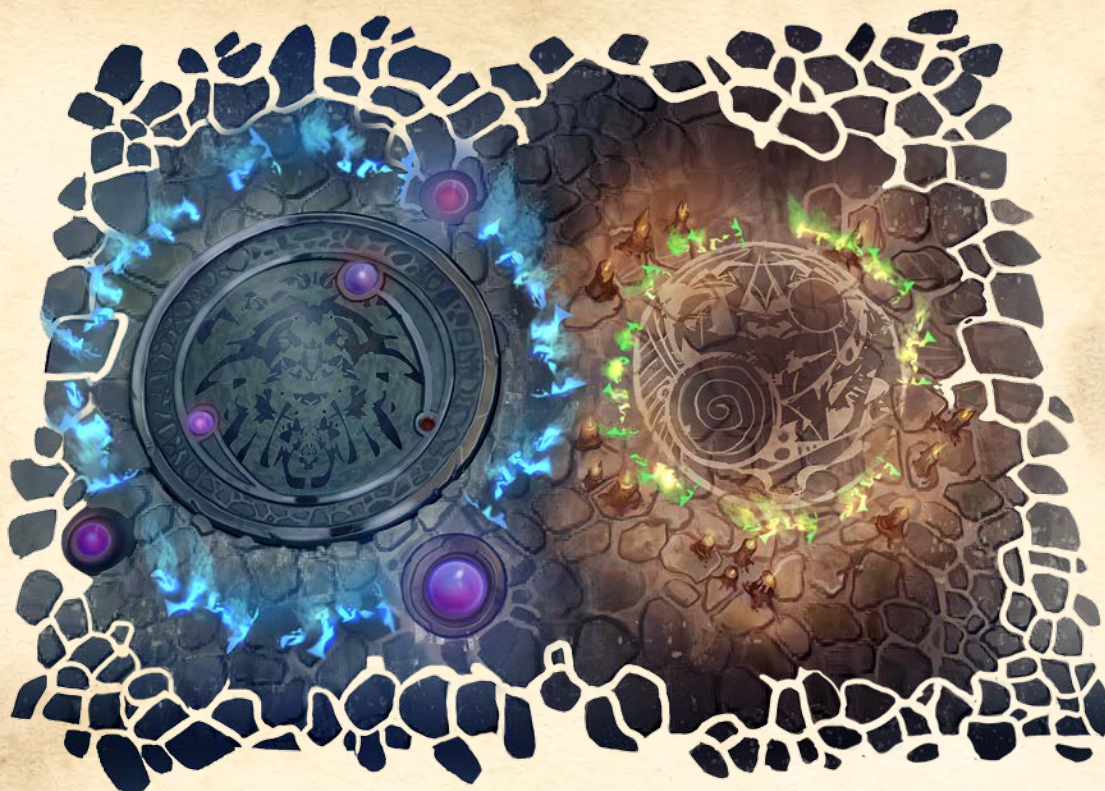
#### EFFECT

The first step in destroying the *Book of the Damned* is to divide the book into four sections—one each for its daemonic, demonic, and infernal portions, and one for its apocrypha. Separating the book into these four parts is both difficult and dangerous. The ritual requires scrubbing the pages with holy water and reciting potent magical words while reading key phrases hidden throughout the text. Upon the successful completion of the ritual, the *Book of the Damned* tumbles apart into its four components, each of which must be swiftly separated from the others, for should all four components of the *Book of the Damned* be within 30 feet of each other at any point in time once 1 minute has passed following their separation, they immediately reform into the complete *Book of the Damned* as if the quatern disjunction had never been performed.

### CONJURING FIENDS

To fiends, being conjured to do the bidding of a mortal spellcaster represents a double-edged sword—they loathe servitude, yet being conjured to the Material Plane affords them the hope of escape from such thralldom. Even in cases where a fiend is unable to slip from its conjurer's control to run amok, the gifts the mortal plies it with or the incidental mayhem the fiend can wreak as a part of its actions taken





at its conjurer's demand can be enough to sate, if only temporarily, the fiend's drive to influence the mortal realm.

Each type of fiend brings with it unique dangers and perils to the conjurer. A conjured demon constantly pushes and battles for escape from control, and if it gets free, the conjurer often bears the brunt of the fiend's wrath. Devils might not even need to escape control to work their evils, using honeyed words and intricate arguments of logic to tempt conjurers into their clutches. Daemons, in their gluttony for souls, lure conjurers into the false impression that they are easy to call up and deal with, tricking conjurers into underestimating the magic required to remain safe.

While spells such as *summon monster* allow for short-term summonings, and other spells such as *gate*, *planar ally*, and *planar binding* function well for longer-term callings, the *Book of the Damned* presents an age-old method for conjuring fiends that uses a conjuration circle, the fiend's name, and an offering—a method that anyone, spellcaster or otherwise, can potentially master.

**Conjuration Circle:** A conjuration circle is paramount in fiend calling; it not only lures and contains the fiend but also anchors it in place until it is bound by the conjurer.

It is best to carve the conjuration circle into the floor so as to avoid smudging or smearing written symbols, and then outline it in fresh mortal blood (the caster's own, if possible). It's believed that burning candles crafted from rendered infant fat so that their wax pools into the channels

of the engraved circle, or inlaying the circle with silver, cold iron, or other material anathematic to the targeted fiend, can further enhance a conjuration circle's power, but in fact what is most important is the skill with which the circle itself was executed.

Each type of fiend is associated with a different type of conjuration circle. Devils are traditionally conjured into a simple pentagram inscribed in a circle, while daemon conjurers use circles illustrated with complex abstract patterns relating to the nature of the fiend being called. Those who conjure demons use a circular rune known as the mark of the Abyss, its seven radiant spikes each representing one of the seven so-called deadly sins. Other patterns are used for other fiends. For example, circles made of organic tissue and blood can be used to conjure kyttons.

Some conjurers believe that if they stand within a *magic circle against evil*, they are safe from a rebellious fiend. Unfortunately, that spell prevents bodily contact only from summoned creatures, not called creatures. Of course, the circle's other powers (the resistance bonus, saving throw bonus, and protection from possession) still function, but there is nothing to stop a fiend called upon by fiendish conjuration from physically tearing the caster into pieces.

**Name:** The caster must know a fiend's common name—the name by which it is known to its peers and educated mortals—in order to call out to it specifically with the ritual of fiendish conjuration; otherwise, a random fiend of the



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desired kind will answer. The name must be inscribed on the circle's exterior, and if the fiend to be conjured serves a greater power, such as a fiendish demigod, that fiend's common name must be inscribed as well. A fiend's true name isn't required for this ritual to function, but when used, a true name makes conjuring the specific fiend easier. If a true name is used, the caster of this ritual gains a +5 bonus on skill checks to perform the ritual.

**Offering:** An offering to the conjured fiend must be placed within the circle. Typically, this offering is a living creature or a trapped soul, but such a nonspecific offering must be significant in order to tempt the fiend. The offering must be of a CR at least 1 higher than the CR of the fiend being conjured. If a fiend's particular likes and passions are known, the conjurer can substitute a specific offering to lure the fiend; typically, such offerings are less expensive but are difficult to come by and should be determined by the GM. See pages 102–110 of *Pathfinder RPG Ultimate Magic* for more information about offerings of this nature and several examples.

### FIENDISH CONJURATION

**School** conjuration (calling) [evil]; **Level** 9

**Casting Time** 90 minutes

**Components** V, S, M (rare incense worth 1,000 gp), F (a conjuration circle and an offering pleasing to the fiend, such as a sacrifice or trapped soul of CR equal to the fiend's CR + 1)

**Skill Checks** Bluff, Diplomacy, or Intimidate DC 34, 4 successes; Knowledge (arcana) DC 34, 1 success; Knowledge (planes) DC 34, 1 success; Linguistics DC 34, 2 successes; Spellcraft DC 34, 1 success

**Range** close (25 ft. + 5 ft./character level of the caster)

**Target** one evil outsider

**Duration** 1 hour/character level of the caster

**Saving Throw** none (see text); **SR** no

**Backlash** The caster becomes exhausted.

**Failure** The conjured fiend escapes from its conjuration circle.

Its actions can vary, but most escaped fiends eagerly attack their conjurers for at least a few rounds before teleporting or otherwise fleeing into the world to begin a reign of terror.

#### EFFECT

The first 20 minutes of the ritual of fiendish conjuration involve preparing the conjuration circle and inscribing the appropriate names around the circle. This step involves attempting both Linguistics checks; if the conjuration circle is permanently inscribed and has been successfully used for this ritual at any point in the past, these Linguistics checks are attempted with a +5 bonus. The next 30 minutes of the ritual invokes the fiend, involving the Knowledge and Spellcraft checks; if the fiend's true name is used, these checks are attempted with a +5 bonus. At the start of the final 40 minutes, the smoky, indistinct shape of the fiend manifests within the circle, at which point the caster must attempt the final four Bluff, Diplomacy, or Intimidate checks. Once this

stage is reached, the fiend manifests in the flesh at the end of the ritual regardless of the ritual's success or failure, but only if the ritual is successful is the fiend trapped within the conjuration circle and unable to visit harm upon the caster.

If the ritual is successful, the fiend remains on the Material Plane for a number of hours equal to the caster's character level, during which the caster makes an offering to the fiend and asks for its aid. If the caster's alignment is the same as the fiend's, the fiend automatically agrees to perform a service that takes no more time to perform than the ritual's duration. A fiend will agree to perform a longer task if it is given an additional offering for its services. Each offering given must be of equal or greater value to the one given during the ritual's casting and secures the fiend's cooperation for an additional number of hours equal to the caster's character level. At the caster's discretion, the start time for these additional hours can be delayed until a certain circumstance arises, at which point the fiend immediately reappears in its original conjuration circle and can immediately depart to complete its task. If the fiend's true name was used during the ritual, all of these periods of time normally measured in hours (including the ritual's initial duration) are instead measured in days.

If at any point during the fiend's servitude the caster is slain or the original conjuration circle is damaged, the fiend can attempt a Will save to escape the ritual's binding power. If successful, the fiend is no longer bound to perform the task it has been ordered to do and can remain on the Material Plane for as long as it wishes.

## FIENDISH APOTHEOSIS

The rituals of fiendish transformation can be found only in the rarest of tomes (such as the *Book of the Damned*). A few fiends know these rituals and can teach them as well, but they guard this knowledge closely, offering it only to those they deem deserving of the lore. One way to learn such a ritual from a demon is to use *planar ally* or *planar binding* to conjure the fiend in question and offer it a payment in return for the secrets of the transformation ritual—this could be a four-step process requiring a new conjuration for each step of the ritual. Not every fiend knows this information, of course, so researching the name of a specific fiend that does can add an additional level of research required before the process can begin. A character might even receive the methods by which to transform into a fiend via a series of dreams or visions (typically granted to him from a fiendish patron in reward for service), although this route is best left for NPCs that are strictly under the GM's control.

The nature of the fiend into which the caster wishes to transform determines which specific ritual is to be performed—different rituals exist for all forms of fiends, from demons to devils, kytons to oni, and divs to qlippoth. The mechanics for each ritual are similar, but once a character begins the transformation into a specific type of fiend, the next three steps must all build upon that fiendish race.



### FIRST APOTHEOSIS

**School** transmutation [evil]; **Level** 4

**Casting Time** 4 hours

**Components** V, S, M (exotic incense worth 500 gp)

**Skill Checks** Intimidate DC 18, 2 successes; Knowledge (planes or religion) DC 18, 2 successes

**Range** personal

**Target** caster

**Duration** instantaneous

**Saving Throw** none; **SR** no

**Backlash** The caster takes 4d6 points of damage and is exhausted.

**Failure** The caster is rendered unconscious for 2d4 hours and must wait 1 year before attempting the first apotheosis again.

#### EFFECT

The first ritual is the simplest and requires nothing more than for the caster's alignment to become lawful evil, neutral evil, or chaotic evil (depending on the type of fiend the user wishes to transform into). To prepare for this ritual, the caster must undertake acts of a vile and destructive nature over the course of a year. The caster consigns her soul to Abaddon, the Abyss, or Hell even if she never finishes the subsequent rituals. The caster must select a powerful fiend at this point to serve as a demonic patron. The acts the caster must undertake can vary, but they should be of a nature that represents and honors the areas of interest of her chosen demonic patron—these acts are intended to attract the patron's attention, after all. Even casters who begin the transformation ritual with an evil alignment must undergo this stage of the ritual, if only to select a fiendish patron.

On the day precisely 1 year after she began these evil acts, she must perform the 4-hour first apotheosis ritual to properly devote her previous year in the name of her chosen patron. Once she successfully completes the first apotheosis, she becomes eligible to undertake the second apotheosis.

### SECOND APOTHEOSIS

**School** transmutation [evil]; **Level** 5

**Casting Time** 5 hours

**Components** V, S, M (exotic incense worth 500 gp, burned offering of a family member)

**Skill Checks** Intimidate DC 23, 3 successes; Knowledge (planes or religion) DC 23, 2 successes

**Range** personal

**Target** caster

**Duration** instantaneous

**Saving Throw** none; **SR** no

**Backlash** The caster takes 4d6 points of damage and is exhausted.

**Failure** The caster is rendered unconscious for 2d4 hours.

#### EFFECT

Preparation for the second apotheosis requires many more months of debased acts and vile plots, but at some point during this second year, the caster must contact her chosen fiendish patron, via either *commune* or *contact other plane*. A trusted minion or ally can cast this spell on the caster's behalf; it's common for a

spellcaster to gain a cacodaemon, imp, or quasit familiar so that it can use its *commune* spell-like ability for this purpose. Once contact is made, the patron must be told of the caster's desire to become a fiend; during this time, the *commune* or *contact other plane* spell cannot be used to ask any other questions. At any point thereafter but before a year has passed, the caster must offer a significant sacrifice to her fiendish patron as a burned offering in a temple consecrated to the fiend. This offering can be either living or dead, but the burned offering must be of someone who is related to the caster by blood or family (such as a spouse or an adopted parent or child) and the caster and the offering must once have shared a positive emotional connection such as love or pride. If this ritual fails, the caster can try again, although the number of attempts she can make is limited in that each new attempt requires a burned offering of a different relative. Once the second apotheosis is successful, part of the caster's body transforms into something fiendish as proof of her patron's favor. Use the various fleshcraft grafts detailed on pages 167–169 of *Pathfinder RPG Horror Adventures* to model these partial transformations; the specific transformation granted is up to the GM, but typical results include *claw gauntlet* or *wings of darkness*. Once the caster successfully completes the second apotheosis, she becomes eligible to undertake the third apotheosis.

### THIRD APOTHEOSIS

**School** transmutation [evil]; **Level** 6

**Casting Time** 6 hours

**Components** V, S, M (exotic incense worth 2,000 gp; prior completion of special quest); SC (up to 8)

**Skill Checks** Intimidate DC 28, 3 successes; Knowledge (planes or religion) DC 28, 3 successes

**Range** personal

**Target** primary caster

**Duration** instantaneous

**Saving Throw** none; **SR** no

**Backlash** The primary and secondary casters take 4d6 points of damage and become exhausted.

**Failure** The primary and secondary casters are reduced to –1 hp.

#### EFFECT

At some point after the primary caster contacts her fiendish patron (typically after she succeeds at the second ritual, but sometimes before), the fiend sends the primary caster a vision of a task she must complete (such as freeing a bound evil outsider from a Material Plane prison or assassinating a powerful cleric of a good-aligned religion). This task is typically one of significance to the fiend, and in many cases it is one that the primary caster has no hope of completing until she grows more powerful. There is no time limit for how long the primary caster has to complete this task, but she must perform weekly devotions to her fiendish patron in the intervening time in the form of regular worship and continued atrocities in the fiend's name. Additional burned offerings to the demon, assaults on innocents, and betrayals of allies are popular choices. Once the assigned task is completed,



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the primary caster can perform the third apotheosis. Unlike the first and second rituals, the third apotheosis allows for the use of secondary casters, yet it carries a much greater risk for failure. If the primary caster succeeds, she permanently gains the half-fiend template and becomes eligible to undertake the fourth apotheosis.

### FOURTH APOTHEOSIS

**School** transmutation [evil]; **Level** 9

**Casting Time** 9 hours

**Components** V, S, M (significant living sacrifice of CR 9 or higher); SC (up to 20)

**Skill Checks** Intimidate DC 31, 3 successes; Knowledge (planes) DC 31, 3 successes; Knowledge (religion) DC 31, 3 successes

**Range** personal

**Target** primary caster

**Duration** instantaneous

**Saving Throw** none; **SR** no

**Backlash** The primary and secondary casters take 4d6 points of damage and become exhausted.

**Failure** The primary and secondary casters are slain.

#### EFFECT

For those who wish to go further than merely becoming a half-fiend, a fourth ritual exists. The primary caster's fiendish lord grants no vision or advice to begin this ritual—the primary caster must take it upon herself to honor her patron in a manner appropriate to that fiend's interests and areas of concern. Once every year, on the anniversary of the day the primary caster completed the third apotheosis, she can perform a special ceremony that recounts her accomplishments over the past year and culminates in a significant sacrifice (usually consisting of the sacrifice of an important member of an enemy faith, or of a lawful or good outsider; in either case, the sacrifice must be at least CR 9). If this ritual is a success, the primary caster transforms into a full-fledged fiend: she loses all benefits of her previous race and the half-fiend template but can immediately apply all of her class levels to her new fiendish race (for example, a human fighter 10 could become a vrock fighter 10). The type of fiend that she transforms into depends on both the nature of her chosen fiendish patron and the GM's discretion, but it should generally not have a total number of Hit Dice more than twice her original Hit Dice. The primary caster generally gets only one chance at the fourth apotheosis, for failure results in her death; however, should she be restored to life, she can attempt the fourth apotheosis again.

## SOUL TRAPPING

There are many different ways to capture souls. The most commonly used methods are spells such as *soul bind* and *trap the soul*. Some creatures, such as the undead called devourers, have their own innate methods of trapping souls, while night hags are capable of using a version of *soul bind* through their *heartstones* to capture the souls of those they torment, binding them in dark gems and selling them in planar markets.

## THE VALUE OF SOULS

Trapped souls are one of the fundamental currencies throughout Abaddon, the Abyss, and Hell. Three key factors influence a soul's value in the soul trade: the strength of the soul's life force (which relates directly to the CR of the creature from which the soul was harvested), the soul's age (how long the soul has been cycled through reincarnation, which directly relates to the sapience of the creature from which the soul was harvested), and the soul's flavor (which is determined by factors that include the alignment, personality, and religion of the creature from which the soul was harvested). Of course, it's worth noting that while trading in souls may prove lucrative, the practice is undeniably evil and an affront to the natural order, and thus it is considered to be an evil act unless one is trading souls for an altruistic purpose (such as to smash purchased prisons and release the souls trapped within).

**Life Force:** A soul's life force sets its base gp value. This is equal to the CR of the creature from which the soul was harvested × 1,000. Thus, the base value of a CR 1 creature's soul is 1,000 gp, while the base value of a CR 20 creature's soul is 20,000 gp.

**Age:** A soul from a creature who in life had an Intelligence, Wisdom, or Charisma score of 2 or less (including the lack of a score at all in one of those categories, and regardless of how high the other ability scores were) is less refined and younger in age, and as such is worth half its base value. Thus, the soul of a CR 1 animal with an Intelligence of 1 is worth 500 gp, while the soul of a CR 20 vermin with no intelligence score at all would be worth 10,000 gp.

**Flavor:** As a general rule, a soul's flavor has no direct impact on its gp value for the purposes of functioning as a material component or raw materials for magic item creation, but in certain circumstances subject to the GM's discretion, the soul's flavor can halve or double its final value. For example, a paladin's soul might have double its normal value to a daemon who finds lawful good souls to be particularly delicious, while the soul of a devout worshiper of Desna might be worth only half as much when used to create a magic item designed to be particularly deadly when used against chaotic good creatures, since such a soul would inherently resist being used in such a way.

Abaddon's fiends use all known methods of collecting and storing souls, many of which are unique to themselves. Cacodaemons, the lowest caste of daemons, prove vital to this harvest in that they represent the most common means of turning souls into trade goods. These ravenous fiends have the unique ability to devour the souls of freshly killed creatures. When they feed on the recently slain's soul, they transform it into a small jewellike object called a soul gem before spitting the gem back up for collection. Soul gems



contain the basic essence of souls, and daemons use them in both raw and refined forms for various purposes. Of course, many cacodaemons would prefer to consume the souls in their entirety rather than passing the spirits on, but they are rarely given the option. More powerful daemons bully cacodaemons into giving up their treasures, employing (or enslaving) them as partners in the trade or even maintaining whole packs as pets. The spell *create soul gem* (see page 184) allows spellcasters to duplicate this method of harvesting a soul, although soul gems created by this spell are only temporary creations.

Despite most of the universe considering the practice of harvesting and using trapped souls as a resource or commodity to be heinous, the unconscionable soul trade thrives. Most of it takes place in reprehensible marketplaces on Abaddon, though black markets and buyers can also be found in the Abyss, Axis, Hell, and even the worlds of the Material Plane, as evil spellcasters and item crafters can make great use of powerful souls in dark rites. The raw value of a soul depends on the strength of personality and will to live within the life from which it was harvested—in short, creatures with a higher CR have stronger and more valuable souls. Other factors, such as alignment, creature type, and religion can give a soul different “flavors,” but these are largely aesthetic—valued by daemons for their taste but not generally making souls more valuable as a resource for any one use over another. See the sidebar on page 191 for more details.

In addition to consuming souls for the sheer joy of destruction, daemons use them to conduct strange experiments, construct their hideous domains, empower themselves, and more, and mortal spellcasters have followed their lead. Souls can be used to power spellcasting via the Soul-Powered Magic feat (see page 179), to impart life or intelligence to magic items or constructs, as components for certain blasphemous rituals, as convenient forms of currency, or merely as collectable works of art or as snacks.

Souls are especially useful in crafting intelligent magic items. Using souls in this manner is almost always an evil act, but exceptions exist in certain cases, such as a living creature that has volunteered its soul for use in the crafting of a potent item. When a soul is used to grant an item intelligence, the soul’s flavor can influence the item’s personality and, at the GM’s discretion, grant it additional magical properties.

Scholars have long debated whether the intelligence in such an item is that of the soul used, or if the soul is destroyed and the intelligence is only patterned on it—the implication being that recovered intelligent objects should be destroyed in order to liberate the souls used in their construction. As instances of both have been reported over the centuries, the question remains open, though few adventurers are willing to destroy their prized weapons based on conjecture.

The *Book of the Damned* contains a specific ritual for capturing a soul that closely mirrors the effects of soul

*bind* or *trap the soul*, but the ritual’s result is more akin to a soul gem created by a cacodaemon. This cruel and horrific ritual has the advantage of not requiring an expensive gemstone to serve as the soul’s prison, but it takes longer, is fundamentally vile, and runs a great risk of backfiring on the ritual’s casters.

#### SOUL TRAP

**School** necromancy (evil); **Level** 9

**Casting Time** 90 minutes

**Components** V, S, F (a crystal lens worth at least half the value of the soul to be trapped), SC (up to 12)

**Skill Checks** Knowledge (planes) DC 31, 3 successes; Knowledge (religion) DC 31, 3 successes; Spellcraft DC 31, 3 successes

**Range** close (25 ft. + 5 ft./level of the primary caster)

**Target** one living or recently dead creature

**Duration** instantaneous

**Saving Throw** Will negates; **SR** no

**Backlash** The primary and secondary casters each gain 1 temporary negative level.

**Failure** The primary and secondary casters become staggered for 10 minutes. Unless the ritual was performed in an area that bars dimensional travel, this feedback draws the attention of a psychopomp or psychopomps of a total CR equal to the CR of the creature whose soul the casters were attempting to trap, and the magical feedback allows the psychopomps to manifest at the location of the ritual to punish the casters for meddling with souls.

#### EFFECT

The body of the creature whose soul is to be trapped must be within the ritual’s range for the duration. If the body is removed from this area before the ritual is completed, the ritual immediately fails (triggering the failure result detailed above). If the target creature is alive, it must be killed at some point during the ritual’s casting time; traditionally this occurs at the end of the ritual, so that if the victim resists having its soul trapped with a successful saving throw, the casters could potentially try to capture the soul a second time by immediately starting a second ritual. If the target creature was already dead, it must have been dead no longer than 1 minute before the soul trap ritual begins, and in this case, the creature’s soul can still attempt a Will save to resist the effects as if it were still alive.

If the ritual is a success, the creature’s soul is transformed into a glittering soul gem. This gem is a fragile Fine object that has hardness 2 and 1 hit point. In this state, the soul cannot be returned to life by any means; the soul gem must first be destroyed, at which point methods of restoring life to the creature function normally.

## TRUE NAMES

As part of creation, each soul receives a unique and secret true name: an esoteric word or phrase that perfectly captures



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that soul's destiny and truths. As a soul changes, so too does its true name, such as throughout the journey from life as a mortal to death to afterlife as an outsider, or even as an outsider ascends in power and transforms from one creature into another.

For one who would conjure or traffic with fiends, knowledge of a fiend's true name is one of the greatest weapons and defenses available, as a whose true name is known is easier to conjure and control. The difficulty comes not in using the true name, but in discovering it to begin with. In addition, using a true name makes successful completion of the fiendish conjuration ritual (see page 189) less dangerous.

Rules for researching true names and their uses in conjuration effects can be found on pages 101–102 of *Ultimate Magic*.

The *Book of the Damned* contains many true names within its pages, yet not in as simple a way as to merely present them as words on a page. In a way, the *Book of the Damned* potentially contains within its pages the true names of all fiends, as long as the reader knows where to look. Successfully using the *Book of the Damned* to learn a fiend's true name requires the use of the following ritual.

### MANIFEST MANIFESTATION

**School** divination; **Level** 9

**Casting Time** 90 minutes

**Components** S, F (the complete *Book of the Damned* or the diabolic *Book of the Damned*)

**Skill Checks** Knowledge (planes) DC 33, 3 successes; Linguistics DC 33, 4 successes; Perception DC 33, 2 successes (these checks take a –4 penalty if the diabolic *Book of the Damned* is used as the ritual's focus)

**Range** touch

**Duration** instantaneous

**Saving Throw** none; **SR** no

**Backlash** The caster becomes exhausted.

**Failure** The caster's own true name appears somewhere in a random document in a library located somewhere on Abaddon, in the Abyss, or in Hell. Once per year, at a time chosen by the GM (invariably at a time that is inconvenient to the caster), there is a percent chance equal to the number of times the caster's true name has appeared in such a document (1% per failed attempt to perform the manifest manifestation) that some other force discovers the caster's true name and uses it. Typically, this results in the caster being conjured elsewhere via powerful magic to perform services—at the GM's discretion, this could be played out, or the caster could simply return to his point of origin 4d6 hours later with 1d6 points of ability drain, 1d3 negative levels, a strange curse, or some other affliction but with no memories of how this affliction came to be. Removing one's name from these locations can be accomplished only via a significant quest.

### EXAMPLE TRUE NAME EVOLUTION

In a time before reckoning, Nhazaghente, the pit fiend scholar of ashes, raised three osyluth assistants from a leaking pit of pallid lemures, deep within the swamps of Stygia. One among these bone devils was called Ihazaaz and would serve its master for centuries to come, eventually revealing a conspiracy by its pit fiend master to undermine the machinations of a rival. Acknowledged for its revelation, the bone devil was buried amid the moldering libraries of Stygia for dozens of years, left for the eddies of the Styx to corrupt and transform. When finally the devil emerged, it did so as a contract devil, and its advancement was reflected with the added moniker Vhalnhazaghente Ihazaaz, meaning "Ihazaaz, the fall of Nhazaghente" in Infernal. Centuries more passed, and the devil worked numerous and varied blasphemies, capturing the soul of the dynast hierophant Yhaum, spiriting away the eldest of the nepenthean seer worms, and serving as seneschal to the cyclops diabolist prince Solos. Upon adding Solos's soul to the tormented of Stygia, Ihazaaz was recognized by Geryon himself and cast into the ice of Cocytus. Five centuries later, Ihazaaz developed the full might of a heartless gelugon, and with its exaltation to a greater devil, its ever more complex true name gained the title "Deceiver of Yhaum" in the Cyclops language. In addition, seeking to disguise its past, the devil adopted the prestigious name Shalixakthoryn. Thus, though called Shalixakthoryn by minions and summoners, the feared gelugon hides a true name suggestive of a terrible history: Vhalnhazaghente Chovotayn-Yhaum Ihazaaz.

### EFFECT

When the caster begins the manifest manifestation ritual, he must have in mind a specific type of fiend to learn the true name of. If he seeks to learn the true name of a specific individual fiend or unique fiend, the DC of the skill checks for manifest manifestation increase by 5, and if he seeks to learn the true name of a fiendish demigod or quasi deity, all skill checks for manifest manifestation increase by 10. (In the latter case, the fiendish demigod or quasi deity's true name changes once the caster learns it, so this information is useful only once, and in the event of a failure, the demigod or quasi deity learns the caster's true name instead.) Once a creature's true name is divulged by the manifestation of the *Book of the Damned*'s list of true names, the caster can use that information how he sees fit, but abuse of the information will likely have repercussions. For example, a caster who gains a reputation for spreading a powerful fiend's true name far and wide could find himself hunted by a wide range of powerful fiends, all eager to see the caster destroyed. Such reprisals rise not out of any sort of familial devotion to the inconvenienced fiend but purely from self-defense, for who is to say which fiend's true name might next be publicized by such a careless caster?



## DEVIL TALISMANS

By making bargains and dabbling in magic, some mortals dare to think themselves masters of Hell's power, and the lords of the infernal realm encourage such delusions. Through gaps in the multiverse's fetters these fiends smuggle tokens of their might, items of power meant to tempt and encourage mortals who have wild aspirations and depraved vices. Lore claims that such devil talismans are cultic shackles that bind devils as slaves to mortal masters. In truth, though, the offerings of Hell never prove so generous or straightforward, and few realize that in exchange for a devil's service they trade their immortal souls.

A devil talisman is a type of magic item typically created by infernal lords but also potentially crafted by mortal users of diabolical magic. These ugly but ultimately unassuming trinkets typically allow knowledgeable users to summon an agent of Hell that will follow the talisman bearer's orders—if not his exact intentions. These conjured devils serve their masters but also seek to pervert them, playing the role of obedient slaves while offering knowledge of foul secrets, profane treasures, and diabolical wisdom to further taint their masters' souls.

Hell's denizens claim the crafting of devil talismans as one of their most closely guarded secrets. However, withholding this knowledge is in fact meant to whet mortal desires—a feint to hasten a diabolist's willing damnation. Ultimately, any spellcaster can create a devil talisman through the use of the Craft Wondrous Item feat and a method to call a devil, such as *planar binding*. As an additional prerequisite to the creation of any type of devil talisman, the creator must herself summon a devil and bargain with it for it to be bound within the talisman. Most devils resist the idea of being trapped within a magic item, but some might acquiesce to a particularly convincing summoner. A devil summoned via *planar binding* that a summoner attempts to coerce into being bound within a devil talisman gains a +10 bonus on its opposed Charisma check. Once compelled, the devil infuses the prepared devil talisman with power, completing the profane item.

The various types of devil talismans each have unique powers and thus require different methods of creation or specific types of bound devils to activate them.

BILIOUS TALISMAN		MINOR ARTIFACT
SLOT neck	CL 21st	WEIGHT —
AURA overwhelming conjuration		

Called Seeds of Hell by those who know of them and rightly fear them, *bilious talismans* have the power to physically and permanently transplant whole regions of other planes into Hell. Drawing on the power of a bound infernal duke, such a talisman encourages its wearer to perform feats of selfish glory and

indulge in grand delusions, which culminate in the release of the talisman's power and damnation for both the wearer and those unfortunate enough to be caught in his wake. *Bilious talismans* are minor artifacts requiring the binding of a willing member of the infernal elite and thus can be crafted only by a supremely powerful diabolist or unique devil.

All *bilious talismans* are intelligent magical items with an Ego of 20 that grant their wearers a +4 Charisma bonus and the effects of the spell *foresight*. In addition, once per day the wearer can call on the bound devil as a free action to gain the effects of *commune*, *find the path*, *legend lore*, or *true strike*. The devil within the talisman usually subtly portrays itself as a benevolent spirit seeking to aid the wearer in achieving some great feat, such as vanquishing a great evil, bringing peace to a land, or ruling a kingdom. The talisman ever seeks to increase its wearer's influence, even that of a wearer with an alignment opposed to its own, planting the seed of corruption in the form of arrogance, avarice, and a sense of predestination.

When the wearer finally reaches what the talisman deems his pinnacle of power, surrounded by followers and fawning devotees, the talisman offers to reveal its greatest power as a reward to its wearer. Should the wearer accept, he and all creatures, lands, and objects within 1,000 feet are ripped from whatever plane they occupy and transported physically to a random layer of Hell to remain there forever. There, the talisman shatters and the unique devil within is released. What follows is often a massive slaughter and the damnation of dozens or even hundreds of souls. Should the wearer reject the offer, the talisman attempts to use its Ego score to dominate him and force him to accept. If the talisman ever faces destruction, it can use *teleport* on itself once per day—though it is prevented from doing this in areas affected by the *hallow* spell or similar areas of great goodness (or areas that bar dimensional travel, such as ones affected by *dimensional lock* or *forbiddance*).

Each *bilious talisman* has a unique devil bound within. For example, a *bilious talisman* could contain a powerful pit fiend named Aasdravox who speaks with a voice like grinding stones and tells the wearers of his talisman that they are destined to become great heroes and champions, beloved by whole nations. Optimally, he seeks to release his power at the culmination of a festival or ceremony held in his talisman wearer's honor.

### DESTRUCTION

To destroy a *bilious talisman*, it must first be immersed in holy water for 1 week in an area under the effects of *hallow* and then smashed with a +3 *holy warhammer* (or a bludgeoning weapon of similar or greater power). While this destroys the talisman, it also frees the potent infernal noble bound within.

MELANCHOLIC TALISMAN		PRICE 50,000 GP
SLOT neck	CL 18th	WEIGHT —
AURA strong conjuration		

With the power to conjure a hellmouth—a monstrous, semiliving portal connecting two regions of Hell (see page 136)—*melancholic*



## Chapter 3: Fiendish Influences



*talismans* rely on the power of a greater devil.

These talismans grant the wearer no communication with or power over the devil bound within. Each talisman conjures only a specific hellmouth. As each end of this worm-like creature connects to a different layer of Hell, the user can call upon either end. Conjured hellmouths are treated as 10-foot-square portals, like those created by *gate*, connecting to one of two layers of Hell (with the two layers fixed when the item is created). While the bearer of a *melancholic talisman* can choose which end of a hellmouth she wishes to summon—and thus which of the two layers of Hell she wishes to open a portal to—the specific location at which each end exits is the same every time (and determined by the GM upon the portal's first use). The talisman's wearer can conjure the hellmouth once per day, using it to travel or call creatures through it as per *gate*. The hellmouth remains open for up to 10 minutes or until the talisman's wearer dismisses it. The hellmouth connects only to Hell, so should the talisman wearer pass through the gate and linger in Hell for more than 10 minutes, the hellmouth closes behind her, trapping her in Hell.

For example, a specific *melancholic talisman* could be linked to a hellmouth known as Alksomasic, each of whose two portal-heads appears as a massive snake with three gigantic compound eyes. The hellmouth's maws connect to a shadowy alley in the city of Dis known as the Walk of Wayward Skins and to an outlying bolgia of Malebolge, where monstrous worms slither through a waist-deep sea of ash. Once per day, the wearer of this talisman can open a 10-foot portal to either of these layers. This portal remains open for 10 minutes (or until dismissed) and functions as per *gate*.

CONSTRUCTION REQUIREMENTS	COST 25,000 GP
Craft Wondrous Item, <i>gate</i>	

SANGUINE TALISMAN		PRICE varies
SLOT neck	CL 13th	WEIGHT —
AURA strong conjuration		

In actuality a broad type of devil talisman, these blasphemous baubles offer diabolical protection and might summon any type of devil, from a lowly lemur to a potent greater devil. The power of a *sanguine talisman* hinges on the force of will of the devil bound within; this devil can grant the wearer advice, infernal protection, or an occasional ally.

All *sanguine talismans* grant the wearer a profane bonus to his Armor Class equal to 1 plus an additional 1 for every 5 Hit Dice the devil bound to the talisman has (maximum bonus of +5). In addition, the wearer of a *sanguine talisman* shares a telepathic bond with the bound devil for as long as he wears the magic item. A bound devil can sense its surroundings through the talisman and can advise its wearer as it pleases. The devil is under no compulsion to obey the wearer or speak the truth to

him—though some devils might lie and tell the wearer they are doing so. Finally, once per day the talisman wearer can attempt an opposed Charisma check against the bound fiend to summon a physical manifestation of the devil. If the wearer succeeds at this opposed check, the devil is brought forth to serve the caster as per the spell *summon monster* for a number of rounds equal to the bound devil's CR. If the wearer fails this check, the devil refuses to be called forth and no other check to summon it can be attempted until the next day.

The price of a *sanguine talisman* varies depending on the might of the devil bound within, equaling the bound devil's CR × 13,500 gp.

For example, consider a *sanguine talisman* that binds a bearded devil. Wearing the talisman grants a +2 profane bonus to Armor Class and grants a telepathic bond with the devil bound within. Once per day, the wearer can attempt a Charisma check opposed by the devil's Charisma check (its Charisma modifier is +0) to summon it forth for 5 rounds, as per *summon monster*. The particular bearded devil bound within this *sanguine talisman* is known as Kalvaddas the Strangler. He is a blunt sadist with a love of hand-to-hand brawls and throttling elves. He knows much of liars and might use his Sense Motive skill to aid a master he favors.

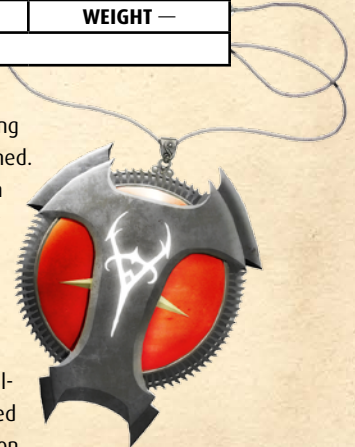
CONSTRUCTION REQUIREMENTS	COST varies
Craft Wondrous Item; <i>gate</i> , <i>greater planar binding</i> , <i>lesser planar binding</i> , or <i>planar binding</i>	

## MAGIC ITEMS

Beyond fiendish implants and devil talismans, a host of more traditional yet no less disturbing and dangerous magic items associated with Abaddon, the Abyss, and Hell have either made their way into mortal hands or have been crafted by mortals under the influence of these fiendish planes.

AMULET OF THE ABYSS		PRICE 15,000 GP
SLOT neck	CL 5th	WEIGHT —
AURA faint conjuration [chaotic, evil]		

Each *amulet of the Abyss* bears a demon lord's rune on its face, indicating the entity to which the amulet is attuned. An *amulet of the Abyss* functions as an unholy symbol of the demon lord. For a worshiper of that demon lord, an *amulet of the Abyss* also functions as a *phylactery of faithfulness*. An *amulet of the Abyss* grants its wearer the ability to cast each of the three spell-like abilities granted by the associated demon lord's first exalted demonic boon





once per day. See the individual demon lord entries in Chapter 1 for lists of the spells each demon lord grants as an exalted boon. Any lawful or good character who wears this amulet gains 2 negative levels. These negative levels remain as long as the amulet is worn and cannot be overcome in any way as long as the amulet is worn (though they never result in actual level loss).

CONSTRUCTION REQUIREMENTS	COST 7,500 GP
Craft Wondrous Item, creator must worship a demon lord	

ASURA MEDITATION MAT		PRICE 32,000 GP
SLOT none	CL 10th	WEIGHT 3 lbs.
AURA moderate abjuration [evil, lawful]		

This simple mat is woven from a type of reed that grows in the swamps of Geryon's realm. Meditating on the mat opens the user's mind to the destructive power of emptiness. If a lawful evil character with a ki pool meditates upon an *asura meditation mat* for 1 hour, for the next 4 hours, the user's mind becomes an empty vessel guided by wrath. During this time, the user gains a +4 profane bonus on saving throws against mind-affecting effects but must attempt saving throws against all mind-affecting effects (including beneficial or harmless ones). In addition, before the user makes a melee attack with an unarmed strike or a monk weapon, she can spend up to 4 ki points to declare an empty strike. The user gains a profane bonus on the attack roll and weapon damage roll equal to twice the number of ki points spent, and the attack ignores 2 points of hardness or damage reduction for each ki point spent. When used with Stunning Fist or similar feats, an empty strike also increases the DC of that effect by the number of ki points spent.

A user without a ki pool, or one who is not lawful evil, gains no benefit from an *asura meditation mat*.

CONSTRUCTION REQUIREMENTS	COST 16,000 GP
Craft Wondrous Item, <i>mind blank</i>	

CANDLE OF ABADDON		PRICE 9,000 GP
SLOT none	CL 13th	WEIGHT 1 lb.
AURA strong necromancy [evil]		

Molded from a pale, milky-green wax into the shape of a column of screaming souls and stamped on the bottom with the unholy symbol of one of the Four Horsemen, a *candle of Abaddon* is a boon to evil spellcasters and any who would summon or interact with daemons. When burned, the candle sheds eerie dim illumination in a radius of 15 feet similar to Abaddon's perpetual eclipse. This candle lowers existing light levels in the area to dim conditions; this effect functions as a 6th-level spell with the darkness descriptor.

A spellcaster within the radius of a burning *candle of Abaddon* gains a +2 bonus to his effective caster level when casting spells with the evil descriptor. The light also acts as per *magic circle against evil*, but only against daemons. Natural healing doesn't work within the light's radius of illumination,

and magical healing requires a successful DC 25 caster level check to take effect.

A *candle of Abaddon* normally burns for 4 hours, but any burning consumes at least 10 minutes of its overall life span, even if it was lit for less than 10 minutes. It is possible to extinguish the candle simply by blowing it out, so users often place it in a lantern to protect it from drafts and the like (this doesn't interfere with its magical properties).

CONSTRUCTION REQUIREMENTS	COST 4,500 GP
Craft Wondrous Item, <i>desecrate</i> , <i>magic circle against evil</i> , creator must be evil	

DAEMON SEED		PRICE 1,000 GP
TYPE ingested or inhaled drug	ADDICTION major, Fortitude DC 20	
EFFECT 1 hour; +1d4 profane bonus on saves and skill checks, +1d6 profane bonus to one random skill		
DAMAGE 15% chance of blindness and deafness for 1 hour and of 1 negative level (Fort DC 20)		

Most often used by daemons, the magical drug known as *daemon seed* has found a ready market across the planes. *Daemon seed* is derived from the viscous, sometimes iridescent fluid tapped from a daemon's spinal column, and those who imbibe it experience delusional euphoria and a storm of memories digested by the daemon that temporarily boosts the user's skills and resilience. The one skill that gains a heightened effect is random and varies from dose to dose, and there is no way to tell in advance which skill a particular dose will affect most.

Usually the drug has no side effects, but when it does, they are debilitating. Sold openly in certain cities on Abaddon—and illicitly in the City of Brass and in Norgorber's domain below Axis—the drug is banned on other planes by most authorities due to the defilement and destruction of souls it facilitates.

Daemons are immune to the negative effects of *daemon seed* and cannot become addicted to it. Further information on drugs and addiction is presented in the *GameMastery Guide*.

GRASP OF TORMENT		PRICE 17,025 GP
SLOT none	CL 11th	WEIGHT 10 lbs.
AURA moderate transmutation		



This wicked-looking +2 *adamantine spiked chain* is favored by those who associate with kyttons. When used to perform a disarm or trip combat maneuver, the chain partly animates to grasp the target, granting a +4 bonus on the combat maneuver check. On a successful disarm or trip combat maneuver check, the chain deals damage to the target creature or weapon as if it had also hit with an attack (in addition to the maneuver's effects).

CONSTRUCTION REQUIREMENTS	COST 10,025 GP
Craft Magic Arms And Armor, <i>animate objects</i>	



# Chapter 3: Fiendish Influences

HYDRODAEMON RUNESTONE		PRICE 3,300 GP
SLOT none	CL 11th	WEIGHT —
AURA moderate conjuration [evil]		

This water-polished stone is carved in the shape of a frog-like head and decorated with evil runes. It feels lighter than it should, as if hollow and partially filled with liquid. When a *hydrodaemon runestone* is crushed, smashed, or broken (a standard action), a hydrodaemon appears as if summoned by a *summon monster VI* spell. Normally, the daemon is under the control of the creature that broke the runestone, but there is a 25% chance that the daemon is uncontrolled and attacks its summoner.

CONSTRUCTION REQUIREMENTS	COST 1,650 GP
Craft Wondrous Item, <i>summon monster VI</i>	

RING OF THE CACODAEMON		PRICE 15,000 GP
SLOT ring	CL 8th	WEIGHT —
AURA moderate necromancy		



Sculpted into the intricate form of a golden cacodaemon, this ring features a decorative wide-open mouth and can hold a soul gem braced between its horns. The ring allows its wearer to tap into the residual memories of the mangled soul it contains. Once per day, the wearer can interrogate the soul in the gem, as per *speak with dead*, except the soul answers telepathically. Once per day, the bearer can project the soul's last tormented moments before it was consumed and bound, creating a cone of terror as per *fear*.

CONSTRUCTION REQUIREMENTS	COST 7,500 GP
Craft Wondrous Item, <i>fear</i> , <i>speak with dead</i>	

SPITEFUL SHIELD		PRICE 14,170 GP
SLOT shield	CL 8th	WEIGHT 15 lbs.
AURA moderate illusion		

This +2 *mirrored*<sup>UE</sup> *heavy steel shield* is infused with the spite of divs, allowing its bearer to terrify and disgust foes with twisted reflections of themselves. As a move action up to three times per day, the wielder can show an adjacent creature its reflection in the shield's mirrored surface. As the creature looks at its mirror image, the image changes to show the creature hideously warped, covered with plague sores, or otherwise twisted.

The creature must succeed at a DC 16 Will save or become shaken and sickened for 2d4 rounds. This is a mind-affecting fear effect, and it can be avoided as though it were a gaze attack.

CONSTRUCTION REQUIREMENTS	COST 7,170 GP
Craft Magic Arms and Armor, <i>phantasmal killer</i> , <i>spell turning</i>	



TALISMAN OF SOUL-EATING		PRICE 5,400 GP
SLOT neck	CL 5th	WEIGHT 3 lbs.
AURA faint necromancy [evil]		

This carved cacodaemon skull bears dozens of sharp teeth and is strung on a thin iron chain adorned with vertebrae. Once per day as a full-round action, the wearer can use the skull to draw forth the life essence of a dying or recently dead creature to cast *create soul gem*. The wearer can ingest this soul gem as a standard action. This frees the soul within the gem, which can be raised from the dead normally. The wearer then gains fast healing 2 for a number of rounds equal to the consumed soul's Hit Dice when it was still living. Draining a soul with the necklace or consuming a soul gem is an evil act.



CONSTRUCTION REQUIREMENTS	COST 2,700 GP
Craft Wondrous Item, <i>create soul gem</i>	

THANATOTIC PLATE		PRICE 141,240 GP
SLOT armor	CL 15th	WEIGHT 50 lbs.
AURA strong abjuration [evil]		

This jet-black +3 *unrighteous*<sup>UE</sup> *full plate* is made in the image of the armor worn by thanatotic titans<sup>B2</sup> and grants the wearer a fragment of their immense power. The wearer of *thanatotic plate* gains SR 21 against divine spells. In addition, the wearer can speak a command word to gain the benefits of *air walk*, *break enchantment*, or *spell turning* once per day each. Once per week, the wearer can use *greater planar ally* to call upon a tarry demodand<sup>B3</sup>.

A newly created set of *thanatotic plate* always includes a *thanatotic visage* (see below); this is included in the price and weight. A set of *thanatotic plate* missing its visage has its price reduced by that of the visage.

A nonevil character who dons *thanatotic plate* immediately gains 4 negative levels; these negative levels can't be removed or ignored, but they disappear when the armor is removed.

CONSTRUCTION REQUIREMENTS	COST 71,445 GP
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Craft Magic Arms and Armor, *air walk*, *break enchantment*, *breath of life*, *greater planar ally*, *heal*, *spell turning*, *unholy aura*

THANATOTIC VISAGE		PRICE 5,000 GP
SLOT head	CL 15th	WEIGHT 2 lbs.
AURA strong conjuration		

This jet-black helm completely masks the wearer's face above the mouth, giving him a grim aspect. A *thanatotic visage* has no effect unless worn with *thanatotic plate* (see above). When the wearer would be reduced to 0 hp or fewer, the visage casts *breath of life* on her; this does not require an action or even conscious effort. Casting *breath of life* this way destroys the *thanatotic visage*.

CONSTRUCTION REQUIREMENTS	COST 2,500 GP
Craft Magic Arms and Armor, <i>breath of life</i>	



## ARTIFACTS

Although the *Book of the Damned* is itself a powerful magical artifact (see page 4 for its statistics), numerous other fiendish artifacts are cataloged in the book's pages. In addition, if the *Book of the Damned* is sundered into its four components by the quartern disjunction (see page 187), those sections themselves become powerful artifacts.

### BOOK OF THE DAMNED (APOCRYPHA)

**SLOT** none

**CL** 25th

#### MAJOR ARTIFACT

**WEIGHT** 12 lbs.

**AURA** overwhelming all schools [evil, lawful]



These tattered and mismatched pages from the *Book of the Damned* deal with other types of fiendish beings beyond daemons, demons, and devils. Unlike the major chapters of the *Book of the Damned*, the apocrypha are not bound within a single set of covers—some pages are crudely bound into small folios, held together by lengths of chain or jagged barbs, or impaled on metal spikes, while others are simply loose leaves. Many pages are duplicates or filled with irrelevant writing on other topics, as if originally used for drafting, while the relevant content appears as marginalia. Despite their disorganized state, the pages never scatter or become lost; all of the various portions mysteriously remain together.

A good-aligned creature that touches this section of the *Book of the Damned* gains 1 negative level. This level cannot be restored until the character has remained more than 10 feet away from this section of the book for 24 hours. A nonevil creature attempting to read this section of the book must succeed at a DC 15 Will save or have her alignment permanently move one step toward evil.

These pages of the *Book of the Damned* are written in a mix of Abyssal, Celestial, and Infernal; knowledge of all three is necessary to understand their contents. A reader who spends at least 30 days (not necessarily consecutively) reading the apocrypha gains certain benefits. Where specified, these benefits apply to a single evil outsider subtype (other than daemon, demon, or devil). For every additional 10 days spent studying the apocrypha, the reader can gain these benefits with an additional subtype.

When using this portion of the *Book of the Damned* as a reference (by consulting it for at least an hour), the user gains a +4 bonus on Knowledge (planes) checks regarding one evil outsider subtype. The apocrypha contain copies of every spell with the evil descriptor, as well as *sacrifice* (see page 185). When the reader casts *planar ally* or *planar binding* (including

the lesser and greater versions) to bind a creature of her chosen subtype, the HD limit for the conjured outsider increases by 2.

The *Book of the Damned* apocrypha serve as the focal point for an *unhallow* spell. Three times per day, the reader can cast one of the following spells: *blasphemy*, *greater planar binding* (but only against evil outsiders of the type chosen when studying the apocrypha), or *unholy blight*. Whenever the bearer uses one of the apocrypha's daily spells, there is a 1% chance that a creature of her chosen subtype notices; if the spell chosen is associated with a creature of that subtype, the chance doubles, and the creature that notices is one that could use that spell-like ability. Such creatures usually seek to embroil the user in their schemes to further their fiendish agendas.

#### DESTRUCTION

The *Book of the Damned* apocrypha can be destroyed only by immersing the pages in 10 gallons of holy water while in the presence of at least one creature of each subtype of evil outsider described within. Unless the other three portions of the *Book of the Damned* are also destroyed within 24 hours, this portion reappears unharmed at some random, obscure point in the multiverse.

### BOOK OF THE DAMNED (DAEMONIC)

**SLOT** none

**CL** 25th

#### MAJOR ARTIFACT

**WEIGHT** 12 lbs.

**AURA** overwhelming all schools [evil, lawful]

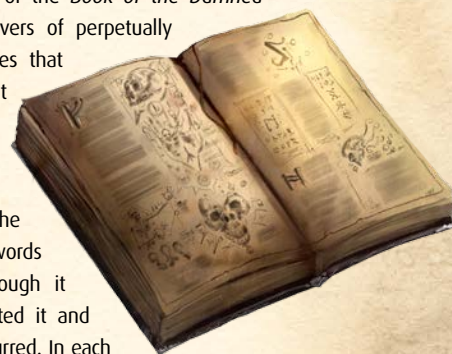
The daemoniac chapters of the *Book of the Damned* are bound between covers of perpetually frozen, compressed ashes that seem to suck ambient light into their material.

The pages appear to be a palimpsest, with the words written over the intentionally erased words of an earlier draft, though it is unknown who redacted it and when this redaction occurred. In each case, the edited portions describe specific

events related to the earliest history of the plane of Abaddon, sometimes with entire pages being censored. Scholars suspect this is akin to the magic the Horsemen use to scour their own records and history in cycles when one of the Four has been replaced.

A good-aligned creature that touches this section of the *Book of the Damned* gains 1 negative level. This level cannot be restored until the character has remained more than 10 feet away from this section of the book for 24 hours. A creature that is not neutral evil and attempts to read this section of the book must succeed at a DC 15 Will save or have his alignment permanently shift one step toward neutral evil.

The text is written in a mixture of Abyssal and Infernal, sometimes changing from one to the other midsentence, so readers must be fluent in both languages to fully understand the





# Chapter 3: Fiendish Influences

nuances and true meaning of the text. As a reader proceeds, he becomes aware of a dull pressure on the back of his skull and a buzzing static. Eventually the text begins to “speak” to him, conveying telepathic impressions and images to complement the text. A telepathic creature can “read” the text without actually opening this volume merely by holding it and concentrating.

This portion of the *Book of the Damned* contains copies of every spell with the evil descriptor, as well as *awaken the devoured*, *Charon's dispensation*, *sacrifice*, and *soul transfer* (see pages 183, 185, and 186). The user gains a +4 bonus on Knowledge (planes) checks when using this portion as a resource (consulting it for at least an hour regarding a question), and its descriptions of Abaddon are so accurate that any teleportation to or within that plane always brings the caster to the desired location (no familiarity roll needed). Spells cast by the bearer that inflict negative levels inflict 1 additional negative level on affected targets.

The daemonic portion of the *Book of the Damned* serves as the focal point for a permanent *unhallow* effect and *sympathy* attuned to attract neutral evil creatures. As long as the book's owner is carrying it, he casts all evil spells as if he were 2 caster levels higher and gains a +2 bonus on Charisma-based skills and checks when interacting with neutral evil creatures (these bonuses are considered to be profane bonuses and do not stack with similar bonuses granted by other partial *Books of the Damned*). Three times per day, the tome can be used to cast one of the following spells: *blasphemy*, *circle of death*, *death knell*, *energy drain*, *soul bind*, or *soul transfer* (see page 186). It is believed that the bearer can be subject to scrying at any time, without a saving throw, by the Four Horsemen or their elite agents.

## DESTRUCTION

The daemonic *Book of the Damned* can be destroyed by washing away the text on each page with the tears of a good outsider, at which point the book crumbles to ashes. Unless the other three portions of the *Book of the Damned* are also destroyed within 24 hours, the daemonic *Book of the Damned* reappears unharmed at some random, obscure point in the multiverse.

BOOK OF THE DAMNED (DEMONIC)		MAJOR ARTIFACT
SLOT none	CL 25th	WEIGHT 12 lbs.
AURA overwhelming all schools [chaotic, evil]		

The demonic chapters of the *Book of the Damned* are bound between razor-edged covers of cold iron. Readers must take care when opening this book, lest the covers cut their fingers. Blood spattered on the pages of the book quickly fades away, as if the damp sheets of pale parchment within had a vampiric thirst. A successful DC 12 Reflex save is enough for a character to avoid being cut when opening this book. On a failed save, the supernaturally painful cuts deal 2 points of Constitution damage.

This section of the *Book of the Damned* serves as a catalog of the Abyssal realms and their lords—yet, just as the rulers of the Abyss wax and wane, the contents of this book shift and change

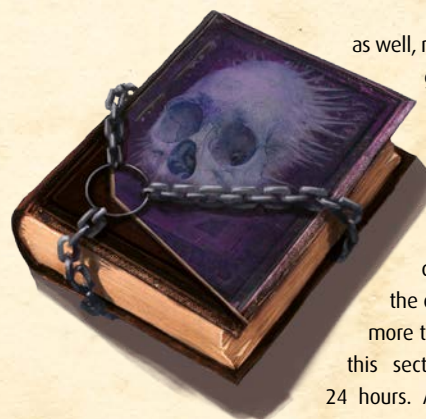
## OTHER DAMNABLE BOOKS

Scholars have long attempted to produce hand-written copies of the complete *Book of the Damned*, but invariably these attempts fail and are never finished, with the author going mad or being slaughtered before completion. Numerous partial and flawed translations of the *Book of the Damned* exist, and while these incomplete duplicates have no magical powers of their own and are often riddled with corruptions, fiendish agendas, mistranslations, and purposeful errors, each text harbors a dark trove of unspeakable knowledge. The following are some of the better known of their kind.

**The Ghatigahani Folio:** Captain Elliot Braker, a sadist in Eleder, bought this strange tome from a leprous traveler. Although he could not read the Vudrani words, he took great delight in the revoltingly graphic illustrations—until his mysterious disappearance. This copy includes copious notes and sketches of diabolical physiology, a description of the hellmouth Cagashags that connects Malebolge and Phlegethon, and the true name of the gelugon Reisiier.

**Plaques of the Black Sun:** Held under constant guard in Sarenrae's Temple of the Redeeming Sun in Merab, this heavily illustrated Osirian translation speaks at length of the cults of Belial, Noctacula, and Socothbenoth, holds copies of the spells *eyebite* and *hellfire ray* (see page 184), and—hidden on its back cover—bears the sigil of Ardad Lili herself.

**The Versex Text:** Kept within the libraries of the Sincomakti Lyceum in Rozenport, the collection is kept by its curators as an artifact of the Whispering Tyrant's grim rule. Within the Varisian translation lie the true names of the bruise-colored imp Vagagat and the needle-loving levaloch Jhaphvagh, plus the sigil of the one-eyed osyluth Romeiga.



as well, revealing dark secrets. A good-aligned creature who touches this section of the *Book of the Damned* gains 1 negative level. This level cannot be restored until the character has remained more than 10 feet away from this section of the book for 24 hours. A creature that is not chaotic evil and attempts to read this

section of the book must succeed at a DC 15 Will save or have her alignment permanently shifted one step toward chaotic evil.

These pages of the *Book of the Damned* are written in Abyssal. A reader who spends 30 days (not necessarily consecutively) reading the book receives several benefits. The book contains copies of every spell with the evil descriptor, as well as *create drug*, *sacrifice*,



and *waters of Lamashtu* (see pages 183, 185, and 186). The user gains a +4 bonus on Knowledge (planes) checks if she uses the book as a resource (consulting it for at least an hour regarding a question), and its descriptions of the Abyss are so accurate that any teleportation travel to or within the Abyss always brings the caster to the exact location desired (no familiarity roll required).

The demonic section of the *Book of the Damned* serves as the focal point for an *unhallow* effect and *sympathy* attuned to attract chaotic evil creatures. As long as the book's owner is carrying it, she casts evil spells as if she were 2 caster levels higher and gains a +2 bonus on Charisma-based skills and checks when interacting with chaotic evil creatures (these bonuses are considered to be profane bonuses and do not stack with similar bonuses granted by other partial copies of the *Book of the Damned*). Three times per day, the tome can be used to cast one of the following spells: *blasphemy*, *desecrate*, *greater planar binding*, *insanity*, *rift of ruin*, *summon monster VII*, or *unholy blight*. Once per day as a standard action, the bearer can use the book to gain one of the boons granted by any demon lord, which lasts as long as the owner retains possession of the book or until she chooses a new boon. This does not require an obedience.

## DESTRUCTION

The demonic *Book of the Damned* can be destroyed by feeding the pages to a lawful or good outsider (though doing so usually results in the outsider's death or fall from grace). Unless the other three portions of the *Book of the Damned* are also destroyed within 24 hours, the demonic *Book of the Damned* reappears unharmed at some random, obscure point in the multiverse.

## BOOK OF THE DAMNED (DIABOLIC)

### MAJOR ARTIFACT

**SLOT** none

**CL** 25th

**WEIGHT** 12 lbs.

**AURA** overwhelming all schools [evil, lawful]

This flesh-bound folio contains pages from the *Book of the Damned* related to Hell and its infernal denizens. Its dry, yellowed parchment leaves bear profane symbols and diagrams, prayers to archdevils, descriptions of Hell and its torments, explanations of foul rites, heresies and libel profane to every god, vituperation against countless deities, explorations of diabolical life, and pages of evil magic supposedly expunged from the world long ago.

A good-aligned creature that so much as touches this section of the *Book of the Damned* gains 1 negative level. This level can't be restored until the character has remained more than 10 feet away from this section of the book for 24 hours. A creature that is not lawful evil and attempts to read this section of the book must succeed at a DC 15 Will save or have his alignment permanently shift one step toward lawful evil.

Those who dare read this section of the *Book of the Damned* find that it holds a wealth of profane knowledge. Any character who can read Infernal and spends a total of 30 days (not necessarily consecutively) studying the folio uncovers numerous foul revelations and gains a number of benefits. Readers find that the tome holds copies of every spell with the evil spell descriptor, as well as *create drug* and *sacrifice* (see pages 183 and 185). A significant portion of this volume contains lists of fiendish true names hidden in complex metaphors and codes, allowing someone who has access to only this portion of the *Book of the Damned* to perform the manifest manifestation ritual (see page 193), but at a penalty of -4 to the skill checks involved due to the incomplete nature of these lists. The descriptions of Hell found within prove so detailed that any magical attempt to teleport to or within the infernal plane (such as by use of *plane shift* or *teleport*) takes the bearer to the exact intended destination with no familiarity roll needed.

Beyond its contents, this section of the *Book of the Damned* is itself a potent unholy magic item. At its most basic level, the tome serves as the focal point for a permanent *unhallow* effect and *sympathy* tuned to attract lawful evil creatures. Also, any greater devil using *scry* or a similar spell can view the diabolic *Book of the Damned* with no risk of being detected by the bearer.

Those in possession of these pages also gain a number of benefits. The bearer casts evil spells as if he were 2 caster levels higher and gains a +2 bonus on Charisma-based skills and checks when interacting with lawful evil creatures (these bonuses are considered to be profane bonuses and do not stack with similar bonuses granted by other parts of the *Book of the Damned*). Three times per day, the tome can be invoked to cast one of the following spells: *desecrate*, *dictum*, *gate* (to summon a hellmouth to Hell only), *greater planar binding*, *hellfire ray*, *summon monster VII*, and *unholy blight*. Once per day, the bearer can ask the folio a question related to Hell, lawful evil creatures, or any other profane topic; he then opens the book to a random page to find the answer, revealed as if he had cast *vision*.

Every time one of the artifact's daily spells or its vision power is used, there is a cumulative 1% chance that a powerful devil takes note of the bearer and seeks to make use of him in some profane plot or simply claims his soul for Hell.

## DESTRUCTION

The diabolic *Book of the Damned* can be destroyed by scrubbing each page with waters harvested from the Maelstrom before feeding the soaked pages to a protean (which is typically destroyed in the process of consuming the potent lawful artifact). Unless the other three portions of the *Book of the Damned* are also destroyed within 24 hours, the diabolic *Book of the Damned* reappears unharmed at some random, obscure point in the multiverse.

## THE IHYTEAR

### MAJOR ARTIFACT

**SLOT** none

**CL** 30th

**WEIGHT** 2 lbs.

**AURA** overwhelming all schools [evil, lawful]



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Written of only in the most cultic lore of Heaven and Hell, this foot-long sliver of radiance is said to be the final piece of the spear Asmodeus used to slay his brother Ihy. Glowing like a shard of the sun, this strange weapon functions as a *+5 axiomatic brilliant energy dagger* that overcomes all damage reduction. Any creature of or near deity-level power (including archdevils, demon lords, empyreal lords, Horsemen, and similar beings) wounded by the *Ihystear* must succeed at a DC 35 Fortitude save or be stunned for 1 round.

Aside from its use as a weapon, the fragment holds within it the final scream of Ihy—the cry of the first murder and of the first slain deity. As a full-round action, a creature bearing the *Ihystear* that succeeds at a DC 30 Strength check can snap the weapon in half. Doing so releases an echo of this scream: a terrible, deafening shriek that pierces the world and can be heard for dozens of miles. Any creature within 100 feet of the broken *Ihystear*—including the wielder—must succeed at a DC 30 Will save or be slain instantly. Those who succeed at their saves are rendered deaf and insane (as per the spells *blindness/deafness* and *insanity*). This scream continues for 3 rounds and pierces even magical silence. This is a mind-affecting sonic effect. At the end of this time, the *Ihystear* heals itself and returns to normal. However, there is a 50% chance each time it is broken that it randomly shifts to another plane.

For long centuries, Asmodeus held the *Ihystear* within the Catafalque, deep in Nessus, though in recent years rumors claim sightings of the weapon on Golarion. Whether these tales are true and why the Prince of Darkness might have released his trophy after untold millennia remains mysteries.

### DESTRUCTION

The *Ihystear* must be used to strike the same type of fatal blow to Asmodeus that the Prince of Darkness used upon Ihy—but none living other than Asmodeus know exactly what type of fatal blow this was. This does not slay Asmodeus, but it does cause the *Ihystear* to vanish from existence for 9 years, 9 months, and 9 days. After this time, if Asmodeus still lives, the *Ihystear* reappears in the Catafalque.

WHEEL OF WORLDS		MINOR ARTIFACT
SLOT none	CL 25th	WEIGHT 10 lbs.
AURA overwhelming conjuration [evil, lawful]		

Within a *wheel of worlds* lie all possibilities and none, and while those who use them touch countless worlds, their journeys end the same way. A *wheel of worlds* appears as a spherical astrolabe the size of a human skull. Rings of bronze, dark adamantine, and steel form a shifting shell, and as each band moves it reveals another below. These rings bear spidery symbols, marking and measuring the location of celestial bodies. Many researchers who obsess over these devices claim that within their shells lies the truth of the heavens and beyond. Most realize too late, however, that the truth they seek is not one any mortal should know.

A *wheel of worlds* creates gates to other planes. Using it causes a portal to open to a random plane for 1 minute (roll on the table below to determine the destination). The portal is not transparent, thus preventing a view of the plane beyond, though the artifact's user is given an impression of what lies beyond. The user can then either travel to that plane or call through a creature native to that realm. Doing either immediately closes the gate. If the bearer wishes, she can attempt to open a portal to a specific plane by manipulating the rings of the artifact, a complex series of adjustments requiring a successful DC 25 Wisdom check. Failing such a check by 5 or less still results in a destination determined by a random roll on the table, but the artifact's user can select whether the destination is that plane or the next or previous plane listed on the table, exerting some influence over the gate.

Within a *wheel of worlds* lies a trap. Every time a wielder uses the astrolabe, its rings collapse and reveal stranger, more profane markings within. The GM should track each use of the artifact. After every portal opened, there is a cumulative 1% chance that next time the portal is used it opens not to the randomly generated plane, but to the corresponding layer of Hell noted on the chart. Every attempt to manipulate the artifact to reach a specific plane (whether successful or not) increases this chance by 3%. When the Wheel of Worlds unexpectedly opens to Hell, the wielder is given a wrong impression of the plane beyond, believing the gate has opened to the expected plane (or to a different layer of Hell, if Hell was the expected plane) rather than to the actual layer of Hell. If she attempts to summon a creature through the gate that is not a native of Hell, a random devil is conjured. This devil is not under the user's control and attempts to destroy the summoner. Every creature that uses a *wheel of worlds* has its own percent chance of this diabolical malfunction, which can never be reduced. Should a creature ever reach a 100% chance of opening a gate to a layer of Hell, a *wheel of worlds* instantly shifts both itself and its wielder to a random layer of Hell upon its next use.

### DESTRUCTION

Each *wheel of worlds* has coded into its workings an "anathema location." If the wheel is used to open a gate to that specific planar location, it instead opens a portal into the heart of the Maelstrom and is drawn into the vortex along with any creature that traverses the portal. This destroys the *wheel of worlds* and the creature that activated it.

d10	Plane	Layer of Hell
1	The Abyss	Avernus
2	The Maelstrom	Dis
3	Axis	Erebus
4	Nirvana	Phlegethon
5	Elysium	Stygia
6	Heaven	Malebolge
7	The Boneyard	Cocytus
8	Abaddon	Caina
9	Hell	Nessus
10	Roll again	Roll again





## INFERNAL CONTRACTS

The best known and most direct form of diabolical corruption, infernal contracts form a binding tie between a devil and a mortal. Such contracts take a variety of forms, typically parodying the laws and terminology of the mortal's society. An infernal contract takes the form of an offer, usually for extravagant goods or seemingly impossible services, presented by a devil to a mortal who has summoned it for exactly such a purpose. These contracts are exceptionally powerful and can alter lives—or even reality—in diverse ways for those who agree to sign such hellish documents. In return for fulfilling the terms of the contract, the devil receives the mortal's soul when the signer dies or at whatever time the contract specifies. While a mortal's soul is nearly always the target of such contracts, oftentimes devils occlude their desires, either within confusing legalese, sub-articles, and addenda, or by tailoring their fulfillment of the contract to provide the contractee with the means to damn himself. Thus, some infernal contracts are simple accounts of a blasphemous exchange, while others are rambling documents cloaking diabolical intentions. While more complex agreements are better at hiding a devil's desires, they might offer clever mortals opportunities to escape damnation.

Infernal contracts are an expression of a timeless truth: mortals always desire more. Many mortals dream of worldly wealth and otherworldly power, but in the vast planar scheme, their existences are brief and their bargaining power limited. The devils of Hell offer a way around such limitations. Banking on mortals' ignorance of how the multiverse works and the true value of their intangible souls, devils offer mortals the fulfillment of this dream for what appears to be no price at all. To seal the bargain and prove their honesty, they create officious infernal contracts—elaborate written promises no less binding than the chains of Hell.

Of Hell's contract makers, phistophiluses<sup>B3</sup>—also called contract devils—are considered the finest authors of infernal bargains. The rulers of Hell—Asmodeus, the archdevils, the infernal dukes, and the malebranche—are also storied deal makers. But infernal contracts are not the purview of contract writers alone. The forces of Hell stand as a largely unified threat against mortal life, and most specimens among the legions of devilkind can requisition tools from a vast, treacherous arsenal. Thus, a mortal encounter with nearly any devil has the potential to end in an offer: What would you give for greatness?

## VARIANT CONTRACTS

Before exploring the intricacies of the infernal contract, it should be noted that other fiends are often willing to enter into contracts with mortals as well. Lawful evil fiends are



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generally the most trustworthy in this regard. Neutral evil fiends usually honor a contract as long as they get something out of the bargain or feel like they come out ahead, while chaotic evil fiends will almost always look to cheat or blatantly disregard the wording of a contract. All contracts with non-devil fiends carry with them a markedly increased level of risk to the mortal, and in many cases, the only possible outcome of such a foolish endeavor is the forfeiture of the mortal's soul—yet there are always extenuating circumstances that make the forging of such a risky contract a viable (or perhaps the only) option. For example, a king might agree to sign a contract with a powerful demon, knowing full well that the demon will break the contract, yet if signing the contract can buy even a few extra hours for a group of adventurers to attempt a desperate gambit to save the kingdom, such a sacrifice may be worth it in the end. How a non-devil fiend honors a contract is generally left up to the GM, but the basic mechanics work as for infernal contracts.

### NEGOTIATING CONTRACTS

Not every devil is interested in entering into a contract. Most devils focus their energies on fulfilling orders from diabolical superiors, and others simply prefer not to waste time negotiating with mortals. If a remarkable mortal presents herself, though, a devil might be convinced to enter into a bargain.

At its most basic level, an infernal contract is a simple trade. The devil provides whatever the mortal requests (within the devil's power) and in exchange receives the signee's immortal soul, to be delivered to the devil at the moment of the mortal's death.

Some devils, such as pit fiends, can grant wishes, effectively giving a mortal almost anything she desires. In the case of such powerful devils, the terms of a contract should be agreed upon between a player and the GM.

Less potent devils don't have the power to grant wishes, but they can certainly still create more specific sorts of infernal contracts, such as the ones detailed at the end of this article. In all of these cases, the price is the same—the mortal signee's soul, which is damned to Hell upon the mortal's death.

At the GM's discretion, a devil might accept some payment other than the signee's soul. In any situation, what the devil gains should be significant and unique, such as a one-of-a-kind object or even an artifact. Alternatively, it might require the mortal to commit an act that's certain to damn her soul, such as destroying a good or chaotic artifact, murdering 1,000 innocents, or turning traitor against family, nation, race, or religion.

Devils generally don't enter into infernal contracts with evil creatures, as such creatures' souls are already bound for evil-aligned planes. In any case, regardless of a mortal's intentions or any potentially positive results, entering into an infernal contract is always a lawful and evil act.

### INFERNAL LEGIST

Although most devils cannot instantly create an infernal contract, there are those that see the value of such an ability and develop the talent over ages of study. This exceptional training, which takes place deep within the Fallen Fastness of Dis, the sunken libraries of Stygia, or the other blasphemous vaults of Hell, manifests as the Infernal Legist feat.

#### INFERNAL LEGIST

You can instantly conjure an infernal contract into being.

**Prerequisite:** Devil subtype.

**Benefits:** As a full-round action, you can produce an infernal contract. To receive the contract's benefit, a mortal creature must sign its name of its own free will. When it does so, that mortal's soul is sworn to Hell. As long as the infernal contract remains in effect, the victim cannot be restored to life after death save by a miracle or a wish. If the mortal is restored to life, you immediately sense it and gain the benefits of a *discern location* spell targeting the resurrected creature.

### CREATING CONTRACTS

Once terms have been agreed to, a devil has to create the infernal contract. Contract devils have the easiest time of this, making use of their infernal contract ability to instantly generate such a document. Devils of demigod-level power can likewise instantly call tailor-made infernal contracts into being as though they also had the infernal contract ability, though the effects they can create prove more potent and variable. Other devils can also produce infernal contracts but might have to employ less immediate techniques.

Barring any extraordinary circumstances, most devils with the *greater teleport* ability know a place they can go to have an infernal contract created. This might involve opening a portal back to Hell, finding a contract devil lurking on the same mortal world, or other means. In any case, the devil can use this method to have an infernal contract made to meet its needs. However, doing so takes time. The Creation Time entry listed in each contract's description on pages 206–207 notes how long it takes for most common devils to have an infernal contract of that kind produced. This represents a combination of the devil's travel time, its influence in negotiating with other devils, the detail put into the contract's creation, and the time it takes to return. At the end of this period—unless the mortal has done something extraordinary to hide himself—the devil returns with a contract.

### RESEARCHING CONTRACTS

An infernal contract is a baffling linguistic labyrinth, rife with eons-old legalese, otherworldly citations, and near-endless clauses and counterclauses. One might consist of



a single scroll covered in fine handwriting, while another might consist of volumes of printed text bound in sable.

Skimming an infernal contract and getting the gist of it takes only a matter of moments. Reading one in its entirety, though, can take hours, if not days, and is similar in many ways to performing research in a library. All infernal contracts have a number of knowledge points (abbreviated as “kp”) representing the sum of the contract’s information. To research an infernal contract, a character must succeed at a Linguistics check or a specialized skill check as indicated by the contract in question. The DC of this Research check varies, but if the researcher uses the more specialized check to perform this research, she gains a +2 circumstance bonus for using precisely the correct skill for interpreting the contract, as opposed to the more general use of Linguistics. Attempting a Research check requires an uninterrupted 8-hour period of research, and characters cannot take 10 or 20 on this check. Each additional 8-hour period of research on the same contract grants a cumulative +1 bonus on Research checks. Up to two characters can use the aid another action to assist a researcher.

Succeeding at a Research check reduces the contract’s knowledge points, similar to dealing damage to a creature’s hit points. As the knowledge points decrease, the contract reveals its secrets. The amount of kp reduced on a successful Research check depends on the intellectual capacities of the contract’s primary researcher. A character with the ability to attempt any Knowledge check untrained (such as a bard, loremaster, or skald) reduces a contract’s kp by  $1d12 +$  the character’s Intelligence modifier. Other scholarly characters (alchemists, arcanists, investigators, wizards, and so on, at the GM’s discretion) reduce the contract’s knowledge points by  $1d8 +$  the character’s Intelligence modifier. All other characters reduce the contract’s knowledge points by  $1d4 +$  the character’s Intelligence modifier. Rolling a natural 20 on a Research check acts like a critical threat. If the researcher confirms the critical hit by immediately succeeding at a second Research check with all the same modifiers, the resulting knowledge point reduction is doubled. Rolling a natural 1 on a Research check results in an automatic failure, and the contract’s knowledge points increase by  $1d8$ . Because of the purposefully obtuse nature of infernal contracts, some researchers reach a dead end in their understanding of the document and are unable to further decrease a contract’s

knowledge points. Failing two consecutive Research checks means the researcher has misunderstood the contract’s terms. In this case, the contract’s knowledge points return to maximum and the researcher can’t attempt to research that particular contract again until he gains a level.

Infernal contracts contain only the overt terms of the agreement and, potentially, oblique provisos. Unless a GM stipulates otherwise, no knowledge other than that specified is gained through researching a contract. Not every infernal contract has hidden language—some are completely forthright. Those that do conceal cunningly disguised traps, though, can have their secrets revealed by reducing the contract’s kp to its hidden condition threshold. Note that it is possible for a contract to have multiple hidden condition thresholds, though the ones detailed in this book have only one each. If such an unfavorable term is called out to a devil, it will usually acquiesce to changing the contract, though doing so means creating the contract all over again, and the new contract is by no means assured to be free of insidious new stipulations.

Once a contract’s kp is reduced to 0, the researcher discovers a flaw that could allow for an early termination of the contract. A mortal might exploit such a loophole to end the contract. In doing so, she would lose the contract’s benefit but regain her soul. The specifics of this loophole might not be simple to engineer, but they provide hope of an escape. Not all infernal contracts contain such flaws, although the four detailed on pages 206–207 do.

## ESCAPING CONTRACTS

The easiest way to avoid the consequences of an unfavorable infernal contract is simply not to sign one. If that isn’t an option, thoroughly researching the contract and learning of dangerous provisos and potential loopholes can mean the difference between life and damnation.

When an infernal contract is signed, two copies manifest: one for the mortal signee and one for the devil. The mortal is free to do whatever he pleases with his copy, though destroying it is rarely directly helpful. Devils tend to do one of two things with their copies: Some keep the documents close at hand, securing them in vaults or in the care of guardians of their choosing. Most, however, send their contracts back to Hell for safekeeping, typically to the Fallen Fastness in Dis. In this infernal library, contracts are protected by countless diabolical scholars, the sanity-





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shattering complexity of the library's organization, and its planar inaccessibility. For most mortals, retrieving a contract from Hell is practically impossible. Yet even once an infernal contract is signed and secured, there are still routes by which it might be changed—or escaped.

**Transferring a Contract:** A devil might be convinced to adjust the terms of an infernal contract to apply to a different mortal. Just as in the case of the original signee, the new mortal must enter into the contract freely, accepting the benefits but also the damnation. Occasionally, a damned mortal can convince a second mortal to take his place in an infernal deal, or a particularly self-sacrificing mortal might decide to take on a loved one's contract. In either case, the devil must deem the new signee an equal or more valuable soul. Only the devil that created the original document (or had it created) can adjust the terms of an infernal contract, which must be done in the presence of the former signee, the new signee, and one copy of the original contract. Once the new signee commits her signature to the contract, with the devil as witness, the former signee's name is erased and both copies of the contract immediately change. The effects of the adjusted contract are left to the parties involved, but most commonly, the former signee loses all benefits and conditions of the contract, while the new signee gains them.

**Destroying a Contract:** If both copies of an infernal contract are destroyed, the contract ends. The mortal and devil lose all benefits of the contract, and the mortal's soul is released to follow whatever natural course it might take upon death. This requires obtaining both copies of the contract, which isn't easy; a devil guards its contracts and isn't likely to let a mortal go back on a contract without a fight. Recovering the devil's copy of a contract might require the mortal to plunge into the depths of Hell itself.

If the mortal signee has already died and her soul is already in Hell, destroying the contract does not transport the soul to the afterlife where it otherwise would have been sent. The best the petitioner can hope for is to be liberated from her tortures, and her escape is made even more challenging by the fact that her soul is now free game for all of Hell's various deadly denizens. Moreover, the weight of having made a deal with a devil stays with a soul for the rest of its existence. Even after escaping a contract (or Hell itself, in the previous case), a mortal might still be forsaken by her deity and find herself condemned to Hell or any of the other evil-aligned planes. Actual salvation might require much more than the mere destruction of the infernal contract.

### SAMPLE CONTRACTS

Though the denizens of Hell share many goals, their schemes are far from uniform. The infernal contracts they create vary widely in cost, effect, terms, and methods of escape. The following are contracts common to some of Hell's best-known inhabitants. Most reflect the power, influence, and

predilections of the devil offering the contract. However, GMs should feel free to use these examples as guidelines for creating their own custom infernal contracts. Complexity, kp, and Research checks are further detailed under Researching Contracts beginning on page 203.

### CONTRACT STAT BLOCKS

The sample infernal contract stat blocks detailed below contain the following sections.

**Contract Name:** This is the name of the type of contract, potentially used by diabolic scholars and infernal barristers.

**CR:** This entry lists the challenge rating of the infernal contract. It is usually equal to the CR of the devil that most commonly creates it (as listed in the Devil entry), but in the case of unique contracts created by demigods such as archdevils, infernal dukes, and Queens of the Night, the infernal contract's CR can vary (but is rarely over CR 20).

**XP:** This entry lists the experience points gained for reducing the contract to 0 kp.

**Devil:** This entry lists the type of devil that commonly creates the contract in question.

**Creation Time:** This entry lists how long it takes for a devil to create a contract and return to a mortal signee (assuming it doesn't have the infernal contract special ability or the Infernal Legist feat).

**Benefit:** This is the benefit the contract grants the signee.

**Payment:** This lists an alternative payment the devil might accept in return for the contract's benefit in lieu of a soul. Not all devils are open to alternative payments.

**Description:** This entry is a brief description of the style of the contract's text.

**Complexity:** An infernal contract's complexity is equal to 10 + twice the infernal contract's CR. The number listed in this entry is the DC of the Linguistics check or other specialized skill checks required to reduce the contract's kp.

**Specialized Skills:** This entry lists the skills other than Linguistics that can be used to research the contract. Using one of these specialized skills grants the researcher a +2 circumstance bonus on the check.

**kp:** This entry lists the contract's maximum number of knowledge points. This is typically equal to the contract's CR × 3.

**Hidden Condition:** This entry lists a hidden condition that the devil has slipped into the contract. If the signee reduces the contract's kp to the value listed in parentheses in this entry, the hidden condition is revealed.

**Termination Clause:** This entry lists a flaw in the contract that could allow for an early termination of the contract. If the signee successfully exploits this loophole, she loses the benefit of the contract but regains her soul.

**Unique Features:** Some powerful devils add specific characteristics to their contracts, such as special magical protections. Such features are listed in this entry.



## PACT OF BLOOD-TAKING

CR 5

XP 1,500

**Devil** bearded devil (barbazu)**Creation Time** 2d6 months

**Benefit** Attacks made with melee weapons by the contracted mortal deal persistent wounds that cause 1 point of bleed damage. Bleeding caused by these infernal wounds can be stopped with a successful Heal check, but anyone attempting to magically heal a creature with an infernal wound must attempt a caster level check. Success indicates the healing works normally and stops all bleed effects on the victim. The DC of each of these checks is equal to 10 + the contracted mortal's Strength modifier.

**Payment** The signee can no longer regain hit points through natural healing.

### RESEARCH

**Description** Infernal contracts created by barbazus are typically inelegant and rife with references to ancient battles, bloodletting, and tactical maneuvers.

**Complexity** 20

**Specialized Skills** Knowledge (history), Knowledge (planes), Profession (soldier)

kp 15

**Hidden Condition (6 kp)** The barbazu becomes the owner of any weapon the contracted mortal finds. Once per year, the barbazu can appear and take the contracted mortal's best weapon. The mortal must comply as though affected by *dominate monster* (no save; this effect bypasses normal immunities to mind-controlling effects).

**Termination Clause (0 kp)** The contract seems to assure that the barbazu will not kill the contracted mortal, but vague phrasing opens the door for a broader interpretation. If the contracted mortal is killed by any barbazu or by bleed damage, the contract is terminated.

## SHADOW COIN BARGAIN

CR 11

XP 12,800

**Devil** barbed devil (hamatula)**Creation Time** 1d6 months

**Benefit** The contracted mortal gains the ability to speak with shadows (as per the spell *stone tell*, but with any shadow cast by a living creature) once per day. Additionally, he gains the see in darkness ability common to devilkind (*Pathfinder RPG Bestiary* 311).

**Payment** Once per week, the contracted mortal must kill a sentient creature with a piercing weapon and leave a platinum coin in the victim's mouth. If the mortal neglects to do this, his soul is damned to Hell upon his death.

### RESEARCH

**Description** Infernal contracts created by hamatulas typically contain references to accounting principles, mathematics, and slow deaths.

**Complexity** 32

**Specialized Skills** Appraise, Knowledge (planes), Profession (clerk) kp 33

**Hidden Condition (12 kp)** Once per month, the hamatula can appear before the contracted mortal and collect a debt in gold equal to 100 gp × the mortal's Hit Dice. If the devil does not collect, the debt carries over to the next month, and the next month, and so on—likely without the mortal's knowledge. The hamatula can erase the debt by taking one or more of the mortal's appendages, digits, or similar bodily features, resulting in 2d6 points of ability drain to an ability score of the devil's choice.

**Termination Clause (0 kp)** The contract is not for a mortal soul, but calls literally for "a priceless item with the contracted mortal's name and blood." If the mortal finds a priceless item, bleeds over it (taking an amount of damage equal to half his maximum hit points), gives it his name, and then destroys it in a fire, the contract ends.

## VOW OF HEARTRIME

CR 13

XP 25,600

**Devil** ice devil (gelugon)**Creation Time** 1d8 days

**Benefit** The contracted mortal stops showing signs of aging and gains immunity to cold damage. Additionally, she can survive indefinitely on 1 gallon of water per day, as long as it is frozen—this replaces her need to eat and drink.

**Payment** As a sacrifice of warmth, the area within 5 feet of the contracted mortal is always 10 degrees colder than the surrounding area. The mortal's body is unpleasantly cold to the touch. Any liquid in the mortal's possession, no matter how well insulated, freezes in 1 minute. This includes potions and other liquid gear; consuming a frozen potion takes 1 minute of uninterrupted work.

### RESEARCH

**Description** Infernal contracts created by a gelugon are exceedingly complex, referencing cunning extraplanar generals, natural violence, and obscure predators.

**Complexity** 36

**Specialized Skills** Knowledge (nature), Knowledge (nobility), Knowledge (planes)

kp 39

**Hidden Condition (25 kp)** One year after the contract is signed, the ice devil can collect the mortal signee's heart. The mortal survives this painful extraction, but from then on she is healed by negative energy and harmed by positive energy as if she were an undead creature. The ice devil keeps the heart safe (within its own chest, some say). Not having a heart neither aids nor hinders the mortal, but if the infernal contract is terminated while the mortal's heart is missing, the mortal dies instantly.

**Termination Clause (0 kp)** A beautifully written but deliberately obtuse clause likens the contracted mortal's existence to living, melting snow. The mortal can take



# Chapter 3: Fiendish Influences

advantage of this by arranging for the creation of a simulacrum. During the casting of the *simulacrum* spell, the contracted mortal must wound herself and bleed over the simulacrum until she falls unconscious. The mortal takes 1d4 points of Constitution drain and falls unconscious for 2d6 hours, during which time the simulacrum must be destroyed with fire. However, the simulacrum refuses to obey its creator and attempts to escape. If the simulacrum is destroyed before the contracted mortal awakes, the contract is considered to be fulfilled.

## UNIQUE FEATURES

This contract can be destroyed only by sacred fire, such as that created by the spell *flame strike* from a good caster.

## CURSE OF THE EVER-SOUL

CR 20

XP 307,200

Devil pit fiend

Creation Time 1 hour

**Benefit** The contracted mortal gains 1,000 years of life, can speak and understand any language, and permanently gains the effects of *speak with animals*.

**Payment** The signee must deliver 100 sentient mortal lives, sacrificed in rituals to Asmodeus or a demigod residing in Hell. These souls need not be paid before the contract is signed, but must be paid within 1 year of the signing; otherwise, the payment becomes the signee's mortal soul.

## RESEARCH

**Description** Infernal contracts created by pit fiends are among the most elaborate in existence, referencing deities, souls, and half-comprehensible cosmic truths.

Complexity 50

**Specialized Skills** Knowledge (planes), Knowledge (religion)  
kp 60

**Hidden Condition (20 kp)** Once per year, the pit fiend can instantly transport the signing mortal to its side across any distance, even across planar boundaries, as if conjuring the mortal via a *gate* spell. The pit fiend can command the mortal to perform one service for it, which the mortal cannot deny and must attempt to complete to the best of her abilities (regardless of any immunities). After 24 hours or upon the completion of the task, the mortal returns to wherever she was teleported from.

**Termination Clause (0 kp)** The contract is exacting in defining the signee's nature and home world. If the mortal were to place her soul into the body of another humanoid not native to her world, the terms of the contract would remain effective over her body, not her soul. Any soul within the mortal's original body is damned upon that body's death. The mortal could potentially reclaim her body after a soul within it is taken in this manner. Of course, tricking another's soul into damnation in this way is an evil act.

MATERIAL PLANE, in the FOURTH incarnation of the THIRD Cycle of Mortality, on file in the Fallen Fastness 9485785,68863;2141,70036233.

This is a lawful contract between

hereinafter called "COVENANTER"  
and

hereinafter called "COSIGNATORY."

Their names are to be used for this pact only.

HERETOFORE shall the efforts of the COVENANTER be bound to the COSIGNATORY to the effect of the following terms.

1) The indenturing of an agent of the COVENANTER, of no potency less than a single imp, bound to service and obedience to the COSIGNATORY. This agent's term of service is to continue in perpetuity or upon the complete fulfillment of this pact.

2) The boon of a single mortal wish, effective immediately upon the signing of this document, meted out forthwith with the full ability and potency of the COVENANTER and specifically without intent to harm or confound.

In recompense, upon the cessation of mortal continuation, the COSIGNATORY binds all personal efforts, agendas, service, and attendance to the COVENANTER, to employ or dispose of as individually deemed fit, or at the demand of masters whose names are struck from this contract yet known by the afore signed to be the ones whose hands guide these words.

In code 9485784, 37287845, 9888491. Subject to the veto of the Nine, honor to their names and Asmodeus most high.

Signed in blood and bound by soul.



## DEMONIAC

Many demon worshipers understand that sinful souls become demons once the Abyss digests them, but the demoniac simply cannot wait for death to begin her transformation. Depending on which demon lord a demoniac devotes herself to, her evil obedience, suite of powers, and resistance change. Yet in the end, all demoniacs are damned, their souls transformed by the Abyss into demons upon their deaths.

**Hit Die:** d8.



## REQUIREMENTS

To qualify to become a demoniac, a character must fulfill all of the following criteria.

**Alignment:** Chaotic evil.

**Feats:** Fiendish Obedience, Iron Will.

**Skills:** Intimidate 7 ranks, Knowledge (planes) 7 ranks, Spellcraft 7 ranks.

**Language:** Abyssal.

**Spells:** Ability to cast at least two enchantment spells of two different spell levels.

**Special:** Must worship a demon lord or nascent demon lord; must have been mentally, physically, or spiritually traumatized by a demon—either being reduced to negative hit points by a demon's physical attacks, taking a total of 10 or more points of ability damage or drain from a demon's special attack (this total damage can be from multiple attacks as long as the total is 10 or more in all), or spending at least 1 day under a demon's control (either via charm or compulsion effects or via demonic possession).

## CLASS SKILLS

The demoniac's class skills (and the key ability for each skill) are Bluff (Cha), Intimidate (Cha), Knowledge (planes) (Int), Knowledge (religion) (Int), Sense Motive (Wis), Spellcraft (Int), and Stealth (Dex).

**Skill Ranks at Each Level:** 2 + Int modifier.

## CLASS FEATURES

The following are class features of this prestige class.

**Weapon and Armor Proficiency:** A demoniac gains proficiency with all simple weapons and with her demonic patron's favored weapon.

**Spells per Day/Spells Known:** At the indicated levels, a demoniac gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if she is a spontaneous spellcaster), and an increased effective level of spellcasting. If the character had more than one spellcasting class before becoming a demoniac, she must decide to which class she adds the new level for purposes of determining spells per day.

**Damned (Ex):** When a demoniac is killed, her soul is instantly claimed by the Abyss, to be transformed over time into a demon appropriate to the greatest sins the demoniac gloried in while she lived. A character attempting to resurrect a slain demoniac must succeed at a caster level check with a DC equal to 10 + the demoniac's character level or the spell fails. That character cannot attempt to resurrect the demoniac again until 24 hours have passed, though other characters can still attempt to do so.

**Demonic Mark (Ex):** A demoniac bears the sign of her demon lord as a tattoo-like brand somewhere on her body.



## Chapter 3: Fiendish Influences

Table 3–2: Demoniac Prestige Class

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+1	+0	+0	Damned, demonic mark, obedience	—
2nd	+1	+1	+1	+1	Energumen +2	+1 level of existing class
3rd	+2	+2	+1	+1	Demonic boon 1	+1 level of existing class
4th	+3	+2	+1	+1	Summon demon 1	+1 level of existing class
5th	+3	+3	+2	+2	Energumen +4 (resistance)	+1 level of existing class
6th	+4	+3	+2	+2	Demonic boon 2	+1 level of existing class
7th	+5	+4	+2	+2	Energumen +6 (immunities)	+1 level of existing class
8th	+6	+4	+3	+3	Summon demon 2	+1 level of existing class
9th	+6	+5	+3	+3	Demonic boon 3	+1 level of existing class
10th	+7	+5	+3	+3	Demonic form	+1 level of existing class

Once per day, a demoniac can call upon the profane magic of this mark to power a spell as she casts it. Doing so causes the spell to gain the chaotic and evil descriptors, and it causes the spell not be expended as it is cast, allowing the demoniac to cast the spell again at a later point in the day.

**Obedience (Ex):** In order to maintain her demoniac abilities (including all spellcasting abilities that have been augmented by the class), a demoniac must indulge her chosen demon lord with a daily obedience. This ceremony is incorporated into whatever method the demoniac uses to regain spellcasting abilities (such as meditating, praying to a demon lord, or studying a spellbook). When a character takes her first level of demoniac, she must decide whether she is an evangelist, an exalted, or a sentinel of her demonic patron. This choice determines which category of boons she earns as she gains levels, and once made, it cannot later be changed.

**Energumen (Su):** Once per day at 2nd level, a demoniac can open her soul to a demonic spirit as a free action. This demonic spirit possesses the demoniac for a number of rounds equal to her demoniac level, granting a +2 profane bonus to one ability score of the demoniac's choice.

At 5th level, energumen grants a +4 profane bonus to one ability score, electricity resistance 10, and a +4 bonus on saving throws against poison.

At 7th level, energumen grants a +6 profane bonus to one ability score and immunity to electricity and poison.

When the energumen ends, the demoniac becomes confused for a number of rounds equal to her demoniac level as the demonic spirit has its way with her mind. At the start of each round of confusion, the demoniac can attempt a DC 25 Will save to end the confusion effect immediately.

Energumen is a possession effect, and it is negated by *protection from evil* or *protection from chaos*. A demoniac can prevent or end the confusion side effect by using one of these spells, but being affected by such a spell before the energumen has run its course also causes the benefits granted to end prematurely.

**Demonic Boon (Ex, Sp, or Su):** As a demoniac gains levels, she gains boons from her demonic patron as her body and soul become increasingly infused with demonic energies.

The nature of the boons granted varies, depending on the demoniac's chosen demon lord and which category of boon she elects to embody. Each demon lord grants three boons, each more powerful than the last. At 3rd level, the demoniac gains the first boon. At 6th level, she gains the second boon, and at 9th level, she gains the third and final boon. Consult the Fiendish Obedience feat on page 178 and the demon lord and nascent demon lord descriptions in Chapter 1 for details on these boons. When a demonic boon grants a spell-like ability, the demoniac's caster level for the spell-like ability is equal to her total character level. This ability allows a demoniac to access these boons earlier than normal; it does not grant additional uses of the boons once the character reaches the necessary Hit Dice to earn the boons normally.

**Summon Demon (Sp):** Once per day at 4th level, a demoniac can cast *summon monster* VI to conjure one succubus, 1d3 babaus, or 1d4+1 brimoraks<sup>B6</sup> to serve her. At 8th level, the demoniac also gains the ability to cast *summon monster* VIII once per day to conjure one hezrou, 1d3 vrock, or 1d4+1 succubi to serve her.

**Demonic Form (Su):** At 10th level, a demoniac can undergo a temporary transformation into a unique demon as a standard action. Her type changes to outsider with the chaotic, demon, evil, and native subtypes. She gains damage reduction 10/good and cold iron, resistance to acid 10, cold 10, and fire 10, and telepathy to a range of 100 feet. When she first gains this ability, she chooses to gain one additional physical transformation from the following when she transforms: wings (fly speed of 40 feet with good maneuverability), gills (ability to breathe water and a swim speed of 30 feet), or a single natural attack (bite, claw, gore, slam, or tail sting; damage dealt as appropriate for the demoniac's size). Once this additional physical transformation is chosen, it can never be changed. The newly created demon's natural weapons and any weapon it wields are treated as chaotic and evil for the purpose of bypassing damage reduction. The demoniac can remain in this form for a number of minutes per day equal to her character level; this duration does not need to be consecutive, but it must be used in 1-minute increments. Returning to her normal form is a free action.



## DIABOLIST

Though diabolists seek to enslave the forces of Hell and turn them toward goals other than corruption, only the most stalwart of diabolists can resist the temptations of the Pit.

**Hit Die:** d6.

## REQUIREMENTS

To qualify to become a diabolist, a character must fulfill all of the following criteria.

**Alignment:** Lawful evil.

**Feat:** Fiendish Obedience.

**Skills:** Knowledge (planes) 7 ranks, Knowledge (religion) 7 ranks, Spellcraft 7 ranks.

**Language:** Infernal.

**Spells:** Ability to cast at least two conjuration spells of two different spell levels.

**Special:** Must worship an archdevil, infernal duke, or malebranche; must have conjured a devil using *lesser planar ally* or *lesser planar binding* (or a similar spell) to successfully command the devil to perform a task that takes a minimum of 1 day to complete.

## CLASS SKILLS

The diabolist's class skills (and the key ability for each) are Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Sense Motive (Wis), and Spellcraft (Int).

**Skill Ranks at Each Level:** 2 + Int modifier.

## CLASS FEATURES

The following are class features of this prestige class.

**Spells per Day/Spells Known:** At the indicated levels, a diabolist gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefits a character of that class would have gained, except for additional spells per day, spells known (if she is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before she became a diabolist, she must decide to which class she adds each level of diabolist for the purpose of determining spells per day.

**Damned (Ex):** When a diabolist is killed, her soul is instantly sent to Hell. A character attempting to resurrect her must succeed at a caster level check with a DC equal to 10 + the diabolist's level or the spell fails. That character cannot attempt to resurrect the diabolist again until 24 hours have passed, though other characters can still attempt to do so.

**Imp Familiar (Ex):** A diabolist forms a close bond with a particular imp, similar to how a wizard gains a familiar. This functions as the arcane bond wizard class feature, but as if the diabolist had selected the Improved Familiar feat. If a diabolist has class levels in another class that grants a familiar, levels in that class and her diabolist class levels stack for determining the overall abilities of her imp familiar. The imp familiar can communicate with its master via telepathy as long as the imp is in physical contact with her.



# Chapter 3: Fiendish Influences

Table 3–3: Diabolist Prestige Class

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+1	Damned, imp familiar, infernal charisma +2, obedience	—
2nd	+1	+1	+1	+1	Channel hellfire, infernal bargain	+1 level of existing class
3rd	+1	+1	+1	+2	Augment Summoning, diabolic boon 1, heresy +2	+1 level of existing class
4th	+2	+1	+1	+2	Infernal charisma +4	+1 level of existing class
5th	+2	+2	+2	+3	Hellish soul, imp spell-like abilities	+1 level of existing class
6th	+3	+2	+2	+3	Diabolic boon 2, infernal transport	+1 level of existing class
7th	+3	+2	+2	+4	Infernal charisma +6	+1 level of existing class
8th	+4	+3	+3	+4	Hellfire ray, imp spell-like abilities	+1 level of existing class
9th	+4	+3	+3	+5	Diabolic boon 3, heresy +4	+1 level of existing class
10th	+5	+3	+3	+5	Master conjurer	+1 level of existing class

At 5th level, the diabolist's imp familiar can choose any of the following spells to add to its list of at-will spell-like abilities: *bleed*, *deathwatch*, *detect evil*, *detect law*, *doom*, *ghost sound*, *mage hand*, *message*, *open/close*, or *prestidigitation*. The imp can also add any of the following spells to its list of 1/day spell-like abilities: *curse water*, *floating disk*, *grease*, *hold portal*, *identify*, *silent image*, *unseen servant*, or *ventriloquism*. The range of the imp's telepathy with the diabolist increases to 60 feet.

At 8th level, the imp can choose two more at-will spell-like abilities from the corresponding list above, and it can choose one more 1/day spell-like ability from the corresponding list above. The range of the imp's telepathy with the diabolist increases to 1 mile.

**Infernal Charisma (Ex):** A diabolist gains a +2 bonus on Charisma checks to interact with devils. This bonus increases to +4 at 4th level and to +6 at 7th level.

**Obedience (Ex):** In order to maintain her diabolist abilities (including all spellcasting abilities that have been augmented by the class), a diabolist must indulge her chosen patron with a daily obedience. This ceremony is incorporated into whatever method the diabolist uses to regain spellcasting abilities (such as meditating, praying to an archdevil, or studying a spellbook). When a character takes her first level of diabolist, she must decide whether she is an evangelist, an exalted, or a sentinel of her diabolic patron. This choice determines which category of boons she earns as she gains levels, and once made, it cannot later be changed.

**Channel Hellfire (Su):** At 2nd level, a diabolist can alter spells that deal energy damage to instead deal hellfire damage (see page 136). She can do this as a free action a number of times per day equal to her Charisma modifier (minimum 1). Spells altered to use hellfire gain the lawful and evil descriptors.

**Infernal Bargain (Ex):** At 2nd level, a diabolist making use of *planar ally* (or a similar spell) can attempt an opposed Charisma check against a called (but not summoned) devil. If she succeeds, the devil reduces the price it demands to serve her by half.

**Augment Summoning (Ex):** At 3rd level, a diabolist gains the Augment Summoning feat, even if she does not meet the prerequisites.

**Diabolic Boon (Ex, Sp, or Su):** As a diabolist gains levels, she gains boons from her infernal patron. The nature of the boons granted varies, depending on the diabolist's chosen patron and which category of boon she elects to embody. Each diabolic patron grants three boons, each more powerful than the last. At 3rd level, the diabolist gains the first boon. At 6th level, she gains the second boon, and at 9th level, she gains the third and final boon. Consult the Fiendish Obedience feat on page 178 and the archdevil, infernal duke, and malebranche descriptions in Chapter 1 for details on these boons. When a diabolic boon grants a spell-like ability, the diabolist's caster level for the spell-like ability is equal to her total character level. This ability allows a diabolist to access these boons earlier than normal; it doesn't grant additional uses of the boons once the character reaches the necessary Hit Dice to earn the boons normally.

**Heresy (Ex):** At 3rd level, a diabolist gains a +2 bonus on checks to research specific devils' sigils or true names. This bonus increases to +4 at 9th level.

**Hellish Soul (Ex):** At 5th level, a diabolist has been deemed useful enough to the cause of Hell to be allowed a brief respite from damnation. If killed by any means outside of the will of Asmodeus, the archdevils, or another influential force in Hell, the diabolist can be resurrected as normal.

**Infernal Transport (Sp):** At 6th level, a diabolist can transport herself through Hell in a burst of flames. She can use this ability twice per day as per *dimension door*, or she can expend both uses to travel as per *teleport*. She cannot use this ability to enter or leave areas warded against evil creatures.

**Hellfire Ray (Sp):** At 8th level, a diabolist can cast *hellfire ray* (see page 184) twice per day as a spell-like ability.

**Master Conjurer (Ex):** At 10th level, when a diabolist calls a devil whose name she knows, she can cast the calling spell as a standard action and bargain with the devil as a move action. She adds half her Bluff, Diplomacy, or Intimidate modifier to the bargaining Charisma check (if any).



## SOULDRINKER

Pledging their souls to Abaddon, souldrinkers are proxies of death, serving the architects of the apocalypse until eventually their own souls are drawn into their masters' waiting maws.

**Hit Die:** d6.

### REQUIREMENTS

To qualify to become a souldrinker, a character must fulfill all of the following criteria.



**Alignment:** Neutral evil.

**Feats:** Fiendish Obedience, Great Fortitude.

**Skills:** Knowledge (arcana) 7 ranks, Knowledge (planes) 7 ranks, Spellcraft 7 ranks.

**Language:** Abyssal or Infernal.

**Spells:** Ability to cast at least two necromancy spells of two different spell levels.

**Special:** Must worship one of the Four Horsemen or a daemon harbinger; must have died or experienced her soul leaving her body (such as via casting *magic jar*).

### CLASS SKILLS

The souldrinker's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Sense Motive (Wis), and Spellcraft (Int).

**Skills Ranks at Each Level:** 2 + Int modifier.

### CLASS FEATURES

The following are features of this prestige class.

**Weapon and Armor Proficiency:** A souldrinker gains proficiency with the favored weapon of her daemonic patron.

**Spells per Day/Spells Known:** At the indicated levels, a souldrinker gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if she is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a souldrinker, she must decide to which class she adds the new level for the purposes of determining spells per day.

**Apocalyptic Vow (Ex):** At 1st level, the souldrinker must select one of the Four Horsemen or a daemon harbinger to which she makes an apocalyptic vow. When a souldrinker dies, the entity to which she made her apocalyptic vow claims her soul. A character attempting to resurrect a slain souldrinker must succeed at a caster level check with a DC equal to 10 + the souldrinker's character level or the spell fails. That character cannot attempt to resurrect the souldrinker again until 24 hours have passed, though other characters can still attempt to do. This vow also grants the souldrinker a +3 bonus on saving throws against death effects and negative energy, which stacks with other such bonuses.

**Cacodaemon Familiar (Ex):** At 1st level, the souldrinker gains a cacodaemon familiar, as if she had the Improved Familiar feat. If the souldrinker already has a familiar, the cacodaemon replaces that familiar by devouring the prior familiar (this does not penalize the souldrinker). The souldrinker counts as



# Chapter 3: Fiendish Influences

**Table 3-4: Soulrinker Prestige Class**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+1	Apocalyptic vow, cacodaemon familiar, obedience	—
2nd	+1	+1	+1	+1	Enervation 2/day, soul pool	+1 level of existing class
3rd	+1	+1	+1	+2	Daemonic boon 1	+1 level of existing class
4th	+2	+1	+1	+2	Lesser oblivion	+1 level of existing class
5th	+2	+2	+2	+3	Enervation 4/day	+1 level of existing class
6th	+3	+2	+2	+3	Daemonic boon 2	—
7th	+3	+2	+2	+4	Oblivion	+1 level of existing class
8th	+4	+3	+3	+4	Enervation 6/day	+1 level of existing class
9th	+4	+3	+3	+5	Daemonic boon 3	+1 level of existing class
10th	+5	+3	+3	+5	Greater oblivion	+1 level of existing class

an evil outsider for the purpose of using soul gems created by a cacodaemon.

**Obedience (Ex):** In order to maintain her soulrinker abilities (including all spellcasting abilities that have been augmented by this prestige class), a soulrinker must indulge the Horseman or harbinger she worships with a daily obedience. This ceremony is incorporated into whatever method the soulrinker uses to regain spellcasting abilities (such as meditating, praying to a demigod, or studying a spellbook). When a character takes her first level of soulrinker, she must decide whether she is an evangelist, an exalted, or a sentinel of her daemonic patron. This choice determines which category of boons she earns as she gains levels, and once made, it cannot later be changed.

**Enervation (Sp):** At 2nd level, a soulrinker can cast *enervation* twice per day as a spell-like ability (CL = her character level). At 5th level, she can use this ability four times per day, and at 8th level, she can use it six times per day.

**Soul Pool (Su):** At 2nd level, a soulrinker can store stolen life energy to use thereafter to accomplish unnatural feats. Her soul pool starts at 0, and at any one time, it can contain a maximum number of soul points equal to her soulrinker level. Every time a soulrinker inflicts a negative level on a creature other than herself, she gains 1 soul point.

A soulrinker can expend soul points for the following.

**Create Item:** A soulrinker can expend points from her soul pool to provide energy for the creation of magic items. Each point expended provides 500 gp worth of raw materials for the item.

**Recover Spell Slot:** As a full-round action, a soulrinker can expend a number of points from her soul pool equal to double the spell level of a cast spell or expended spell slot in order to regain that spell or slot as if it had not been used.

**Protect Soul:** A soulrinker can spend soul points to avoid gaining a negative level, at a rate of 1 soul point per negative level negated.

**Daemonic Boon (Ex, Sp, or Su):** As a soulrinker gains levels, she gains boons from her patron as her body and soul become increasingly infused with daemonic energies.

The nature of the boons granted varies, depending on the soulrinker's chosen patron and which category of boon she elects to embody. Each Horseman or harbinger grants three boons, each more powerful than the last. At 3rd level, the soulrinker gains the first boon. At 6th level, she gains the second boon, and at 9th level, she gains the third and final boon. Consult the Fiendish Obedience feat on page 178 and the Horseman and harbinger descriptions in Chapter 1 for details on these boons. When a soulrinker boon grants a spell-like ability, her caster level for the spell-like ability is equal to her total character level. This ability allows a soulrinker to access these boons earlier than normal; it does not grant additional uses of the boons once the character reaches the necessary Hit Dice to earn the boons normally.

**Lesser Oblivion (Su):** At 4th level, a soulrinker's apocalyptic vow invests her with a specific ability, depending on which Horseman she made her vow to, as listed below:

**Apollyon:** Immunity to diseases, including supernatural and magical diseases.

**Charon:** Immunity to aging effects and Constitution damage and drain.

**Szurriel:** Immunity to bleed effects and Strength damage and drain.

**Trelmarixian:** Immunity to ingested and inhaled poisons, and the soulrinker no longer needs to eat or drink.

**Oblivion (Sp):** At 7th level, the soulrinker is granted more power by her apocalyptic vow, gaining a spell-like ability usable at will but that costs 1 soul point for each use.

**Apollyon:** *contagion*

**Charon:** *vampiric touch*

**Szurriel:** *rage*

**Trelmarixian:** *bestow curse*

**Greater Oblivion (Sp):** At 10th level, the soulrinker gains more power from her apocalyptic vow. The spell-like abilities listed here are usable at will but cost 3 soul points per use.

**Apollyon:** *plague storm*<sup>UM</sup>

**Charon:** *wither limb*<sup>HA</sup>

**Szurriel:** *blade barrier*

**Trelmarixian:** *quicken feast of ashes*<sup>APG</sup>









# Chapter 4: Fiendish Bestiary





# Devils

As beings of absolute, merciless order and obedience, devils know nothing of compassion, free will, or morality. From the most revolting lemur to the deadliest infernal duke, their foul existences serve but a single unified purpose: the execution of Hell's law across all the planes. Where they succeed, whole worlds become blasted slave empires—prison-slaughterhouses where mortal souls fuel the infernal war machine and praise the grim majesty of Asmodeus the God-Fiend. Even where they fail, subtle corruptions and blasphemous subversions wrap the tendrils of temptation about weak mortal minds, paving a path of damnation.

Within the Pit, the eldest truths of the multiverse and the will of Asmodeus have complete control. Wheels within wheels and castes within hierarchies assure that all the servants of the Prince of Darkness know their place and the duties their dread lords command. Everything is in order, even though the vast expanses of Hell may appear to be little more than horrifying, chaotic realms where foul beasts teem and the damned wail their sorrows to the deaf heavens. Chaos breeds suffering, change spawns fear, upheaval breaks the soul—all are tools of Hell's tortures. Thus, everything follows the great plans of Hell's rulers. And while they equip their fists with the gauntlets of cold tyranny, they deny themselves no weapons, even the

scourges of the Abyss, the spears of Heaven, or the fires of the Maelstrom.

While the lords of the Pit do as they will, such is not the fate of their servants. The hellspawn mind knows precision and expertise, having been cultivated to excel at the duties their masters require. Gelugon strategists, hamatula sentinels, and osyluth inquisitors—all have been sculpted for their roles by the hands of Hell, and in these tasks devils know few peers. Yet devilish minds do not create weapons for but a single goal, and the spawn of the Pit are far from automatons. Even the basest fiends exhibit cruel cleverness and the ability to learn and refine skills outside the edicts of their creation. A barbaz legionnaire might come to excel at infiltration, while an erinyes might become a deadly seductress, each fiend's skills growing as their experiences and the needs of their masters shape them. And when their time comes to walk upon the Material Plane, all devils have but one goal: to damn the souls of mortals however they see fit.

## THE HIERARCHY OF HELL

The devils of Hell are legion, their ranks endlessly bolstered by damned souls, other natives of the infernal plane, and horrors forged in the multiverse's darkest pits. Yet devils form one of the largest and most stringent social orders in



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all the planes, their racial law rivaled only by the choirs of Heaven and the castes of axiomytes.

All devils are created to fill a gap or expand the ranks of Hell's rigid hierarchy: a pyramidal organization typified by grim echelons of control similar to the rankings of an impossibly vast and complex military. Asmodeus sits enthroned at the height of this order, the unquestioned and invincible lord over all beneath him, while repulsive oceans of lemures and all the potential evils and terrifying shapes they embody roil at the base. Between these extremes march untold varieties of fiendish forms, from deadly foot soldiers to elite warriors to beings of living warfare. Such fiends hold rankings based primarily on infernal race but also on their accomplishment and the recognition of their masters. Hell is strict and ordered, but it is not blind to exceptions that offer advantages.

The racial ranks of Hell select first and foremost for prowess, though the definition of such skill varies. Typically, this implies physical strength in battle—most barbazus being subordinate to more powerful levalochs who are, in turn, inferiors to the even stronger osyluths. Yet exceptions exist for cunning. A rare phistophilus, for example, bears greater rank than a hamatula, while insidious gelugons preside over legions of cornugons. Although gelugons might pose far less of a threat to mortal warriors in hand-to-hand combat, the minds of these villains are so insidious that whole nations might fall victim to their subtle temptations before anyone even recognizes its threat.

Although a devil's race means much within the castes of Hell, physical form alone does not correspond to a specific rank or authority. The lords of the Pit are ever watchful for exceptionally skilled and capable servants. Whether they be warriors who slaughter hundreds more enemies than their brethren, or strategists whose designs cause the fall of entire empires, Hell seeks prodigies. Many believe the souls of certain once-mortal beings prove predisposed to exceptional talents and might carry those skills through millennia of torments to create prodigious fiends. The soul of a peerless mortal warrior might eventually become a skilled erinyes, while a murderous inquisitor might reprise his merciless passion as an osyluth. Nonetheless, the process of creating lemures from the damned rests largely in the unknowable workings of the infernal plane itself, making controlled transformations of souls into other forms rare at best (not that this stops many diabolical lords from seeking methods to more effectively utilize such souls). When skilled devils do rise above their brethren, they are rewarded with authority. A particularly deadly barbazus might excel to the point where he can best a host of erinyes and therefore be promoted to lead them, while a keen osyluth might join the ranks of watchful hamatulas. These subjective ranks within Hell's hierarchies are not obvious to most non-devils—beyond the scars of veteran

### FIENDISH LISTS

Each section in the first part of this chapter contains a list of fiends that have appeared in this book or in *Pathfinder RPG Bestiary* volumes. These lists compile the CRs of these fiends and provide page number references for the book in which their statistics appear. Also, each list indicates an additional piece of information about the fiend in question (typically something that relates to its position in its race or the source of its creation) and the classic favored offering to the fiend. Providing a conjured fiend with its favored offering grants a caster a +2 bonus on the opposed Charisma check required to keep a conjured fiend on the Material Plane. At the GM's discretion, these favored offerings can have additional boons as well when used in interacting with conjured fiends.

Note that these lists are not complete, and that numerous other fiends exist in the Great Beyond. Many of them have been presented in other Pathfinder products, and many more yet await revelation. These lists limit themselves only to those fiends that have appeared in this book or one of the six currently published *Pathfinder RPG Bestiaries*.

warriors or occasional trappings of the favored—yet all devils recognize the place of their kindred immediately, and they obey or command as their station dictates. But for those who seek them or have them forced upon them by their masters, there exist methods of physical advancement for those willing to endure the suffering.

### DIABOLICAL ADVANCEMENT

The breeds of devilkind are impermanent. In the same way the greatest of infernal kind might re-create lemures into useful, sentient shapes, so too might they lift other devils from the caste implied by their form. A devil might be reshaped into a greater form in a process little understood outside of Hell, but it is known to be one of the most excruciating tortures exacted upon the multiverse's beings. Such promotion can be meted out only by one of the lords of Hell—fiends with the standing of an infernal duke or greater.

When a pit fiend or other powerful infernal lord recognizes a devil as a minion of worth, the devil is subjected to a lengthy and terrifying torment befitting its would-be new incarnation. Should the creature survive this torture—a fate that is never assured—it emerges transformed into a new member of a greater breed with all the rights and standing of that form. Procession through Hell's infernal castes can take many paths, as devils of any type might be promoted into a variety of forms. Typically, though, a devil advances by small degrees, joining a slightly more powerful rank. Never is a lesser devil promoted to a greater devil without the careful consideration of its lord.



These transformations typically take place on case-by-case bases, though the archdevils occasionally remake whole legions to suit their needs. Such advancement can also be reversed, and failed fiends might be cast into torments that strip away their forms, reducing them in station. All devils dread such a fate, as it is perhaps the worst insult the prideful fiends can suffer.

Although numerous methods of diabolical advancement are well documented, no devil save for the pit fiends can engage in this process without the allowance of the infernal nobility. Even those brazen enough to try it without permission gain no benefit, merely years of torment endured to no advantageous outcome. What infernal processes or rites the lords of Hell bring to these tortures—what sparks finally imbue their minions with greater blasphemous forms—are unknown, though diabolists throughout the multiverse have long sought the secrets of these fiendish powers. These torturous advancements are also not the only way devils of great standing are formed, however, as there are also many creations of Asmodeus himself and beings that spring whole-formed from the depths of Hell, and they abide by infernal laws few can even comprehend.

## DIABOLIC ROLES

Only fools claim to know all the secrets of Hell and the innumerable beings that lurk within its ninefold depths. Although some creatures certainly prove more pervasive among the Pit's layers, to say that these beings constitute the entirety of what exists within the infernal realm shows the ignorance and hopeful delusion of limited mortal minds. Detailed here are those devils best documented by diabolists, in order of strength from weakest to most powerful.

### LEMURE (CR 1)

Barely devils, or any manner of creature at all, lemures boil forth from the deepest cracks and crevices of Hell—the filth of the multiverse's foulest pit manifesting as primitive life. Yet, through purification by cruelty and ablution by wrath, these repulsive protoforms bear the seed of all diabolical life. Little more than fundamentally evil souls given flesh, lemures are blank slates. Their minds are extant but empty, ready for the whims of powerful infernal entities to shape them into whatever their would-be masters desire. Until such a time, they roil in vast seas of churning flesh, lashing out murderously but mindlessly at one another and whatever damned souls prove foolish enough to happen by.

### IMP (CR 2)

Slyly letting themselves be underestimated, imps throughout the multiverse have an infamous reputation for being craven, pandering, sadistic weaklings that fearfully obey any creature larger and stronger than themselves. While these rumors are unquestionably true, imps know the stories and expectations

of those who call upon them, and beneath their cowardly and toadying natures lie calculating minds. Patiently and humbly they serve even the most unfit, eagerly whispering advice and subtly manipulating those who think themselves masters. Nonetheless, in the end, imps turn on those they've served even for centuries, trusting in their decades-long stratagems to eternally damn their former masters.

The practice of conjuring imps as familiars has burgeoned widely through the planes, largely spread by devils and imps themselves. Delighting in tempting their masters down the path of diabolism, imps gradually reveal their familiarity with the Pit in exchange for small acts of depravity. While the details of such exchanges are rarely truthful, few spellcasters who would conjure a devilish familiar balk at the increasingly depraved acts their servants require in payment.

### ACCUSER DEVIL (ZEBUB; CR 3)

Although the repulsive accuser devils, also known as zebubs, are among the Pit's least powerful denizens, they are quite valued for their abilities as spies. Due to the zebub's small size, relatively harmless powers, and ability to record events and pass them on to others, powerful mortals and devils alike use them as observers. A zebub's infernal eye can be used in courts to provide proof of an event, and often when contracts are signed, a zebub lurks nearby to preserve the event for all time.

### BEARDED DEVIL (BARBAZU; CR 5)

One of the most pervasive breeds of Hell's rank-and-file legionnaires, bearded devils know only battle and obedience. Far from the most cunning inhabitants of the Pit and poor tempters of mortal souls, what these murderous fiends lack in guile they make up for in versatility and reliability. Barbazus are among the most dogged of devils, unquestioningly performing whatever travail is put before them by their lords and superiors. These devils form the ironclad backbone of hellish armies, mustering and training in preparation for infernal campaigns. When finally unleashed upon the mortal plane, the cruelty and effectiveness of their slaughter mark them as true embodiments of the unflinching discipline of Hell.

Barbazus conjured away from Hell initially balk at serving beings other than infernal lords and struggle to resist whatever magic compels them. In the face of skilled diabolists, though, bearded devils might come to serve nearly as devotedly as they would in Hell. Regardless of their willingness, all barbazus show a penchant for murderousness and bloodshed, often lashing out with their deadly sawtooth glaives when a simple word would suffice. These devils also sometimes offer minor insights into the ways of the infernal dukes they serve, the topography of Hell's first layer, Avernus, or the worship of Barbatos, the archdevil to whom all bearded devils offer some degree of veneration.



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### HOST DEVIL (MAGAAV; CR 6)

The host devils serve as Hell's hunters of souls, and great flocks of them wheel in the skies above on constant watch for escapees from the ranks of the damned. Lesser versions of the magaavs—creatures known as gaavs—toil in Hell as well, but they are rarely encountered outside of the Pit.

### WARMONGER DEVIL (LEVALOCH; CR 7)

The lumbering warmonger devils blur the line between devil and automaton. They do not pause in their duties to Hell's armies for refreshment or relaxation, for to the levalochs, nothing is more refreshing and relaxing than brutal combat. On the rare occasions they are left to their own devices, their true personalities as canny provocateurs or talented trainers of battle emerge, often in unexpected ways.

### DROWNING DEVIL (SARGLAGON; CR 8)

The drowning devils of Hell's oceans and rivers are often called to the Material Plane to serve as guardians for powerful spellcasters, particularly those with underwater lairs. In the flooded portions of Hell, only the waters of the Styx are hostile to the sarglagons, for even the drowning devils are not immune to the memory-destroying waters of this infamous interplanar river.

### ERINYES (CR 8)

Known as fury devils to some and fallen angels to others, erinyes veil their depravity within heavenly bodies. While these devils can be raised from the ranks of lemures by lords of the infernal realm, few come into being in this manner. Instead, the majority are corrupted angelic spirits, tempted away from the path of righteousness by infernal influences. Few know through what process such noble souls of the divine are turned, but the most fundamental requirement of such betrayals is the angel's willingness. Once accepted into Hell and perverted into devils, erinyes serve as some of the most valued warriors in the infernal armies. The lords of the Pit value these devils for their varied skills, as few can match their rage in battle and the prowess that draws upon techniques learned both amid the heights of Heaven and within the depths of Hell.

Erinyes' magically animated ropes reflect their roles as ensnarers of mortal souls. These beauteous creatures often use their comeliness to tempt mortals to depravity, as erinyes harbor intense hatred for mortals—often stemming from their ages of service to such beings. Most use their misleading forms to grow close to mortals only to eventually deceive them, sometimes even posing as angels or messengers of the gods. Little satisfies the erinyes more than the confused cries of mortals as they are murdered or dragged bodily to Hell by those they mistook for emissaries of their divine lords.

### BONE DEVIL (OSYLUTH; CR 9)

Diabolists claim that the verminous forms of bone devils represent the pervasiveness of Hell's servants, the eyes of the Pit lurking even in the meanest and most invasive creatures. These osyluths are anything but subtle, serving as insectile inquisitors of the infernal realm to ensure that even the most powerful devils adhere to the laws of the Pit. The temptations of chaos are everywhere, even in Hell, and so it falls to osyluths to root out and destroy infiltrators from the Abyss and other hostile planes, as well as natives of Hell who would leave the Pit vulnerable to such depredations. Guardians who shirk their duties, infernal lords who cultivate their own goals at the cost of their noble kin, and warriors who sow discord—all face the investigation of these prying spies. When osyluths discover disloyalty among their kind, they have two options. Those weaker than osyluths are dragged to the bone devils' revolting hive-like lairs, where their secrets and the identities of their confederates are tortuously stripped from them. Those more powerful than the devils are exposed, with the word of an osyluth being a fearful censure while actual proof of impropriety can see a devil stripped to a lesser form.

Those who would conjure osyluths typically do so to learn secrets of the infernal realm or gain power over other devils. For mortals who embody the ruthless rules of Hell, an osyluth might serve congenially, willingly providing such an exemplar with secrets that might spread the laws of Hell. For most conjurers, though—those less than the hellish ideal—osyluths provide the information demanded of them, but they also seek to pervert their masters' will, providing them with secrets beyond their power to command or that can only lead to a painful and eternal damnation.

### CONTRACT DEVIL (PHISTOPHILUS; CR 10)

Although any devil can craft a contract given time, none excel at the task more than the contract devil. These fiends are much sought after by mortals and devils alike when an infernal contract must be penned, if only to oversee the contract's creation and to ensure it does not hinder the interests of Hell.

### BARBED DEVIL (HAMATULA; CR 11)

Barbed devils are diabolical sentinels that lurk within the shadows of Hell, guarding the treasures of the Pit, whether they be tangible riches or paths of escape from the infernal realm, which the damned most covet. Deadly warriors of fearsome form, these fiends haunt the nightmares of mortals, their mastery of flames and immortal patience marking them as icons of devilkind. Infernal lords favor hamatulas for their vicious loyalty. Dwelling in the greatest numbers within the prison-vaults of Erebus, hamatulas care nothing for their wards; they know only their duty to their masters and eager murderousness toward those who would steal that which they protect. Few devils seem to take more delight in



slowly stalking prey than hamatulas, who relish drawing out the hunt until a foe is impaled upon their barbs, after which they roast their victim in hellfire.

When called to serve outside of Hell, hamatulas prove highly irritable and dangerous, especially those drawn away from protecting a post for an infernal lord. Some barbed devils prove utterly implacable, making them among the deadliest of lesser devils to conjure as they attempt to murderously pervert even the least of their conjurers' whims. Others, though, might be propitiated with promises of exotic and blasphemous treasures in exchange for temporary services.

Left to their own devices, hamatulas seek ways to return to Hell. In the interim, though, most gather troves of riches that they intend to carry with them, as well as mortal prisoners in whom their infernal lords might see particular value.

## EXECUTIONER DEVIL (MUNAGOLA; CR 11)

Hell's brutal but efficient executioner devils serve in that capacity at times, but the primary role of the munagola is to serve the interests of the Queens of the Night—those of Eiseth in particular. The powerful and furious devils are a strong reminder to other denizens of Hell that the presence of the Queens is never far.

## HERESY DEVIL (AYNGAVHAUL; CR 12)

The bulk of Hell's heresy devils frequent the Pit's grim, sprawling libraries, particularly in the Fallen Fastness of Dis, the mired museums of Stygia, and the palace of Bettebbul in Cocytus. Here, the ayngavhaults rewrite histories and obscure truths to bolster the desires of Hell, curating all manner of apocrypha and heresy while growing constantly more paranoid that the works of others of their kind might be stealing from or outstripping their own.

## ICE DEVIL (GELUGON; CR 13)

The term "ice devil" refers to far more than these fiends' control over cold and penchant for dwelling in Hell's most frigid reaches—it also describes the workings of their perniciously logical minds and the impenetrably icy state of their hearts. Known as the masterminds of Hell, gelugons are among the most cunning of devilkind, their great intellects making them far deadlier than their considerable physical prowess already implies. While lesser devils spend the centuries devising cunning heresies and developing weapons of corruption, gelugons put the tools of damnation to use. Looking out across the planes from alien hermitages of iron and ice, these inscrutable strategists seek the weak points in Heavenly defenses, the exploitable gambuts of demon lords, and the tides of mortal sentiment that make entire worlds ready for damnation. Should any devils—from the lowliest imps to the most bloodthirsty horned devils—seek to infiltrate a mortal court or tempt the soul of a fateful

individual, they likely do so at the direction of a gelugon mastermind manipulating the present as part of some unforeseen future stratagem.

Gelugons prefer solitude, inhabiting the floating glacier islands of Cocytus or the dangling chain hives within Caina. From these depths, they meditate upon the multiverse, seeking opportunities to spread Hell's influence. If forcibly called away from Hell, emotionless gelugons accept their fate with cool detachment, searching for opportunities to weave their conjurers' plots into their own. Few dare call upon ice devils, however, as their ingenious minds are quick to embroil those they encounter in elaborate plots that few mortal souls can hope to weather. Gelugons are not above revisiting their conjurers, their perfect memories recounting the names and talents of mortals even decades after brief encounters. Thus, any interaction with a gelugon might curse individuals, or even their descendants, with the attentions of Hell's most sinister manipulators.

## HANDMAIDEN DEVIL (GYLOU; CR 14)

The handmaiden devils focus on attending the needs of the Queens of the Night, giving these often marginalized rulers of Hell a greater presence in infernal courts and aiding in the constant manipulation of masculine arrogance to suit their mistresses' needs and desires.

## BELIER DEVIL (BDELLAVRITRA; CR 16)

Few devils have so mastered the art of spiritual possession as the belier devil. These corpulent, wormlike monstrosities spend much of their time beyond Hell's borders on the Ethereal and Material Planes where they whisper their poisons into the ears of the weak willed.

## HORNED DEVIL (CORNUGON; CR 16)

Forged and reforged in the flames of Malebolge and the winds of Cocytus, horned devils are the elite of Hell's armies. Girded with scales harder than iron, and with wings that grant them mastery over the skies, they are the perfect products of the infernal war machine. As such, the lords of Hell regard each cornugon as equivalent in power to a legion of lesser devils. While hosts of these horned devils train upon Malebolge—their drills overseen by infernal dukes—the most promising face the soul-freezing torments of Cocytus, where the strongest strive to become malebranche, the warlord champions of Hell.

Enduring centuries of training and mock warfare, these devils relish any order that takes them from Hell. Most find themselves leading whole legions of lesser devils as field commanders in skirmishes against the hordes of the Maelstrom and the Abyss. Others face more subtle tasks, such as infiltrating a bastion of the divine. Still others might act as the vanguard of Hell's armies, sent to the Material Plane to prepare a mortal realm for conquering.



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Table 4–1: Devils

Devil	CR	Infernal Role	Offering	Source
Lemure	1	Raw materials for creating new devils	A drop of blood	<i>Bestiary</i> 79
Imp	2	Familiars	A heart from a living dove	<i>Bestiary</i> 78
Accuser devil (zebub)	3	Spies and messengers	Information	<i>Bestiary</i> 2 84
Bearded devil (barbazu)	5	Infantry	A bound humanoid	<i>Bestiary</i> 73
Host devil (magaav)	6	Bounty hunters and soul chasers	A captured fugitive	<i>Bestiary</i> 4 53
Warmonger devil (levaloch)	7	Hunters and soldiers	+1 (or greater) armor	<i>Bestiary</i> 5 81
Drowning devil (sarglagon)	8	Aquatic soldiers	A good creature to drown	<i>Bestiary</i> 4 52
Erinyes	8	Avengers	A good religious item or priest	<i>Bestiary</i> 75
Bone devil (osyluth)	9	Inquisitors and internal affairs	Books containing secrets	<i>Bestiary</i> 74
Contract devil (phistophilus)	10	Forging and keeping contracts	Signing a contract	<i>Bestiary</i> 3 76
Barbed devil (hamatula)	11	Sentinels and jailers	Rare treasure and gems	<i>Bestiary</i> 72
Executioner devil (munagola)	11	Executioners	A family member or valued inheritance	See page 247
Heresy devil (ayngavhaul)	12	Spread of heresies and misinformation	A heretical or apocryphal book or relic	<i>Bestiary</i> 5 80
Ice devil (gelugon)	13	Strategists and masterminds	An exchange of services	<i>Bestiary</i> 77
Handmaiden devil (gylou)	14	Servants and caretakers of lesser devils	The life of an innocent child	<i>Bestiary</i> 2 86
Belier devil (bdellavritra)	16	Manipulators and spiritual possessors	A pleasing host to possess	<i>Bestiary</i> 2 85
Horned devil (cornugon)	16	Commanders of armies	+2 (or greater) weapon	<i>Bestiary</i> 76
Apostate devil (deimavigga)	17	Missionaries and tempters	The revelation of a damaging secret	<i>Bestiary</i> 5 78
Nemesis devil (advodaza)	18	Cult leaders and priests	A priest's trapped soul	<i>Bestiary</i> 4 54
Immolation devil (puragaus)	19	Field generals and warlords	Material Plane lands/holdings	<i>Bestiary</i> 2 87
Pit fiend	20	Generals of armies and rulers of realms	A powerful good cleric or angel	<i>Bestiary</i> 80

## APOSTATE DEVIL (DEIMAVIGGA; CR 17)

Apostate devils prefer to spend their time on the Material Plane, where they work to sway the weak and corruptible minds of mortals. When they return to Hell, most of their kind gravitate toward Caina, where they torment the souls of those trapped upon its lonely isles.

## NEMESIS DEVIL (ADVODAZA; CR 18)

The hateful nemesis devils are all ancient beyond measure, for in times long lost they were worshiped by primeval mortals as gods. They continue this role to this day, tempting fools and the gullible into adhering to their false religions.

## IMMOLATION DEVIL (PURAGAU; CR 19)

Second only to the pit fiend in power, the devastating immolation devils serve as warlords and generals in Hell, particularly in wars and efforts that extend beyond the Pit's borders into the Material Plane or, more often, wage battle against the distant bulwarks of Heaven itself. Swift to follow the commands of their pit fiend lords, the puragaus are just as often trusted to master and control conflicts throughout the battlefields of the Great Beyond.

## PIT FIEND (CR 20)

The pinnacle of devilkind and among the most feared of all of Hell's inhabitants, pit fiends rule as unquestioned generals of the infernal realm. Only the unique infernal dukes and other nobles of Hell command greater authority than these diabolical princes—and most of them were once

pit fiends themselves. Physically indomitable and even more cunning than ice devils, brooding pit fiends can be found throughout Hell, going wherever their varied schemes demand, though most are found either upon Avernus and Malebolge commanding vast armies or within Dis or Nessus conducting more subtle plots. Should an archdevil have business upon other planes, a pit fiend ambassador might conduct such dealings, and when the infernal lords seek to work their most damning machinations, their plots are forged amid a crucible of pit fiend councilors. Unspeakably shrewd and deadly, these diabolical princes have varied personalities and passions, though nearly all share the aspiration to join the ranks of true nobility.

Pit fiends rarely journey outside of Hell alone, most traveling from the Pit amid legions of fellow warriors. Countless parties throughout the planes seek to ensnare these known princes of the infernal realms, either for the blasphemous wisdom they hold or to employ their seemingly endless unholy might. Exceedingly proud, little enrages a pit fiend more than the thought of being forced to serve a weaker creature, especially with goals antithetical to the order of Hell. Only the most evil mortals—and typically only those specifically favored by an archdevil, infernal duke, or Asmodeus himself—might hope to command a pit fiend without fear of endless painful retribution. Those who stumble across these awesome fiends should quake with fear, for pit fiends are nothing if not the active hands of Hell, and where they go, the evil sword of the infernal realm is soon to fall.





# Daemons

Many claim to see absolute evil in the eons-spanning agendas of the denizens of Hell or the unpredictable and unstoppable devastation of the Abyss, but cruelty, depravity, and immorality most truly shape the face of Abaddon. Scions of this shattered realm recognize no ambitions but their own, show no loyalty but that wrested from them through fear or pain, and know no limitations in pursuing their most wicked desires. Some underestimate daemons, viewing them as evil beings without discipline that harbor vague plots that fall short of diabolical schemes yet still prevent them from attaining the boundless degeneracy of demonkind. In truth, though, daemons perhaps embody evil in its purest form, free from the mandates and strictures of devils, yet possessed of greater vision and focus than demons. They are embodiments of evil without concern for law or chaos—sheer malice given thought and form.

## FROM MORTAL TO ETERNAL

Daemons endure trials upon the plane of Abaddon, facing mind-shattering torments and paradoxes that, over eons, imbue them with the fundamental trauma and timeless hatred that epitomizes daemonkind.

A daemon's existence begins with shock, pain, fear, and desperation. Nearly every daemon starts out crawling along

Abaddon's unforgiving soil as one of the hunted. Such an existence is terrifying and generally short lived, ending in a moment of horrific violence as a denizen of Abaddon consumes the soul. Those few elevated to serve as newly shaped daemons face prolonged trials of pain, maddening stints of gaslighting, and unimaginable cruelties.

The rare exceptions to this are usually mortals who worshiped one of the Horsemen prior to death and sealed a pact that condemned them to one of these unfathomably evil beings' clutches, but even then, these patrons betray many of these depraved spirits and consume them outright. Only rarely does a mortal of exceptional evil and foul potential gain a daemon's interest, although such perverse spirits can hardly view such attention as a boon. Over a span of ages, just as surely as the souls of the hunted are destroyed and digested, the souls of promising mortals are warped and fractured into daemons indistinguishable from the villains they once served.

Whether one of the transcended hunted or a chosen spirit, once a soul becomes a daemon, it typically turns to prey on other hunted, mercilessly reveling in its increased status, even though most are elevated only to the forms of cacodaemons. Gradually, as centuries pass, new daemons integrate into the larger societies of Abaddon. These less



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powerful fiends wander the plane, left to their own devices until gathered together and organized by their more powerful kindred, obeying out of fear or respect. To the masses of lesser daemonkind, organization and structure come only with difficulty, but their superior kindred find that their loyalty can be purchased quite easily. The mantra endlessly whispered in the ears of lesser daemons is simple: "Servitude brings safety and souls. Follow, obey, and feast." Thus persuaded, most lesser daemons fall under the sway of more powerful members of their kind.

### OBEDIENCE WITHOUT LOYALTY

Although all daemons show a strange racial loyalty to the Horsemen and their deacon servitors, daemononic authority bears no similarity to the rigid hierarchy of Hell or the survival of the foulest and most experienced in the Abyss. Daemononic authority tends to relate to territorial control, with a given region, location, or city ruled by a powerful individual. The ruler's authority is conferred by one of the Horsemen or a harbinger, or it is won through the daemon's own might and ability to subjugate its rivals. Within their territories, these despots rule essentially by divine right, but only so long as their actions please any power that invested them. Of course, should servitors kill their daemononic dictator, this shows it was clearly unfit to rule in the first place. Daemononic tyrants are free to establish whatever hierarchy they see fit to serve them, and so daemononic citadels and cities have tremendously varied societies. For example, a council of crucidaemons controls the subrealm of Ovencal, while the Gasping Ecstasy is run by a harem-autocracy, dominated by the erodaemon Weeping Libation and the 35 ever-shifting members of her harem.

### THE EXISTENTIAL PARADOX

An inherent paradox underlies all daemononic thought: that all things mortal must be obliterated, despite the fact that they themselves were once mortal. The reasons for this hatred of existence are as varied as the daemons themselves—stemming from past mortal lives of grief and pain, terrible and unjust ends, heartbreak and wounded pride, and more. Regardless of how their hatred came to be, most daemons give no consideration to their former nature nor muse on the origins of their anger, as ages of depravity and delusion have scoured their beings of anything recognizable from the creatures they were in life.

Each daemon find roots in that which it most loathes. This core of self-loathing guides most daemons in their greatest profanities, allowing them to lash out at the living, spirits, other outsiders, members of their own kind, and occasionally even themselves with a viciousness that translates into an absolute hatred of all things that live, once lived, or might ever live. Such makes them the ultimate nihilists, guiding them toward a vision of a silent multiverse—an endless

realm devoid of life from which even they will be absent. Yet as much as they loathe all things, daemons despise themselves a modicum less, and so each daemon strives to be the last witness to a dead eternity.

### DAEMONIC ROLES

No scholar can rightly claim to know all the depraved shapes and foul forms of daemonkind, as the Horsemen and Abaddon show endless blasphemous imagination in shaping new fiends or uncovering forgotten daemons. Most daemons find their forms influenced by their previous deaths. Thus, daemons whose mortal lives ended by common events—such as hydrodaemons, which come from mortals who drowned—prove more pervasive than astradaemons, which stem from beings slain by negative energy. Yet Abaddon is fickle; since mortals are always finding new ways to kill each other, countless less common breeds of daemon undoubtedly exist.

The following presents additional information for the best-known daemononic races, in ascending order of prowess and ability.

#### CACODAEEMON (CR 2)

The least of daemonkind, cacodaemons spawn from Abaddon's hunted. Like flying, multieyed lantern fish, they swarm other daemons in the hopes of being fed souls, and they track and hunt the same crawling masses of souls from which they themselves spawned. Cacodaemons take pleasure in tormenting and taunting their victims, and they infect those they bite with the curse of hearing the cacodaemons telepathically over any distance. Despite their limited strength and intellect, cacodaemons have the ability to consume the souls of the recently dead and regurgitate them as soul gems, which leads them to cluster like pets and toadies around more powerful daemons. Such fawning is typically welcomed, as soul gems are held as delicacies that moreover can restore fiends' forms and, grant even more mysterious powers when collected en masse. Evil mortal spellcasters often court cacodaemons as familiars, typically unaware that when they die, these daemons ensnare their souls and drag them to Abaddon.

#### LACRIDAEMON (CR 3)

With the voices of suffering children but horrific, ravaged faces, lacridaemons form from the souls of mortals who died of neglect or exposure. These blasphemous terrors carry the burdens of grief and loneliness throughout their fiendish existence, allaying their misery only by consuming the souls of lesser creatures—often clutching such spirits like lovers, parents, or beloved children for hours before devouring them. When not actively on the hunt, they wander in isolation, unconsciously mimicking their own mortal deaths. Most spellcasters who conjure lacridaemons find them most useful when kept at a distance from other living



minions, as the daemons tend to disturb even the most emotionless and fearless souls.

## VULNUDAEMON (CR 4)

Vulnudaemons originate from the souls of those murdered in an act of betrayal. They prefer to disguise themselves as mortals or other creatures, rarely assuming their true forms unless they are forced to do so or are in the presence of a greater daemon. When they do, they appear as ghostly cloaked figures made up of a partially coalesced clouds of bloody mist, perpetually dripping and reabsorbing a crimson trail. In Abaddon, they often pose as the hunted, hiding among them and killing them one by one, escalating the violence each time. On the Material Plane, vulnudaemons also dwell among their prey, insinuating themselves into settlements as traders or other mundane members of society. From there, the deaths spread. Vulnudaemons extend the length of these sprees by adopting the lives and identities of their victims, confounding investigations, and they then vanish without a trace, leaving only fear and rumors in their wake.

## VENEDAEMON (CR 5)

Venedaemons represent death by magic. While among the weakest of daemons, they have a frightening aptitude for spellcraft, and given enough time, luck, or sponsorship by more powerful fiends, they might rise to much higher levels of arcane mastery and personal power. As such, many influential daemons employ venedaemons as scholar and servitors. Ever eager to expand their knowledge of magic, venedaemons also enter into pacts with mortal spellcasters, offering knowledge in exchange for knowledge. Other times, they mask their nature and explore the arcane secrets of worlds upon the Material Plane, infiltrating academies or exploring magical ruins in search of greater spells and power.

## CEUSTODAEMON (CR 6)

Ceustodaemons serve as conjuring stock for the Four Horsemen, being eager and capable shock troops—a trait some scholars link to the daemons' origins for they arise from despairing or evil souls who willingly handed themselves over to death. Lesser ceustodaemons manifest as horned frogs with chilling breath, common versions appear as horned apes with burning breath, and greater varieties look like humanoid bears with eagle talons, ram horns, and electrically charged breath. Often conjured and bound into service, these fiends continually dream of breaking free and sowing trails of slaughter. Occasionally, overly confident conjurers give them the opportunity to do just that, but mostly they serve as required. Their very presence on the Material Plane grants their true masters in Abaddon eyes and ears within the mortal realm, as well as a link to spellcasters easily swayed to greater, darker, and more costly bargains.

## SEPSIDAEMON (CR 7)

The hideous, foul fiends known as sepsidaemons embody the reeking doom of decay in living flesh, be it the growth of gangrene from neglected wounds, poisons worked upon the heart by contaminated blood, or ravenous bacterial infections that consume the body from within. These creatures' bodies are paragons of this reeking corruption, and no two sepsidaemons are identically whole. While they lack the ability to heal swiftly or regenerate, their necrotic flesh constantly works and writhes to replace vast chunks that melt or slough away into shuddering piles of waste in their wake. While sheets and piles of this discarded flesh can burn living organic matter and render movement difficult, the sepsidaemons constantly find new and horrific ways to make use of portions of their bodies that their riotous internal processes of decay judge unfit to keep—whether force feeding matter to victims, despoiling works of art, or merely marking their territory.

## SUSPIDAEMON (CR 7)

Living personifications of mortal death by suffocation and strangulation, suspiridaemons bear signs of asphyxiation—purplish-black discolorations, bleeding eyes, and strangulation marks upon their necks—but with their barbed tongues, claws, and fangs they hardly resemble humanoid corpses. Their speech consists of grating gasps, hisses, and labored whispers that are painful to listen to. Largely single minded, these fiends delight in personally strangling victims with their hands or tongues, eschewing the use of magic for anything but wearing down their enemies or preparing them for the final act. Conjurers find these fiends most useful when they can convince them to forgo these proclivities and make use of their other deadly abilities. Suspiridaemons deeply resent such restrictions, but they face the same imposition of discipline from their own daemonic masters.

## HYDRODAEMON (CR 8)

Giant humanoid amphibians with oversized claws and dead, glassy eyes, hydrodaemons represent death by drowning. Aquatic in nature, they dwell in Abaddon's poisonous swamps and acidic oceans, and they can even be found in the foul waters of the River Styx. Hydrodaemons number among the few creatures capable of surviving prolonged exposure to the Styx, and they exploit this to set ambushes where few other creatures dare. In their native environment, they alternately compete with or serve under piscodaemons, but they greatly revere and eagerly obey the requests of Charon's thanadaemons. Outside Abaddon, hydrodaemons frequently serve mortal spellcasters to keep watch over aquatic domains, using the same tactics as on their native plane. Powerful creatures in their own right, they prefer to target enemies with their sleep-inducing spittle and then drown those who succumb to the poisoned slumber.



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### LEUKODAEMON (CR 9)

The deacons of Apollyon, leukodaemons serve their master by spreading plague and disease. These amalgams of corpses and carrion birds make up for being the least potent of the four deacon races with their massive numbers, darkening the skies above their master's Throne of Flies. More than any other deacon race, Apollyon's leukodaemons cooperate with each other and with conjurers to spread their chosen misery, eschewing personal glory for end results. Gathered together, they act like legions of archers, raining down storms of disease-tainted arrows. Despite their deadly accuracy, leukodaemons prefer that some victims survive their onslaughts and escape to spread their illnesses.

### SANGUDAEMON (CR 9)

Like bloodsucking insects, sangudaemons roam Abaddon's skies searching for mortal travelers. These daemons capture their victims and drag them to be cocooned and slowly drained of blood in isolated nests until they finally expire. On the Material Plane, sangudaemons feast gleefully, sating their hunger in nightly debauches. Yet, knowing how rarely they have access to the mortal realm and being wise enough to not risk shortening their stay, they prefer to feed in ways that implicate other predators—frequently vampires—in their killings. Where possible, these fiends actively encourage the spread of vampirism among mortals, resulting in further deaths by exsanguination.

### PISCODAEMON (CR 10)

Among the cruelest daemons, piscodaemons exhibit cephalopod, crustacean, and humanoid features, they revel in they protracted misery they cause. Piscodaemons' poisonous tentacles easily ravage lesser victims, but they prefer to target more powerful enemies first, both as a tactical choice and for the emotional impact when foes see the greatest among them fall. Dwelling primarily in Abaddon's flooded, swampy, and fully aquatic regions, they often compete with hydrodaemons and frequently lead squads of their lesser cousins. On the Material Plane, their proclivity for violence attracts them to aquatic reaches around settled lands, such as city sewers or swamps near towns. From there, they tempt mortals into their lairs, delighting in massacre after brutal massacre.

### ERODAEMON (CR 11)

The seducers of Abaddon, erodaemons maintain appealing forms, but they don't seek to tempt mortals with sins of the flesh. Instead, they drive mortals to destruction through heartbreak and despair. Erodaemons revel in the misery of a broken heart, the despair of lost love, and the resulting spiritual bleakness. Whenever a lovelorn mortal dies from a broken heart or commits suicide, an erodaemon feasts as soon as the soul slips the mortal coil. The Material Plane is an erodaemon's natural playground, and if conjured

or bound into service, it tries to seduce its conjurer into granting it freedom, even if it means deceiving its master with years of loyal service. The conjurer's suspicion gradually erodes until he forgets his minion's true nature and grants the slave what it desires. A free erodaemon's first act in the mortal realm is nearly always betraying and destroying the one who conjured it.

### MELADAEMON (CR 11)

Deacon servitors of the Horseman of Famine, meladaemons appear as starving humanoid jackals. Lesser versions of their master in both appearance and behavior, meladaemons prefer to seek personal glory rather than work collectively. Embodying famine and wasting, meladaemons radiate want by their presence and cause starvation with a touch. These fiends delight in spreading famine by any means possible, sticking around to observe the devastation. They endlessly experiment with new ways to accomplish this goal, obsessed with the process almost as much as with the result. Most revile being bound to a conjurer's service, except for when a spellcaster's desires align with their own goals. Meladaemons delight in the ritualized consumption of souls—a combination of research, religious zealotry, and desperate addiction as they explore the preparation and tastes of such delicacies.

### DERGHODAEMON (CR 12)

Multilimbed insectile horrors, derghodaemons spawn from souls slain by violent insanity, whether they be mortals butchered by a psychotic criminal or lunatics that gutted themselves to remove the invisible insects in their veins. Moving with irregular, skittering motions, perpetually chattering and jerking their limbs, these daemons viscerally disturb those who view them. Derghodaemons most often serve at the vanguard of daemon armies, herded forward by their more intelligent kindred. Their array of limbs and eyes allows them to wallow in the fray, lashing out at all they encounter, while their ability to induce confusion sows discord among foes. Notoriously difficult to control, derghodaemons left to roam the wilds of Abaddon seek portals leading to the Material Plane and other sites where conflicts often arise. Even on other planes they seek carnage, hunting for victims of opportunity and tearing apart and devouring anything smaller than themselves, including those who conjure them but lack the prowess to control them.

### THANADAEMON (CR 13)

The boatmen of the Styx serve Charon, the Horseman of Death, as manifestations of the inevitability of death by old age. Black-robed, skeletal figures with eyes like burning coals, thanadaemons ply the Styx from Abaddon and beyond with a familiarity few can match. Thanadaemons prove supremely



patient, and unlike the majority of their kindred, they are willing to deal with other beings, even mortals, should such clients pay their desired price. These daemons have the enticing ability to teleport and plane shift themselves, their skiffs, and passengers to any of the Astral Plane, the Ethereal Plane, and the evil-aligned planes. Should their price be met, they transport their fares, but should circumstances change or if they feel they have the upper hand, they are quick to demand more or abandon their passengers upon a grim shore. Though dangerous combatants, thanadaemons are most often conjured to transport their conjurer.

## TEMERDAEMON (CR 14)

Temerdaemons arise from souls felled by accidental dooms, and as daemons they seek to engineer such calamities. Each individual temerdaemon prefers causing a certain variety of accident, often a subtle echo of its own mortal death. Yet few go out of their way to engineer traps like their crucidaemon kin. Rather, temerdaemons delight in weakening the supports of bridges, battering fragile dams, spilling oil near street lamps, and generally doing all they can to make everyday objects into destructive time bombs. They take special pleasure in not just the death caused by such vicious “acts of god” but also the insecurity, paranoia, and mental distress such disasters sow among survivors. Conjurers find temerdaemons to have incredible utility as assassins, since investigators often dismiss deaths caused by these daemons as nothing more than unfortunate accidents.

## CRUCIDAEMON (CR 15)

Crucidaemons kill their victims via traps and torture devices. On Abaddon, they typically find service as interrogators in daemon cities, their cunning minds predisposing them to elaborate, sadistic plots. Conjurers often bind crucidaemons to serve as guardians or designers of defenses, which typically take the form of warrens filled with complex, nightmarish traps. Crucidaemons view themselves as maestros of murderous engineering, and they consider every new trap a composition and every victim an audience. Those who manage to escape the daemons’ traps frustrate crucidaemons to no end, becoming the fiends’ most prized quarries. Once released from service or given the freedom to pursue their targets, these daemons obsessively hunt down escapees, engineering new, more elaborate, and more excruciating traps to enact revenge upon those who slighted their work.

## ASTRADAEMON (CR 16)

Astradaemons harvest spirits from the River of Souls. Like schools of predatory sharks, they drag the innocent and damned back to Abaddon as sacrifices to the Horsemen. The touch of an astradaemon drains life energy, but their willingness to boldly steal souls out from under

Phasmas’s nose is what makes them among the most feared of daemonkind. While most hunt on the Astral Plane, many serve greater beings in Abaddon as assassins and executioners. While those conjured to the Material Plane are often employed in similar tasks, it’s said that astradaemons never forget the faces of those who conjure them, and they make a point of seeking out their former captors when the latter make the inevitable journey to the Outer Planes.

## PHASMADAEMON (CR 17)

Phasmadaemons have a taste for terror, looking to kill their victims from fright or by provoking them into a state of panic that jeopardizes their lives. The means by which they instill this fear are manifold, as the fiends command an incredible ability to create horrific illusions. When bound into service, phasmadaemons make skilled but imprecise assassins. Furthermore, they have an unnerving predilection for using their illusions and other methods of sowing fear even when not on assignments, making them dangerous servants to retain for long. As manifestations of death from fear, phasmadaemons have certain thematic similarities to the sahkils. While the mind-boggling distance between Abaddon and the Ethereal Plane prevents most encounters between these two creatures, when a phasmadaemon and a sahkil do cross paths, they often find each other inspiring company and form a temporary but productive alliance in their shared goal to bring horror to countless mortal worlds.

## PURRODAEMON (CR 18)

Armored and bristling with weapons, purrodaemons serve as Szurriel’s deacons. As daemon personifications of death through war, purrodaemons do their mistress’s bidding with martial obedience, although their discipline is tainted by outbursts of bloodlust. All are equally accustomed to acting as foot soldiers to more powerful lords and as generals commanding masses of lesser daemons, providing order and tactics to daemons untrained in either. Even when leading, purrodaemons often hurl themselves into the fray with staggering savagery, eager to slaughter and spread fear and confusion among their enemies’ ranks. Many purrodaemons welcome the opportunity to lead troops to battle upon the Material Plane, finding most of its inhabitants both easy and satisfying to slaughter, while still being challenged in unique ways by the occasional cunning mortal opponent.

## OBCEIDAEMON (CR 19)

Behind the hollow lupine eye sockets of obceidaemons lies the efficiency of a legionnaire tasked with slaughtering a conquered people and the merciless, clinical derision of the death camp surgeon. They are typically silent—a reflection of the desensitization of those who commit such evils. Obceidaemons are butchers wreathed by wailing souls, and they delight in being so haunted. Although well



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Table 4–2: Daemons

Daemon	CR	Death Personified	Offering	Source
Cacodaemon	2	None (spawned from eddies of violent souls)	A pound of flesh from a freshly killed sentient creature	<i>Bestiary</i> 2 64
Lacridaemon	3	Languishing death from exposure to the elements	A living creature bound and left for dead	<i>Bestiary</i> 6 71
Vulnudaemon	4	Murder accented with betrayal	A bound and helpless sentient creature (preferably a child)	<i>Bestiary</i> 3 63
Venedaemon	5	Magic	A spellcaster's familiar or spellbook	<i>Bestiary</i> 6 78
Ceustodaemon	6	Suicide	The body of a creature tricked into suicide	<i>Bestiary</i> 2 65
Sepsidaemon	7	Infection and decay	A gangrenous limb severed from a living good creature	See page 243
Suspiridaemon	7	Strangulation and suffocation	An asphyxiated rare animal or sentient creature	<i>Bestiary</i> 6 76
Hydrodaemon	8	Drowning	Treasure or the bodies of two drowned sentient creatures	<i>Bestiary</i> 2 67
Leukodaemon	9	Disease	Bodily fluids from a plague victim	<i>Bestiary</i> 2 68
Sangudaemon	9	Blood loss	Three exsanguinated bodies	<i>Bestiary</i> 6 75
Piscodaemon	10	Poisoning	An armored sacrifice	<i>Bestiary</i> 2 72
Erodaemon	11	Heartbreak	A wedding ring or an adulterer's heart	<i>Bestiary</i> 6 70
Meladaemon	11	Starvation and thirst	A good priest or outsider prepared as a meal	<i>Bestiary</i> 2 69
Derghodaemon	12	Violence from insanity	Living sentient sacrifices	<i>Bestiary</i> 2 66
Thanadaemon	13	Old age	Treasure stolen from the crypt of someone who died of old age	<i>Bestiary</i> 2 74
Temerdaemon	14	Sudden, accidental death	A pound of fragments harvested from a load-bearing object	<i>Bestiary</i> 6 77
Crucidaemon	15	Traps or torture	Blueprints for a unique trap or torture device	<i>Bestiary</i> 3 62
Astradaemon	16	Energy drain	Unjudged souls	<i>Bestiary</i> 2 63
Phasmadaemon	17	Fear	Truthful admission of the conjurer's greatest fears	<i>Bestiary</i> 6 74
Purrodaemon	18	War	Five or more sacrifices ordered to slay themselves by a superior	<i>Bestiary</i> 2 73
Obcisaemon	19	Genocide and war atrocities	A mass grave of innocents	<i>Bestiary</i> 6 72
Olethrodaemon	20	Apocalypses and the end of worlds	Destruction of a small community	<i>Bestiary</i> 2 70

suited to serving as generals in daemonic armies, most obcisaemons would rather indulge in their own perverse projects, locking themselves in lairs that are part laboratory, part torture chamber as they devise new, more efficient, and more shocking methods of extermination. When conjured, obcisaemons promise much to obtain release upon the Material Plane. If thus freed, obcisaemons seek to undermine peace and kindle petty hatreds. They provoke wars and dehumanize violence, creating not just situations in which they might practice their craft but ones in which their blasphemies might go completely unnoticed.

### OLETHRODAEMON (CR 20)

It's said the Horsemen created olethrodaemons using the blood of a mysterious fifth member of their kind, inspiring these engines of destruction with souls already familiar

with devastation. Individual olethrodaemons know little besides hunger and prove far less intelligent than many other daemons, but they are still more than capable of deceiving those who think them mere beasts of destruction. Of all daemons, olethrodaemons are among the easiest to bargain with, yet countless mortals have perished or enabled the destruction of their homes by attempting to forge alliances with these fiends. Olethrodaemons eagerly respond to conjuration spells, so long as the spell's caster seeks extreme, grotesque carnage. Olethrodaemons are forces of nature that move as they will once unleashed, sowing destruction and death on a scale few can imagine, much less control. But unlike a natural disaster, they draw out the souls of their victims like a magnet drawing bits of iron, devouring and merging with them and leaving silence and sterility in their wake.





# Demons

Although mortals cannot recall a time when they were not haunted and tormented by demons, the strange truth is that demonkind is one of the youngest races to rise in the Outer Planes, for they are the direct result of the interaction between sinful mortal souls and the Abyss itself. In essence, demons are the ultimate evolution of sins born of mortal choice, a final scourge upon existence, and a necessary price to pay for free will.

When the first sinful mortal souls were judged by Pharasma and sent on to their ultimate fates, some neither manifested as the damned to enter the remorseless machine that is Hell nor rematerialized in their living bodies on Abaddon to become prey for the daemonic host. Instead, these souls were sent to the Abyss. They manifested as larvae—wormlike creatures with pale, glistening bodies and twisted human faces stretched over the pulpy and chitinous masses that now passed as their heads. These larvae gathered on the rims of the Abyssal rifts, and as the countless worlds of the Material Plane continued to offer up sinful souls as grist for the Abyss, vast seas of larvae began to choke the realm. It wasn't until a now-forgotten daemon lord, one of the first Horsemen of the Apocalypse, came upon a fateful idea that true demons came into existence. This Horseman had long held a strange interest in the

qliphoth of the deepest Abyss and kept many as stock in his realm. Intrigued by the potency of the larvae, the ancient Horseman began to conduct experiments in combining larvae and qliphoth—experiments that showed immediate promise. Over time, the nameless Horseman perfected his methods; at last, he was able to trigger a most unholy transformation. The amalgamation of sinful soul-stuff and living matter birthed eons ago by the Abyss convulsed and transformed from the inside out, making something entirely new: the first demon.

Legends diverge on who this first demon may have been. While many believe the creature born that fateful moment would eventually become Lamashtu, much evidence suggests otherwise. If it was not Lamashtu, it seems likely that this first demon has long since been slain and reworked into some strange new form by the Abyss. Apocalyptic scholars and explorers believe that the first demon may still exist in some deep and undiscovered node in the Abyss or beyond, and that its reemergence into the multiverse will presage a new age of transformation in the Outer Rifts.

Yet the nature and fate of that first demon are overshadowed by a much greater event that occurred a moment after its creation—for that first transformation of mortal soul into demonic life did not go unseen or unknown. The Abyss itself



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felt the transformation and, with an effect akin to plucking a load-bearing fragment from the fractured expanse of a vast dam, a wave of transformations spread explosively across the Abyss. Spasms of birth shuddered through the squirming seas of larvae. Waves of transforming bodies flowed over the edges of the rifts as individual larvae—gorged with Abyssal plants or flesh, filth, and decay—metamorphosed into demons by the millions of millions. This chain reaction filled the Outer Rifts with a violent new form of life. In the span of a few heartbeats, demons became the most populous of the fiendish races.

Not every larva was fit for transformation, yet the demons far outnumbered the other denizens of the Outer Rifts. Clippoth, once the masters of the Abyss, were hunted nearly to extinction and fled into the deepest canyons where even the demons feared to go. Countless daemonic infestations were destroyed in a matter of minutes by the demonic tide. These fiends retreated in shock to their realms on Abaddon, and for many ages that realm was also overrun by demonic invaders. Even on the shores of Hell itself, the change had an impact, as the infernal realm suffered a rare siege, which it only barely turned back.

After the initial explosion, the demonic population quickly leveled out, although it was still unimaginably vast. Hell regained control of its borders. Abaddon drove out its invaders and reclaimed the lands that had been stolen from it. The forgotten Horseman who had triggered this new age was slain and erased from memory forever—though whether by the tide of demons that rose up around his fortress or by his incensed apocalyptic kin, no one can say. Yet the Abyss had forever changed, and the mantle of its rule now lay firmly in the grip of the demonic horde.

### THE ART OF DESTRUCTION

The demonic obsession with destruction is an element often misunderstood by mortal scholars—a misconception that demons find valuable to encourage. When an adventurer assumes that a demon, being an embodiment of chaos and evil, is little more than a mindless force of devastation or simply a ravening monster that happens to have some supernatural powers, demons gain a significant advantage. Those who mistake hideous forms and bestial features as indications of dim-wittedness and a lack of capacity for subtlety are typically the first to fall to a demon's machinations.

To a demon, the primary goal when interacting with mortals is the encouragement of sin, and in this way they partake of the most devastating form of destruction—the destruction of ethos and morality. A body wracked by weapons or sickness can be healed, or if not, then death allows the soul to move on while leaving grievous wounds behind. The loss of a home or a beloved work of art can just as often spur innovation and inspiration to build and create

anew, often resulting in greater achievements than what came before. And when societies are torn apart by acts of demonic meddling, many people find cause to band together in mutual support against the threat.

But when demons convince mortals to sin—to act against their better nature and embrace all that demons are, be it a classic sin such as wrath or pride or a more focused sin such as cruelty to animals or arson—it deals damage that cannot be cured by magic or left behind by death. It cripples the ability to rebuild and recover from physical ruin. It steals mortals' will to band together and provide aid to friends and neighbors in the wake of adversity and turns mortals into tools for further devastation. And when such mortals inevitably die, their souls move on to the Great Beyond and fuel the very source of it all by, in time, transforming into new demons.

### DEMONIC ROLES

Although the demonic host is nearly infinite in number—the unhappy proof of mortality's endless capacity for sin, regardless of world or culture—the types of demons that make up that host are relatively limited. While the demon lords are unique, demons are shaped and formed by the constants of sin. When a soul filled with sin comes to the Abyss and makes its transformation into a full-fledged demon, that metamorphosis, like flowing water, follows the path of least resistance—the changing souls almost always manifest as one of the known races of demon. Individually, these demons can vary in appearance as greatly as the humanoids from which they were born, but overall, the number of different demonic races remains relatively small. Nevertheless, there are more types of demon than any other fiendish race.

Presented on the following pages in order of ascending power and authority are the demons best documented by scholars of the Abyss. Many more exist beyond those mentioned below, including such entities as the locustlike deraknis, the warmongering gallus, the filth-spreading gibrileths, or the bestial kithangians.

### CAMBION (CR 2)

The race of demons known as cambions are something of an exception to the rule of how demons form, for these creatures do not arise from larvae. Instead, they are born—a cambion is the horrific offspring of a mortal and an incubus of the Abyss. Such births are almost always fatal for the mother, and while the newborn cambion grows to maturity swiftly, over the course of 6 months, during this time it must be protected and reared. As a result, most cambions die before they come into their own, but in certain realms, particularly Noctula's Midnight Isles, a demon lord might grant favor to an individual who would protect a cambion and thus induct one more minion into the demon lord's armies.



## DRETCH (CR 2)

Known variously as sloth demons or “the wretched,” dretches fill a role in the Abyss barely above that of the larvae from which they are born. They typically serve as the basest of slave laborers, often forced into the most unpleasant and grueling of tasks, as befits creatures born of sloth, and thus a dretch's existence is an eternity of misery. Most dretches are conjured to the Material Plane by less powerful spellcasters to serve as guardians.

## QUASIT (CR 2)

Quasits are another of the very few demon types that do not form directly from larvae. Instead, they manifest when a spellcaster performs the ritual of acquiring one as a familiar, which he does by severing a tiny fragment of his own soul to seed the quasit's genesis. A quasit that outlives its master can attempt to return to the Abyss with its master's soul, but those that fail are stranded on their current plane. Such demons usually resign themselves to finding a minor band of savage humanoids to torment or rule until they can find a way to return to the Abyss.

## ABRIKANDILU (CR 3)

Also known as wrecker demons, the destructive and deformed abrikandilus revel in the ruin of artwork and beauty. Their knack for turning anything they pick up into a weapon (they are particularly fond of using bejeweled art objects or fine sculptures as improvised wrecking tools or weapons) makes them popular choices for those who wish to create an army without spending much in the way of additional resources on gear for the troops.

## VERMLEK (CR 3)

Known to some as worm demons, vermleaks are usually called to the Material Plane for their ability to inhabit dead bodies. A spellcaster can order a vermlek to take up residence in a defeated foe's carcass and serve as an assassin, messenger, spy, or any similar role where the advantage of looking like a trusted friend is important. Necromancers value them for their ability to heal undead and have been known to use them to support or lead undead patrols.

## SCHIR (CR 4)

These foul-mouthed goat-headed demons known also as spite demons are a common sight in the Abyss, where legions of the bitter monsters fight and bicker among themselves. They are favorite targets for conjuration via *lesser planar ally* and *lesser planar binding*, for they represent the upper tier of power that such minor spells can command and are often eager to serve as soldiers or combatants in battle; the promise of a fight is often enough to secure a schir's cooperation when one is conjured.

## BRIMORAK (CR 5)

Brimorak demons, known sometimes as arson demons, are popular choices for *lesser planar ally* or *lesser planar binding*, as they represent a formidable combat option at the upper end of what these spells can conjure. Their abilities and defenses make them excellent forces against enemies that aren't protected from fire, and as a result, these demons are typically conjured to serve as soldiers or magical support.

## BABAU (CR 6)

Known as blood demons due to the red slime covering the creatures' bodies that is often mistaken for gore, babaus are well suited for missions requiring stealth and violence. They make excellent assassins, and when paired with other creatures, they are shockingly adept at using sneak attacks to pick apart foes. Their ability to cast *dispel magic* at will makes them popular bodyguards, as spellcasters can use them to combat magical effects that would otherwise render them helpless.

## INCUBUS (CR 6)

Whereas the succubus is a demon of lust focused on seduction and subtle manipulation of her targets, the incubus represents all that is wretched, painful, and brutal in toxic masculinity. They take what they want by force and have little interest in leaving their victims alive for further corruption, for there are always fresh bodies to violate. Lustful conjurers who delight in pain or wallow in self-loathing often find more to admire in an incubus than in a succubus. This tendency toward violence has resulted in the incubus being less widespread than the succubus. Jealousy and competition drive incubi to tear each other apart more often than not, whereas the sly succubus is more prone to work alongside others of her kind and keep the victims of her seductions alive longer. This has resulted in many scholars classifying the incubus as the lesser of the two forms of lust demon, but this should not imply that they are the safer of the two to encounter.

## YAENIT (CR 6)

Born of the souls of bullies, yaenits owe much of their success to the mere fact that they are among Lamashtu's favorites. These demons often mingle with gnoll societies, which view yaenits as proof of Lamashtu's favor upon their kind. Eager to break bones and cleave flesh, yaenits make up the bulk of the demonic population in Lamashtu's realm. There they live out their violent lives in a blissful orgy of ruination, ceasing their bullying to serve only when they are bullied into compliance by their superiors.

## INVIDIAK (SHADOW DEMON; CR 7)

Also known by the name shadow demons, invidiaks are often called to inhabit the body of a captured enemy and then use



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that body as cover for espionage or assassination, similar to how vermleks use corpses. The shadow demons' ability to possess living bodies, however, makes them far more useful than vermleks, as they can tap into their victims' formidable abilities. Conjuring a shadow demon into an area of sunlight can make the task safer, but doing so enrages the demon and imparts a –6 penalty on Charisma checks to secure a bargain with the fiend.

### Succubus (CR 7)

Succubi are perhaps the most infamous demons, often conjured by lonely or thrill-seeking spellcasters simply for a night of dangerous passion. While not the best choices for typical combat or guardian duties, they excel at assassinations and espionage due to their ability to charm foes and understand languages, and they make incredibly efficient torturers, translators, and information-retrieval specialists. Finally, many spellcasters strike bargains with succubi to gain their profane gifts, even though accepting such a gift places a spellcaster at risk of being manipulated by the demon. Succubi are sometimes confused with incubi, especially since both races of demon are capable of assuming any gender in form, yet of the two the succubus is the more likely to have a lasting impact on a society. The succubi's subtle methods, rivaled perhaps only by those of the glabrezu and lilitu demons, seem at times almost diabolic in their execution, but no machination set into motion by a succubus could ever be mistaken for the work of a devil. Where a succubus has wrought her deeds, society eventually crumbles and consumes itself, rather than its members becoming enslaved as willing cultists. There is no greater achievement in the mind of a succubus than this destruction, since in the end, those who cannot rise above their influence are inevitably damned to the Abyss.

### Nabasu (CR 8)

Nabasu demons (also known as death demons or glutton demons) are dangerous for a spellcaster to conjure, though they are desirable as mighty combatants with strong battle and infiltration skills. They can become more powerful during their service, as well as recruit and create their own armies of undead slaves, so a spellcaster can quickly get in over his head should the nabasu manage to use its newfound power or minions to circumvent the strictures of its servitude.

Note that while a nabasu's Hit Dice do not increase as it feeds, for the purposes of spells such as *planar ally* or *planar binding*, the nabasu's growth points are added to its Hit Dice when calculating its effective Hit Dice to determine whether it can be conjured at all. If a nabasu's effective Hit Dice grow beyond what the spell used to conjure it could control, the nabasu becomes uncontrolled by the spell and is free to seek vengeance on the spellcaster.

### Vrock (CR 9)

Known also as vulture demons or wrath demons, vocks are violent and eager to serve in any role that allows them to partake in their passion for mayhem. Spellcasters with the resources and willingness to take on the risk of controlling multiple vocks often use these conjured demons as specialized and efficient soldiers. In larger numbers, their dance of ruin can become quite devastating, far beyond the power of most creatures a conjurer can normally call with spells such as *planar ally* or *planar binding*.

### Kalavakus (CR 10)

The kalavakuses, also known as horned demons, form from the souls of slavers. Their spell-like abilities give them power to command, control, and manipulate creatures, particularly humanoids, and they are often conjured to serve as commanders for groups of humanoids that a spellcaster might wish to bend to his will. They also serve well as bodyguards, for they are among the more powerful creatures subject to being called by *planar ally* or *planar binding*.

### Hezrou (CR 11)

Known also as swamp demons or toad demons, hezrous are unpleasant creatures that most conjurers avoid commanding simply because of their hideous stench. Those who can stomach the foul stink, though, find these creatures to be particularly effective as bodyguards or solitary guardians. The stench they exude, combined with their spell-like abilities, makes them effective solo combatants, especially against good-aligned foes. Boggards in particular believe hezrous to be sacred, and while most boggard spellcasters cannot command these potent demons, they often conjure them simply to let them loose upon the world.

### Coloxus (CR 12)

The coloxus, or fly demon, is an unusual demon in that it is most at home among nobility and the aristocracy—despite its hideous visage. These demons enjoy the finer things in life and, if kept in luxury, can be relatively easy to prevent from rebelling against a conjurer. Compliments on the coloxus's "beauty" can also help; these demons know they're hideous, but they can't help but enjoy being told otherwise.

### Omox (CR 12)

Omoxes are excellent choices for those who seek demonic assistance in aquatic environments, and they can be used to infiltrate fortresses through routes too restrictive or narrow for most larger creatures to travel. In life, these slime-dripping and amorphous demons were those who befouled or destroyed objects of beauty. They are similar to hezrous in this way, save that they form from the souls of those who found satisfaction not just from the act of pollution but from using the pollution to despoil beautiful things.



## GLABREZU (CR 13)

The immense glabrezu demons, known also as treachery demons, are the most powerful demons a conjurer can call with *planar ally* and *planar binding*. Their physical might alone makes them a desirable choice for the role of guardian or soldier, and their spell-like abilities give them even greater versatility. Yet the primary reason the desperate or foolish conjure these demons is their power to grant wishes to mortals. Even though wishes granted by glabrezus manifest in the most destructive and ruinous way possible, many spellcasters feel the cost is well worth it. The repercussions of these greedy and self-centered wishes typically cause more damage than the glabrezu could on its own, as a glabrezu skews the result of any wish that it grants to create as much disruption to the spellcaster's life and society as it can.

## OOLIODDROO (CR 13)

Oolioddroos, also known as moth demons, are among the more dangerous demons to conjure, for just as all demons are eager to slip free of a conjurer's commands and wreak havoc, the oolioddroo's ability to manipulate thought and memory can make such slipups invisible to the spellcaster. Most oolioddroos that are free to run amok on the Material Plane have a spellcaster under their thumb who thinks he is in control, when in fact a moth demon is pulling the strings.

## NALFESHNEE (CR 14)

Known to some as boar demons or greed demons, nalfeshnees excel in the role of guardian, but their considerable intellect and spell-like abilities are wasted in such a capacity. They can also serve as advisors; each nalfeshnee has its own areas of intellectual specialization and knows lifetimes of secrets. Bargaining with a nalfeshnee for information can be unexpectedly dangerous, as these demons almost never reveal secrets greater than those they learn in exchange.

## GHALZAROKH (CR 15)

Also known as tyranny demons, the egotistical and short-tempered ghalzarokhs are nevertheless superb combatants, combining magical talents with considerable physical prowess. They serve best as the sole commander of a conjurer's military forces, as their penchant for rivalry makes them ill suited for collaborative efforts, and even in this elevated role they resent the bonds of servitude.

## SERAPTIS (CR 15)

As with most powerful demons, a seraptis can serve as an excellent guardian or combat specialist, but its powerful magical abilities make it even better suited to serve as a subcommander of troops or a manipulator of self-worth. A seraptis might be sent to gather specific targets as dominated minions, or it might be commanded simply to spread madness and hopelessness among the spellcaster's enemies.

## SHEMHAZIAN (CR 16)

These bestial demons are as destructive as they are huge. Spellcasters who conjure a shemhazian should take care that their environs are both large enough to house the elephant-sized demon and sturdy enough to withstand its presence. Formed from the souls of torturers and mutilators, shemhazians take to tasks that allow them to continue their gory passions, but they resist serving in less violent manners.

## LILITU (CR 17)

Like the succubus, the lilitu accomplishes her goals with subtlety, guile, and precision. Their ability to bind other creatures to eternal servitude, forge profane pacts, and grant wishes makes them popular choices for *greater planar ally* or *greater planar binding*, but spellcasters who seek to take advantage of these boons should tread carefully, for each lilitu is constantly on the hunt for a new husk for her collection. Many are the would-be controllers of a lilitu who ended their days as nothing more than a suit to be worn by the demon they thought they could control.

## MARILITH (CR 17)

Mariliths, also known as pride demons or serpent demons, are among the most devastating demons in melee combat. They are among the most arrogant of demonic races as well. A conjurer who attempts to force a marilith to take on a task below what she feels is her standing suffers a –6 penalty on the Charisma check to secure her aid. Roles such as serving as the commander of a cult or the general of an army are the minimum level of prestige a marilith typically accepts as worthy of her talents.

## VAVAKIA (CR 18)

Poised at the upper end of the demonic life subject to being conjured by *greater planar binding* or *greater planar ally*, the tremendously violent vavakias are well suited to aid in warfare, sieges, or other situations where mass destruction is warranted. These demons are known to be eager to serve in minor or petty roles that other powerful demons might balk at, provided they are given the opportunity to spread destruction and ruin and to feed on souls.

## VROLIKAI (CR 19)

Too powerful to be conjured by any effect less than a full-fledged *gate*, the vrolikai are among the most dangerous of demonkind. These monsters represent the ultimate evolution of a nabasu demon—gorged to satiation on mortal life and returned to the Abyss, where it undergoes a final transformation into a creature nearly equal in power to the dreaded balor. Vrolikai serve well in any roles the much less powerful nabasus excel at, but their greater might makes them all the more dangerous to traffic with.



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Table 4–3: Demons

Demon	CR	Associated Mortal Sin	Offering	Source
Cambion	2	Special (progeny of incubus)	A pint of blood	<i>Bestiary</i> 5 75
Dretch	2	Sloth	A promise that a third of its time served will be rest	<i>Bestiary</i> 60
Quasit	2	Special (formed from a portion of a sinful spellcaster's soul)	A promise to send the quasit back to the Abyss	<i>Bestiary</i> 66
Abrikandilu	3	Destruction of artwork	A valuable work of art	<i>Bestiary</i> 5 74
Vermlek	3	Violation of the dead	An attractive freshly dead body to inhabit for an hour	<i>Bestiary</i> 6 90
Schir	4	Spiteful retribution	An opportunity or promise for a fight	<i>Bestiary</i> 3 74
Brimorak	5	Arson	A burned offering of flesh or valuables	<i>Bestiary</i> 6 83
Babau	6	Taking pleasure from murder	A living sentient sacrifice	<i>Bestiary</i> 57
Incubus	6	Violent lust and rape	A good virgin	<i>Bestiary</i> 3 73
Yaenit	6	Bullying and tormenting	A good soldier to torment and bully for an hour	<i>Bestiary</i> 6 91
Invidiak (shadow demon)	7	Envy	An attractive or capable body to possess	<i>Bestiary</i> 67
Succubus	7	Destructive lust and seduction	A loved one or virgin to ravish or acceptance of the succubus's profane gift	<i>Bestiary</i> 68
Nabasu	8	Gluttony (particularly cannibals or blood drinkers)	A humanoid to feed upon	<i>Bestiary</i> 64
Vrock	9	Wrath	A living creature or work of art	<i>Bestiary</i> 69
Kalavakus	10	Slavery	A living humanoid given as a slave	<i>Bestiary</i> 2 78
Hezrou	11	Polluters of the environment or the body	Valuable poisons and potions	<i>Bestiary</i> 62
Coloxus	12	Narcissism	A good aristocrat	<i>Bestiary</i> 3 72
Omox	12	Desecration and befouling of beauty	An air-breathing creature to smother or a work of art	<i>Bestiary</i> 2 79
Glabrezu	13	Treachery and treason	Information and secrets that undermine society	<i>Bestiary</i> 61
Oolioddroo	13	Brainwashing and mind control for cruel ends	A good psychic magic user	<i>Bestiary</i> 6 86
Nalfeshnee	14	Avarice and greed	Important information linked to the demon's knowledge specialty	<i>Bestiary</i> 65
Ghalzarokh	15	Tyranny and dictatorship	A good king or queen's heart	See page 246
Seraptis	15	Suicide that inspires widespread destruction and despair	A sentient creature's suicide	<i>Bestiary</i> 5 76
Shemhazian	16	Torture and mutilation of others	At least a half dozen bound captives to rip apart	<i>Bestiary</i> 2 80
Lilitu	17	Encouraging and fostering the spread of sin	A good cleric's heart	<i>Bestiary</i> 6 84
Marilith	17	Arrogance and pride	+2 (or greater) weapon	<i>Bestiary</i> 63
Vavakia	18	Destruction or consumption of souls	A lawful or good creature's soul	<i>Bestiary</i> 6 88
Vrolikai	19	Gluttony (final stage of nabasu growth)	At least a dozen lawful or good humanoids to feed upon	<i>Bestiary</i> 2 81
Balor	20	Special (formed of souls of powerful villains)	A living good outsider or paladin	<i>Bestiary</i> 58

## BALOR (CR 20)

The most powerful demonic race, balors can be conjured to the Material Plane only via magic on par with *gate*. They do not enter servitude lightly, as balors deem themselves masters in all situations save for those directly relating to a demon lord. Balors, known to some as fire demons, are swift to seize chances for revenge against those who dare conjure them. If denied such immediate revenge, they can hold grudges for centuries, and they have even been known to seek out the

souls of those who escape their wrath to haul them physically back to the Abyss for forced transformation into larvae. Those who command balors must be forces to reckon with in their own right, or else they are fools of a magnitude rarely seen among those capable of wielding such magic.

The most powerful of the balors are known as balor lords. Each of these entities is a unique creature on par with nascent demon lords in strength, although very few balor lords lead cults of worshipers.





# Other Denizens of the Fiendish Planes

While daemons, demons, and devils are certainly the best known and most widely feared of the fiendish races, there are several other evil races native to the Outer Rifts, as well as other monstrosities. These denizens are explored briefly on the following pages.

## DENIZENS OF HELL

More than just devils make their homes within the Pit. Hell existed before Asmodeus's entourage came, and remnants of that primeval time still survive. The infernal realm has its own children—beings that bow to no master save Hell itself.

**The Damned:** The most numerous occupants of Hell are the souls of mortals who willingly committed evil acts against their kindred or sullied the names of their gods. Roaming Avernus in fearful droves and facing innumerable torments upon the layers below, these pitiful but still evil beings face annihilation for lifetimes of sin. The damned appear much as they did in life, though typically starved and gray in appearance. Many bear the scars of their abuses; some are charred, pierced by blades, flensed to skeletons, frozen, or marred by any number of other tortures no living creatures could endure. These souls are tortuously molded and crammed into impossible, painful shapes for all eternity to form the building blocks of many infernal structures.

**Hellspawn:** Apart from the devils and the damned that dwell in the Pit, hundreds of strange and deadly beasts crawl, slither, swim, and soar their ways through the Pit's revolting depths. These bestial natives are known as the hellspawn, a vast planar bionetwork comprising myriad fiendish animals, aborted diabolical creations, and beings unique to the infernal realm. Burning hellcats, sharp-winged stymphalidies, and toxic avian achaierais are well known even outside of Hell, but hell hounds and their three-headed kin, the cerberi, prove the most recognizable of all hellspawn.

**Other Inhabitants:** Still other sentient creatures live among the damned, congregating in grim societies often just as rigid and terrifying as the orders of devilkind. Kyttons and asuras maintain a presence here, and they are described on the following pages in their own sections. Opportunistic daemons, dauntless mercanes, and detached axiomites travel to the cities of Hell as well, warily trading with devils for all manner of blasphemous goods and unsavory treasures. In the wilds, devastating infernal dragons torment the damned with their searing breath, while titanic Hell gigas, the infernal elder giants of the planes, cross burning leagues in short steps. Although huge swaths of Hell sprawl in pristine desolation, the infernal realm is vast beyond comprehension and far from empty.



## DENIZENS OF THE ABYSS

Demons are merely the most fecund and notable race in the Abyss at this point in time. Long ago, the qliphoth were the most numerous inhabitants of the Abyss, and it is conceivable that in some strange age in the future, when mortals have either lost the capacity to sin or been replaced by an entirely different order of life, something new could rise to replace demonkind as the dominant force in the Abyss.

**Larvae:** The endless flow of mortal souls into the Abyss from all the worlds of the universe manifests in a uniquely hideous manner—as squirming larvae. Individually, these petitioners resemble pallid, wormlike vermin from 1 to 3 feet in length, bearing vaguely humanoid faces that are often stretched hideously along their squirming maggot bodies. Larvae can manifest anywhere in the Abyss but do so most often along the uppermost rims of the Outer Rifts, where their squirming undulations send them tumbling into the depths to scatter among any number of realms below. Left to their own devices, larvae eventually transform into full-fledged demons after a variable period spent crawling in the gutters and filth, eating what the Abyss offers up and wallowing in their own noxious wastes. The nature of each larva's sins from its mortal life determines what manner of demon it eventually becomes. On rare occasions, a particularly powerful or sinful mortal soul retains memories of its life on the Material Plane through its transformations from soul to larva to demon, but most souls lose themselves in the process and are reborn in mind as well as body.

Larvae are often harvested for use as components in vile magic. A discerning eye can determine what manner of sins a larva contains. A larva with specific sins can be used as a component to hasten a soul's transformation into a demon by those who know the vile rituals; demons created this way are often better disposed toward their creators for a short time. This method is often used by powerful demons seeking to bolster their own ranks of followers.

**Other Entities:** Other creatures dwell on the Abyss, but their natures and roles are simply too diverse to codify. Some, like the devastators, retrievers, and warmonger wasps, are strange, immense constructs built of raw Abyssal matter by demon lords, while others, like baregaras, bebiliths, dwiergeths, grimslakes, lamhigyns, ostovites, and vescavors, are merely what pass for predators on this violent plane. Some demon lords have strange monstrous servitor minions like the xacarbas—creatures that, while not technically demons, often have similar powers. In regions ruled by demon lords, the nature of life typically follows themes relating to the realm's monstrous rulers, but in truly wild realms of the Abyss, anything and everything could be encountered. Other outsider races dwell here as well, some of which are true fiends (such as demodands or qliphoth), while others are not (such as the thanatotic titans or the mysterious hunduns).

## DENIZENS OF ABADDON

Since their earliest days, the daemons have ruled this realm. In their minds, there has only ever been one dominant race in Abaddon, and its members bow to the Horsemen. Still, their benighted plane harbors more than just daemons, including other races of fiends, peddlers of the soul trade, and myriad enslaved or abandoned daemonic creations.

**The Hunted:** Abaddon's largest population consists of the doomed souls of the hunted—petitioners existing in numbers that stagger the mind while only barely keeping pace with the rate of daemonic consumption. A fraction of their kind remains temporarily free at any given time, either in hiding or in one of the cities the daemons grant nominal autonomy; most petitioners are actively being hunted, penned, or consumed, or they are in the midst of their own horrible transformation into daemons. Those that survive their initial arrival and retain their mental faculties sometimes serve as an underclass of protected, abused pets and objects of mockery.

**Night Hags:** Natives of the Ethereal Plane, night hags are movers and shakers of the soul trade, and thus are commonly found on Abaddon. Purchasing or stealing mortal souls from the Material Plane, the hags find no greater buyers for their mewling wares than the daemons. They travel across the planes by magic or via complex networks of artificial gates and natural portals, and they function as planar merchants and go-betweens. A night hag peddles her souls and other wares openly within Abaddon's cities and even within the realms of the Four Horsemen, where she and her sisters are protected from harm by an unspoken agreement between the Four and the hags' racial deity, Alazhra the Dream Eater.

**Nightmares:** Abaddon's equine horrors roam the plane's wastelands, many indoctrinated from birth to show absolute loyalty toward the specific Horseman or harbinger whose realm their bloodline calls home. In return for their relative freedom, nightmares serve as mounts for powerful daemons. Some scholars believe that the greatest of the nightmares became the four mounts of the Horsemen themselves—the legendary apocalypse horses. While mortals (and perhaps some daemons) often think of nightmares as simple mounts, nightmares see themselves and their masters as equals, for the title of "Horseman" would be meaningless without their assistance. In this sense, the relationship between daemon and nightmare is much closer to true symbiosis than a mere master-and-servant arrangement.

**Other Creatures:** Still other beings dwell within Abaddon's depths. Vargouilles can be found here, feeding on creatures that wander into their territory and other scraps, while constantly looking for routes to the Material Plane. Wild yeth hounds hunt the wastes as well, less organized than those bound to Lamashtu but still terribly dangerous. Most numerous of these other creatures are without a doubt the divs, which are detailed below.



## ASURAS

Forged by divine accidents, asuras are spiteful reminders that the gods are fallible. The asuras sow doubt among worshipers, sabotage temples, and sit in foul contemplation of the destruction they have wrought. Unlike those of most outsiders, an asura's essence does not usually dissipate upon dying to be absorbed by its home plane. Instead, a slain asura typically reincarnates in a lesser form, healthy and eager to inflict harm on its killer. In cases where an asura has excelled in its role, it can reincarnate as a more powerful member of its race. The corners of Hell held by the asuras are vast, yet still minuscule compared to those ruled by devilkind.

## DEMODANDS

The thanatotic titans aspired to be gods but were defeated and cast into the Abyss. There they skulked and devised a plan to create their own worshipers—beings of unquestionable beauty, skill, and strength. These minions fulfilled their creators' wildest expectations for only precious minutes before burning, melting, and warping into grotesque forms that stubbornly survived: the demodands. Despite their cursed forms, the demodands are unfailingly loyal to the titans and assist them in their vain attempts to conquer the multiverse—especially the agents of the gods themselves. Unlike most types of fiends, demodands are almost uniformly powerful; each carries a tiny spark of divinity that grants even the weakest one tremendous strength.

## DIVS

Mortals have long relied on the fantastic strength and magic of genies to build their kingdoms. Yet those genies that did not receive the gratitude or payment they deserved turned to the monstrous Ahriman, who granted the genies twisted forms and profane power with which to get revenge.

Formed from these corrupted genies, Abaddon's divs revel in destruction and misery, and they specifically enjoy the destruction of mortal works. Comparatively few in number, they dwell at Abaddon's fringes in the domain of their demigod master, Ahriman. Daemons largely ignore them, but when the two races clash—and indeed, there's a good deal of mutual hatred between the two—the divs frequently lose or retreat, unwilling to risk angering the daemons' apocalyptic masters.

The divs' greatest reason to avoid conflict, however, is the presence of a permanent portal between Abaddon and Golarion: the House of Oblivion, created millennia ago by Osirian's Pharaoh of Forgotten Plagues. The divs and their master, Ahriman, fear its discovery by the Four, yet at least one of the Horsemen already knows about it. It was Szuriel, the Horseman of War, who originally bargained with the pharaoh and recommended the gate's creation, linking Abaddon to the Thuvian deserts and enabling her to use the divs in a secondary assault upon the Material Plane.

## DORVAES

Whereas most fiends manifest in a variety of subspecies and enjoy an established hierarchy—no matter how tenuous or brutal—the sinister dorvae are all similar in appearance and abilities. Each has leathery wings, a body of writhing tendrils and serpents, and deceptively strong claws. Despite this uniformity, they lack a shared purpose. In fact, dorvae are fiercely independent creatures, stubbornly avoiding any semblance of allegiance to any other being. Any reminder of social norms or reciprocation is more likely to cause the dorvae to subvert and manipulate its current allies than convince it to cooperate. Dorvae fully embrace evil and tend not to be distracted by law or chaos. They can be found lairing or pursuing their goals on Abaddon, in the Abyss, or in Hell.

Many dorvae have experimented with building cults around themselves, wallowing in their own self-importance before crushing their loyal minions or sending them on a suicidal mission. Others favor urban centers where they can employ their extensive knowledge and overbearing charisma to act as advisors, information brokers, and masterminds, though such a role lasts only so long as it serves a dorvae's purposes and satisfies its ego—or at least entertains it while it waits to betray its clients and comrades.

New dorvae arise from a “parent's” egotistical desire to bully and manipulate powerful beings. A powerful dorvae's urge to express itself in this way often drives it to tear apart fragments of the cosmos and spin the tendrils into a new dorvae. The dorvae treats this spawn like a subservient homunculus, showering it with abuse and humiliation until the new fiend manages to escape and forge its own place in the multiverse. In this way, dorvae perpetuate a cycle of hatred, teaching their descendants to distrust one another above all.

Although some dorvae willingly sabotage their own projects in order to inflict pain on others, most endeavor to become increasingly influential. Rarely, a dorvae accumulates so much personal power that it can reshape reality, projecting an aura that transforms its immediate surroundings to befit the dorvae's mood and tastes. How these so-called dorvae viziers achieve such a state varies, with some consolidating their evil by consuming other dorvae, and others accomplishing it through sheer age and force of will. Gradually, these viziers become the living hearts of their own demiplanes, where they rule over tiny kingdoms in mockery of the fiendish planes.

## KYTONS (VELSTRACS)

Kytons wish neither good nor ill upon mortalkind; such concepts mean nothing to them. Scholars of sensation and connoisseurs of perfection, kytons pursue nothing less than transcendence. Morality, taboos, life, and death—all are beneath a kyton's quest to unlock the secrets of



## Chapter 4: Fiendish Bestiary

ultimate being. While this goal means something different to each kyton (anything from transformation of flesh to pursuing some quintessential experience), all indulge their studies and experimentation with the passion of scientist-artistes. And should millions die to service their need for flesh, or should whole worlds be blasphemously wracked to produce a necessary end, then so be it. No cost is too high for a glimpse of the sublime.

For the most part, only mortals refer to these creatures by the name “kyton.” Among themselves, these shadowy students of perfection call their kind “velstracs.” The misnomer arose and spread during the millennia in which the kyton demagogue Kaikyton wandered the Material Plane, seeking to reshape whole planets. As a result, some early mortal races came to associate the onomatopoeic sounds of Kaikyton’s name, reminiscent of the clanking of chains, with the demagogue’s followers. In several mortal languages, this name is still the root of words meaning dread, upheaval, or amputation. Velstracs generally find the title “kyton” flattering: like the word “maestro,” it recognizes velstracs’ roles as masters of an art they alone can conceive. As a result, kytons do not go out of their way to correct instances in which they’re misnamed. Throughout the *Book of the Damned* and similar authoritative works of fiendish lore, the appellations “kyton” and “velstrac” are used interchangeably.

Unlike many lawful fiends, kytons do not organize into a single monolithic hierarchy. Those who serve deities—most prominently Zon-Kuthon—tend to be the most regimented, arranging themselves into echelons mocking the hierarchies of some religions’ monasteries or cathedrals. Many independent cabals, such as those in service to kyton demagogues or other powerful members of their kind, form communities similar to artist communes or the workshops of expert artisans, where work is either shared or guided by a master. Rarely do mighty kytons turn their minds toward conquest or endeavors requiring massive numbers of their kind, focusing instead on personal obsessions. Celebrity and fanaticism are common, though, and so many kytons seek to follow the paths of elder kytons known to have had some brush with perfection.

### ONI

While some might consider oni to be simplistic and mindlessly given over to their primal desires, they can be complex creatures with deep intellect and cunning, as well as conflicting and self-destructive pursuits. This may be because of how they come into being—the utter rejection of the very purpose for which they, or their original kami selves, were created. Now, since the oni are locked into physical forms, all of the former drive they had as kami to protect and preserve is turned inward, leading them to want to fulfill nothing other than their selfish urges, yet with a wellspring of mental and physical resources with which to do so.

All oni see themselves as infinitely superior to mortals. To them, the only thing better than tormenting mortals in increasingly cruel fashions is using them as slaves to fulfill their insatiable appetites. The form an oni takes varies widely, even among oni of the same kind. They are obsessed with physical sensation, and many oni develop a particular fixation on specific sensations, such as a particular flavor or the sound of a corpse hitting the ground.

### QLIPPOTH

Long before the Abyss learned how to process and transform larvae into demons, the plane was already rife with foul life. These creatures exist still, yet in drastically reduced numbers and often only in the deepest pits of the plane. Known as the qlippoth, these fiends may well be the oldest form of life in the Great Beyond—certainly, they were already in existence before the proteans discovered them. Some believe that the qlippoth come from an unknowable realm on what might be described as the “outside shell” of the Outer Sphere, but if the qlippoth are to be taken as indicative of the order of existence that rules in such a realm, it is a good thing indeed this outer realm is so impossibly distant.

### RAKSHASAS

Rakshasas are malevolent creatures that represent unspeakable past deeds as well as the boundless voids of terrible futures. They are the evil spirits of mortal manipulators, traitors, and tyrants obsessed with causing suffering and amassing wealth. Purely from stubborn hate, these spirits do not pass into the Boneyard upon death. Instead, they are born into the bodies of rakshasas, kicking off a cycle of birth and death that sees these beasts grow stronger and more hateful with each horrifying incarnation.

The best known of rakshasakind boast the heads of beasts and backward hands. However, the wise know that these wicked creatures come in many true forms, from the gnomelike dandasuka to the viper-armed marai. Whatever their form, rakshasas roam the worlds of the Material Plane, searching for ways to perfect their cruelty and ascend to ever-higher castes, all the while striving to burst the bonds of reincarnation. Rakshasas believe they are truly great beings who will eventually achieve the dark divinity that they know lurks tenuously tethered in their souls. And so they despoil their lairs, heinously indulging in earthly pleasures while plotting the downfall of those around them.

### SAHKILS

Fear lies at the foundation of instinct and self-preservation, yet when magnified, fear can also cripple, paralyze, and drive one to madness. Sahkils are rebellious psychopomps that have abandoned their ceaseless fight against the multiverse’s entropy, adopting fearsome forms that allow them to inflict dread and rule over those they intimidate.



Table 4-4: Asuras

Asura	CR	Blasphemous Genesis	Offering	Source
Tripurasura	2	Blasphemous mockeries of other deities created by asuras	A vial of polluted holy water	<i>Bestiary</i> 3 26
Adhukait	7	Two godlike brigands whose destruction accidentally slew thousands	A twin sacrificed as the other watches helplessly	<i>Bestiary</i> 3 22
Upasunda	9	Jealous followers envious of their master's ascension into divinity	A pious monk whose body is pure	<i>Bestiary</i> 3 27
Aghasura	11	The granting of free will to willful and jealous serpentine pets	A living sentient being slain by snake venom	<i>Bestiary</i> 3 23
Nikaramsa	14	Reincarnated heretics who arise from a deity's uncorrected mistake	A priest who has been tricked into believing a heresy	See page 242
Asurendra	20	Reincarnation from multiple life cycles as lesser asuras	A living, sentient being aware of at least a dozen of its previous incarnations	<i>Bestiary</i> 3 24

Table 4-5: Demodands

Demodand	CR	Role in Titanic Armies	Offering	Source
Tarry demodand	13	Infantry	A good-aligned soldier	<i>Bestiary</i> 3 71
Stringy demodand	15	Abductors and slavers	An abducted innocent	<i>Bestiary</i> 5 73
Slimy demodand	16	Shock troops and jailers	A falsely accused prisoner	<i>Bestiary</i> 3 70
Gristly demodand	17	Assassins and torturers	A nonevil assassin or executioner	<i>Bestiary</i> 5 72
Shaggy demodand	18	Generals and advisers	A good-aligned general	<i>Bestiary</i> 3 69
Squamous demodand	20	Siege engines of mass destruction	At least a dozen good-aligned elite soldiers	See page 244

Table 4-6: Divs

Div	CR	Obsessive Hatred	Offering	Source
Doru	2	Not knowing a secret	A text containing a secret	<i>Bestiary</i> 3 86
Aghash	4	Beautiful mortals	A beautiful, good-aligned, sentient creature that is loved by at least one other	<i>Bestiary</i> 3 83
Bushyasta	6	Pleasantly fragrant odors	Expensive incense and perfumes	See page 248
Pairaka	7	The color red	A virgin	<i>Bestiary</i> 3 88
Ghawwas	10	Ringing bells	A bejeweled bell or a bell made of a precious metal	<i>Bestiary</i> 3 87
Shira	12	The concept of being less powerful	A good-aligned creature that is at least equal in CR to the shira	<i>Bestiary</i> 3 90
Sepid	14	Doing what they promise to do	A good-aligned genie	<i>Bestiary</i> 3 89
Akvan	20	Genies and their allies	Three genies, each capable of granting a wish	<i>Bestiary</i> 3 84

Table 4-7: Kytons (Velstracs)

Kyton	CR	Artistic Specialization	Offering	Source
Augur	2	Exsanguination	An eye plucked from a living head	<i>Bestiary</i> 3 171
Ostiaris	5	Philosophic indoctrination to pain	A living body unmarked by ink, metal, or scar and unblemished by disease or wounds	<i>Bestiary</i> 4 176
Evangelist	6	Augmentation via piercing and implantation	An innocent torn apart by chains	<i>Bestiary</i> 185
Sacristan	10	Release of exquisite agonies via specialized surgeries	A healthy living body to perform invasive surgeries upon	<i>Bestiary</i> 4 177
Oitos	11	Adornment and augmentation of bone	A fresh skeleton, its bones still warm from life but completely stripped of all flesh	See page 249
Interlocutor	12	Sculpture via surgery	A freshly severed limb harvested from an ally or family member	<i>Bestiary</i> 3 174
Eremite	20	Total surgical transformation	Several good-aligned creatures to harvest organs and limbs from	<i>Bestiary</i> 3 172



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## Table 4–8: Oni

Oni	CR	Associated Humanoid	Offering	Source
Spirit oni	2	None (familiar spirit)	A kami	<i>Bestiary</i> 3 209
Kuwa	4	Human	An honorable soldier (preferably a samurai)	<i>Bestiary</i> 3 208
Najikai	8	Nagaji	A good-aligned nagaji	See page 250
Ogre mage	8	Ogre	A good-aligned wizard	<i>Bestiary</i> 221
Ice yai	14	Frost giant	A good-aligned inhabitant of a frozen land	<i>Bestiary</i> 3 207
Fire yai	15	Fire giant	A good-aligned smith	<i>Bestiary</i> 3 206
Water yai	18	Storm giant	A good-aligned mortal who lived a simple rural lifestyle	<i>Bestiary</i> 3 212
Void yai	20	Rune giant	A good-aligned mortal daimyo	<i>Bestiary</i> 3 210

## Table 4–9: Qlippoth

Qlippoth	CR	Primal Urge Personified	Offering	Source
Cythnigot	2	The infestation and parasitizing of flesh	A small animal	<i>Bestiary</i> 2 221
Hydraggon	3	The urge to patrol the River Styx	A creature that recently died of natural causes	<i>Bestiary</i> 6 229
Deinochos	5	Symbiotic relationships between lives	A beast of burden	See page 251
Shoggti	7	The need to control other minds	A good-aligned sacrifice to be mind-controlled	<i>Bestiary</i> 2 225
Utukku	8	Corruption of personality by the Abyss	A nonevil, heretical priest	<i>Bestiary</i> 6 230
Gorgoros	9	The fossilization of flesh	A petrified good-aligned creature	<i>Bestiary</i> 6 228
Nyogoth	10	The gluttonous drive to gorge on food	A bound good-aligned creature	<i>Bestiary</i> 2 224
Gongorinan	11	The process of invasive metamorphosis	A good-aligned creature polymorphed into a hideous form	<i>Bestiary</i> 6 226
Chernobue	12	The violent urge to mate	A virgin	<i>Bestiary</i> 2 220
Behimiron	13	The transition from death to life	A huge carcass infested with eggs	<i>Bestiary</i> 6 224
Augnagar	14	The drive to grow into a greater being	A cannibalistic feast	<i>Bestiary</i> 2 219
Cataboligne	16	The destruction of created objects	The destruction of a complex work of art	<i>Bestiary</i> 6 225
Thulgant	18	The slaughter of intruders to a region	A powerful demon	<i>Bestiary</i> 2 226
Iathavos	20	The chaos and evil of the Abyss itself	The destruction of a major artificial landmark	<i>Bestiary</i> 2 222

## Table 4–10: Rakshasas

Rakshasa	CR	Preferred Vice	Offering	Source
Raktavarna	2	Appearing as a bejeweled object	Three drops of blood	<i>Bestiary</i> 3 229
Dandasuka	5	Cruel but creative pranks that result in bloodshed	A cup of fresh, hot blood	<i>Bestiary</i> 3 225
Marai	8	Studying taboo or perverse magic	A rare spell or spellbook	<i>Bestiary</i> 3 228
Rakshasa	10	Material wealth and aristocratic comforts	Fine clothing and jewelry	<i>Bestiary</i> 231
Orsatka	13	Bloodlust aroused by senseless killing	The brutal sacrifice of a powerful creature	See page 252
Tataka	15	Blasphemous destruction of holy traditions	A good-aligned cleric	<i>Bestiary</i> 3 230
Maharaja	20	The sensation of being in complete control of a community	A good-aligned king or queen	<i>Bestiary</i> 3 226

## Table 4–11: Sakhils

Sakhil	CR	Fearful Incarnation	Offering	Source
Esipil	2	Wild animals	A feral pet	<i>Bestiary</i> 5 213
Nucol	4	Parasites	Three pounds of infested meat	See page 253
Wihsaak	6	Insects	A good-aligned mortal choked to death on insects	<i>Bestiary</i> 5 218
Ichkoh	7	Failing flesh	A kindly elderly person	<i>Bestiary</i> 6 243
Pakalchi	9	Insecurity from failing relationships	A jilted lover	<i>Bestiary</i> 5 216
Zohanil	10	Invasive surgery and needles	A good-aligned healer	<i>Bestiary</i> 6 246
Qolok	16	Not having enough of any one thing	A bankrupted merchant	<i>Bestiary</i> 5 217
Ximtal	17	Isolation	A good-aligned hermit	<i>Bestiary</i> 6 244
Kimenhul	20	Failure	An excommunicated good-aligned priest	<i>Bestiary</i> 5 214



## PETITIONERS

When a mortal dies, its soul is judged and sent on to the afterlife where it becomes a petitioner. Base rules for the petitioner template appear on pages 208–209 of *Pathfinder RPG Bestiary 2*. Specific statistics and traits are given here for petitioners from the three planes listed below as well as for petitioners from other fiend-haunted realms.

### PETITIONER TRAITS

A petitioner gains additional traits based on its plane.

**Ethereal Plane (Neutral Evil; Sahkils):** The terrorized resemble their mortal bodies, albeit with new unnerving proportions or haunted expressions. The terrorized gain immunity to death effects, disease, and poison.

**Material Plane (Any Evil; Oni and Rakshasas):** The prey warp into strangely bestial versions of their former mortal selves. They gain SR equal to 11 + their Hit Dice, and they gain the ferocity universal monster rule. They are native outsiders.

**Shadow Plane (Lawful Evil; Kytons):** The mutilated appear as sickly or physically savaged versions of their mortal selves. They gain regeneration 2 (good) and immunity to fear effects.

## DAMNED PETITIONER (HELL)

*This hollow-eyed humanoid bears countless scars.*

### DAMNED

CR 1

XP 400

Human petitioner

LE Medium outsider (extraplanar)

**Init** +0; **Senses** darkvision 60 ft.; **Perception** +5

### DEFENSE

**AC** 10, touch 10, flat-footed 10

**hp** 16 (2d10+5)

**Fort** +4, **Ref** +3, **Will** +0

**Immune** fire, mind-affecting effects

### OFFENSE

**Speed** 30 ft.

**Melee** slam +2 (1d4)

### STATISTICS

**Str** 11, **Dex** 10, **Con** 13, **Int** 10, **Wis** 11, **Cha** 10

**Base Atk** +2; **CMB** +2; **CMD** 12

**Feats** Toughness

**Skills** Intimidate +2, Knowledge (planes) +5, Perception +5, Sense Motive +5, Stealth +5, Survival +2

**Languages** Common, Infernal

### SPECIAL ABILITIES

**Immunity to Fire (Ex)** The damned are immune to fire, but not to the pain it causes. When a damned petitioner would take fire damage that's prevented by its immunity, it must immediately succeed at a DC 15 Fortitude save or be stunned by the fire's pain for 1d4 rounds.

## HUNTED PETITIONER (CABADDON)

*This figure is skittish and gaunt.*

### HUNTED

CR 1

XP 400

Human petitioner

NE Medium outsider (extraplanar)

**Init** +0; **Senses** darkvision 60 ft.; **Perception** +5

### DEFENSE

**AC** 10, touch 10, flat-footed 10

**hp** 16 (2d10+5); fast healing 1

**Fort** +4, **Ref** +3, **Will** +0

**DR** 5/—; **Immune** mind-affecting effects

### OFFENSE

**Speed** 30 ft.

**Melee** slam +2 (1d4)



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## STATISTICS

**Str** 11, **Dex** 10, **Con** 13, **Int** 10, **Wis** 11, **Cha** 10

**Base Atk** +2; **CMB** +2; **CMD** 12

**Feats** Toughness

**Skills** Escape Artist +2, Knowledge (planes) +5, Perception +5, Sense Motive +5, Stealth +5, Survival +2

**Languages** Abyssal, Common, Infernal

## LARVA PETITIONER (ABYSS)

*This pallid maggot-like creature has a humanoid face.*

### LARVA

CR 1

**XP** 400

Human petitioner

CE Medium outsider (extraplanar)

**Init** +0; **Senses** darkvision 60 ft.; Perception +5

### DEFENSE

**AC** 10, touch 10, flat-footed 10

**hp** 16 (2d10+5)

**Fort** +4, **Ref** +3, **Will** +0

**Immune** mind-affecting effects; **Resist** cold 10, electricity 10, fire 10

### OFFENSE

**Speed** 30 ft.

**Melee** bite +2 (1d6)

### STATISTICS

**Str** 11, **Dex** 10, **Con** 13, **Int** 10, **Wis** 11, **Cha** 10

**Base Atk** +2; **CMB** +2; **CMD** 12

**Feats** Toughness

**Skills** Climb +2, Knowledge (planes) +5, Perception +5, Sense Motive +5, Stealth +5, Survival +2

**Languages** Abyssal, Common

## MUTILATED PETITIONER (SHADOW PLANE)

*This humanoid is covered in perpetually bleeding gashes and sores.*

### MUTILATED

CR 1

**XP** 400

Human petitioner

LE Medium outsider (extraplanar)

**Init** +0; **Senses** darkvision 60 ft.; Perception +5

### DEFENSE

**AC** 10, touch 10, flat-footed 10

**hp** 16 (2d10+5); regeneration 2 (good spells and weapons)

**Fort** +4, **Ref** +3, **Will** +0

**Immune** fear effects, mind-affecting effects

### OFFENSE

**Speed** 30 ft.

**Melee** slam +2 (1d4)

### STATISTICS

**Str** 11, **Dex** 10, **Con** 13, **Int** 10, **Wis** 11, **Cha** 10

**Base Atk** +2; **CMB** +2; **CMD** 12

**Feats** Toughness

**Skills** Heal +2, Knowledge (planes) +5, Perception +5, Sense Motive +5, Stealth +5, Survival +2

**Languages** Common, Infernal

## PREY PETITIONER (MATERIAL PLANE)

*This slumped, furred humanoid has bulging eyes.*

### PREY

CR 1

**XP** 400

Human petitioner

Any evil Medium outsider (native)

**Init** +0; **Senses** darkvision 60 ft.; Perception +5

### DEFENSE

**AC** 10, touch 10, flat-footed 10

**hp** 16 (2d10+5)

**Fort** +4, **Ref** +3, **Will** +0

**Defensive Abilities** ferocity; **Immune** mind-affecting effects; **SR** 13

### OFFENSE

**Speed** 30 ft.

**Melee** slam +2 (1d4)

### STATISTICS

**Str** 11, **Dex** 10, **Con** 13, **Int** 10, **Wis** 11, **Cha** 10

**Base Atk** +2; **CMB** +2; **CMD** 12

**Feats** Toughness

**Skills** Escape Artist +2, Knowledge (planes) +5, Perception +5, Sense Motive +5, Stealth +5, Survival +2

**Languages** Common

## TERRORIZED PETITIONER (ETHEREAL PLANE)

*This sickly-looking humanoid has oddly disproportionate joints.*

### TERRORIZED

CR 1

**XP** 400

Human petitioner

NE Medium outsider (extraplanar)

**Init** +0; **Senses** darkvision 60 ft.; Perception +5

### DEFENSE

**AC** 10, touch 10, flat-footed 10

**hp** 16 (2d10+5)

**Fort** +4, **Ref** +3, **Will** +0

**Immune** death effects, disease, mind-affecting effects, poison

### OFFENSE

**Speed** 30 ft.

**Melee** slam +2 (1d4)

### STATISTICS

**Str** 11, **Dex** 10, **Con** 13, **Int** 10, **Wis** 11, **Cha** 10

**Base Atk** +2; **CMB** +2; **CMD** 12

**Feats** Toughness

**Skills** Intimidate +2, Knowledge (planes) +5, Perception +5, Sense Motive +5, Stealth +5, Survival +2

**Languages** Common



## ASURA, NIKARAMSA

This muscular giant has two ferocious lion heads, each with a long, black, lashing tongue.

### NIKARAMSA

CR 14

XP 38,400

LE Large outsider (asura, evil, extraplanar, lawful)

**Init** +11; **Senses** darkvision 60 ft., *detect chaos*, *detect evil*, *detect good*, *detect law*, *see invisibility*; Perception +30

**Aura** elusive (75 ft.)

### DEFENSE

**AC** 29, touch 17, flat-footed 21 (+7 Dex, +1 dodge, +12 natural, –1 size)

**hp** 200 (16d10+112); regeneration 10 (good)

**Fort** +14, **Ref** +17, **Will** +17; +2 vs. enchant.

**DR** 10/good; **Immune** curses, disease, poison; **Resist** acid 10, electricity 10; **SR** 25

### OFFENSE

**Speed** 50 ft., fly 50 ft. (perfect)

**Melee** 2 bites +20 (1d8+5),  
2 claws +20 (1d6+5),  
2 tongues +20 (1d6+5 plus trip)

**Space** 10 ft.; **Reach** 10 ft. (20 ft. with tongues)

**Special Attacks** pervert miracle, rend (2 tongues, 1d6+7)

**Spell-Like Abilities** (CL 14th; concentration +19)

Constant—*detect chaos*, *detect evil*, *detect good*, *detect law*, *see invisibility*

At will—*greater teleport* (self plus 50 lbs. of objects only), *invisibility*, *magic aura*, *veil* (self only), *ventriloquism* (DC 16)

3/day—*bleed*, *cure serious wounds*, *good hope*, *neutralize poison*, *remove blindness/deafness*, *remove curse*, *remove disease*

1/day—*blasphemy* (DC 22), *dream*, *limited wish*, *summon* (level 6, 1d3 upasundas<sup>B3</sup> 50%)

### STATISTICS

**Str** 20, **Dex** 25, **Con** 25, **Int** 18, **Wis** 25, **Cha** 20

**Base Atk** +16; **CMB** +22 (+24 trip); **CMD** 40 (42 vs. trip)

**Feats** Combat Expertise, Combat Reflexes, Deflect Arrows<sup>B</sup>, Dodge, Great Fortitude, Improved Initiative, Improved Trip, Mobility, Spring Attack

**Skills** Bluff +24, Disguise +24, Escape Artist +32, Fly +24, Knowledge (planes, religion) +19, Perception +30, Sense Motive +26, Spellcraft +20, Stealth +22, Use Magic Device +24;

**Racial Modifiers** +6 Escape Artist, +4 Perception

**Languages** Common, Infernal; telepathy 100 ft.

**SQ** savor heresy

### ECOLOGY

**Environment** any (Hell)

**Organization** solitary or perversion (2–5)

**Treasure** standard

### SPECIAL ABILITIES

**Pervert Miracle (Su)** As an immediate action, when a creature within 60 feet either casts a spell that a nikaramsa can use as a spell-like ability three times per day or casts a spell that would counter or remove one of those spells (i.e., *bane*, *bestow curse*, *blindness/deafness*, *contagion*, *crushing despair*, *inflict serious wounds*, or *poison*), the nikaramsa can attempt an opposed Charisma check against the caster. If successful, the nikaramsa converts the spell into its opposite against each original target as it's cast.

**Savor Heresy (Su)** A nikaramsa gains a +2 profane bonus on attack rolls and a +5 profane bonus on damage rolls against any creature that has committed an act of heresy or changed its alignment in the last year. Furthermore, the asura's natural attacks also ignore such a creature's damage reduction.

A nikaramsa exploits the hubris and awe of mortal priests by disguising itself as a deity's chosen messenger and granting divine boons to a congregation, confusing believers by imparting more and more heretical lessons as gospel truths. The nikaramsa then corrupts the faith's blessings, causing the religion to collapse in the wake of its own clergy's atrocities.





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### DAEMON, SEPSIDAEMON

*A long-beaked, crested head on a twisted neck rises from a formless, glowing mass of a body. Now and then, a grasping claw extends forth.*

#### SEPSIDAEMON

CR 7

XP 3,200

NE Medium outsider (daemon, evil, extraplanar)

**Init** +8; **Senses** darkvision 60 ft., scent; Perception +14

**Aura** septic wounds (30 ft.)

#### DEFENSE

**AC** 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

**hp** 85 (9d10+36)

**Fort** +10, **Ref** +10, **Will** +7

**Defensive Abilities** amorphous, **DR** 10/good or silver;

**Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 18

#### OFFENSE

**Speed** 30 ft., swim 30 ft.

**Melee** bite +13 (1d8+4 plus 1d6 acid and disease), 2 claws +14 (1d4+4/19–20 plus 1d6 acid and disease)

**Special Attacks** necrotic slough

**Spell-Like Abilities** (CL 7th; concentration +10)

At will—*contagion* (DC 17), *dimension door*

1/day—*summon* (level 3, 1 sepsidaemon 40%)

#### STATISTICS

**Str** 18, **Dex** 19, **Con** 18, **Int** 13, **Wis** 14, **Cha** 17

**Base Atk** +9; **CMB** +13; **CMD** 27

**Feats** Improved Critical (claw), Improved Initiative, Iron Will, Power Attack, Weapon Focus (claw)

**Skills** Climb +16, Intimidate +15, Knowledge (planes) +13,

Perception +14, Stealth +16, Survival +14, Swim +24

**Languages** Abyssal, Draconic, Infernal; telepathy 100 ft.

#### ECOLOGY

**Environment** any (Abaddon)

**Organization** solitary, pair, or infection (3–8)

**Treasure** standard

#### SPECIAL ABILITIES

**Disease (Ex)** *Fleshwweep*: injury; save Fort DC 18; onset immediate; frequency 1/day; effect 1 Con damage and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Constitution-based.

**Necrotic Slough (Ex)** As it moves, the sepsidaemon covers the ground with portions of its festering body, transforming any square it passes through into difficult terrain for 2 rounds, after which the filth evaporates. A creature that passes through or starts its turn in one of these squares must succeed at a DC 18 Reflex save or take 2d6 points of acid damage and become nauseated for 1 round; the nausea effect is a disease effect. A creature can be affected by this acid damage and nauseated condition only once per round. The save DC is Constitution-based.

**Septic Wounds Aura (Su)** A sepsidaemon radiates an aura that causes wounds to fester. If a creature with lethal hit point damage begins its turn within 30 feet of a sepsidaemon, it must succeed at a DC 18 Fortitude save or become infected with fleshwweep (see Disease above). This is a disease effect.

Sepsidaemons embody the concept of death by gangrene, infection, and necrotic decay. Spawned in Abaddon from the evil souls of those who experienced horrific deaths under septic conditions, these daemons are most prominent in the areas of Apollyon's domain where the waters of the Styx intrude and leach away life and memories. A sepsidaemon continually hunts, feeds, and appropriates the essences of creatures. These fiends perpetually slough a trail of necrotic flesh and exude a fearsome aura that festers and corrupts wounds. A sepsidaemon fuses its victims' misappropriated forms to its amorphous core, where they dangle like rotting jewelry. Although sepsidaemons typically roam alone or in loose pairs, they are at their most fearsome when they form groups led by one of Apollyon's leukodaemon deacons.





## DEMODAND, SQUAMOUS

This titanic mass of flesh is covered in razor-sharp scales and has bony wings, four taloned arms, and a toothy, toad-like head.

### SQUAMOUS DEMODAND

CR 20



XP 307,200

CE Gargantuan outsider (chaotic, demodand, evil, extraplanar)

**Init** +11; **Senses** blindsense 30 ft., darkvision 60 ft., *detect good, detect magic, true seeing*; **Perception** +43

#### DEFENSE

**AC** 36, touch 13, flat-footed 29 (+7 Dex, +23 natural, -4 size)

**hp** 362 (29d10+203)

**Fort** +23, **Ref** +23, **Will** +16

**DR** 15/good and magic; **Immune** acid, poison; **Resist** cold 10, fire 10; **SR** 31

#### OFFENSE

**Speed** 40 ft., fly 60 ft. (average)

**Melee** bite +36 (2d8+11/19-20 plus bleed), 4 claws +36 (2d6+11/19-20)

**Space** 20 ft.; **Reach** 20 ft.

**Special Attacks** Abyssal roar, bleed (2d6), faith-stealing strike (DC 27), rend (4 claws, 2d6+16), stunning descent

**Spell-Like Abilities** (CL 20th; concentration +23)

Constant—*detect good, detect magic, true seeing*

1/day—*summon* (level 8, 1d8 tarry demodands or 1d4 slimy demodands or 1 shaggy demodand 75%)

#### STATISTICS

**Str** 32, **Dex** 25, **Con** 25, **Int** 6, **Wis** 24, **Cha** 17

**Base Atk** +29; **CMB** +44 (+48 bull rush, overrun); **CMD** 61 (63 vs. bull rush or overrun)

**Feats** Alertness, Awesome Blow, Combat Reflexes, Critical Focus, Flyby Attack, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Critical (bite, claw), Improved Initiative, Improved Overrun, Intimidating Prowess, Power Attack, Stunning Critical

**Skills** Fly +33, Intimidate +46, Perception +43, Sense Motive +43

**Languages** Abyssal, Celestial, Common

**SQ** heretical soul

#### ECOLOGY

**Environment** any (Abyss)

**Organization** solitary or battalion (2-5 plus 1 shaggy demodand plus 3-12 tarry demodands)

**Treasure** standard

#### SPECIAL ABILITIES

**Abyssal Roar (Su)** Once every 1d4 rounds as a standard action, a squamous demodand can harness the intense Abyssal power roiling within its body and release a furious roar upon its enemies. This functions like a breath weapon that deals 20d6 points of sonic damage in a 40-foot cone as pure cacophonous evil assaults the ears of creatures in the area. A target can attempt a DC 31 Fortitude saving throw for

half damage. Creatures that fail the saving throw are also permanently deafened. Because of the evil and extraplanar nature of this attack, a *remove blindness/deafness* spell can negate this deafness only if the caster succeeds at a DC 31 caster level check, but *limited wish* or any stronger similar magic can cure the deafness without requiring such a check. The saving throw is Constitution-based.

**Stunning Descent (Su)** Three times per day, when a squamous demodand has used a move action to fly, as a standard action it can land on a solid surface and slam its feet mightily, releasing a wave of kinetic energy. All creatures within 60 feet (whether on the surface or in the air) must succeed at a DC 31 Reflex saving throw or be stunned for 1 round and staggered for an additional 3 rounds thereafter. On a successful saving throw, a creature is simply staggered for 1 round. The saving throw is Constitution-based.

Squamous demodands were among the last of the Abyssal demodands into which the thanatotic titans breathed life. As the Abyss began to crawl with the charred, melted forms of shaggy, slimy, tarry, and other demodands, the early members of this horrific race began to sense a missing element in their masters' plans. The demodands knew that they were created as a race of worshipers meant to wreak as much destruction as possible on their progenitors' behalf, and though they wielded great and disgusting powers, the demodands knew that they needed more sheer muscle to truly become a force to be reckoned with in the multiverse.

And so the idea for the squamous demodands' creation came not from their godlike creators but from these sycophantic servants that wished to see the titans' will made manifest. After the demodands came to an agreement—an uncommon occurrence for the chaotic creatures—that they needed much more powerful allies, the shaggy demodands approached their creators with the idea. Suppressing the urge to quash their upstart creations, the thanatotic titans admitted the merit of creating an enormous, mighty, monstrous type of demodand to serve in their armies as wanton destroyers that would herald the titans' vision of a godless multiverse. Thus the titans formed squamous demodands by fusing the flesh of shaggy demodands with armor-like scales pulled from the essence of the Abyss itself. Squamous demodands still stand today as the most terrible, hulking, and murderous of their kind.

Because each type of demodand had already found a distinct place in the scattered hierarchy of the titans' armies—shaggy demodands as generals, slimy demodands as shock troops, and tarry demodands as grunts—the demodands worried that the new creations might supplant them all. To allay these fears and ensure that the mighty squamous demodands would actually obey orders, the titans made their new pets as dim witted as they were ferocious. Instead of serving any subtle tactical function in demodand armies,



## Chapter 4: Fiendish Bestiary

squamous demodands are pure, unadulterated muscle, and they almost always act at the behest of a higher-ranking shaggy demodand or a thanatotic titan. Towering blocks of claws, muscle, and scales, squamous demodands have four arms and a pair of wings ideal for causing maximum destruction. Squamous demodands stand over 50 feet tall and weigh around 120 tons.

Because they are far less savvy than others of their race, squamous demodands are guided by their baser instincts when left to their own devices. Although they delight in crushing mountains under their fists, their hunger for ever-increasing amounts of flesh and the visceral feeling of blood running down their gaping maws drives them more than anything else. Other demodands—particularly shaggy demodands, which have spent millennia learning how to focus these killer urges—have to make sure that squamous demodands first finish destroying structures that stand in their armies' way before they are allowed to gorge on their kills.

Demodand generals typically outfit their larger armies with at least one squamous demodand. Adding more of these beasts is sometimes a challenge, for they can easily view each other as rival predators, and squamous demodands turning on each other puts an army at risk. Rarely, shaggy demodands or thanatotic titans put together a battalion of squamous demodands meant to visit abject ruin upon a wide expanse or an opposing army, but such strategic overtures are usually a sign of desperation. Most demodand generals would rather risk massive losses in their ranks than potentially deal with a battalion of their squamous kin blindly raging. That said, a few shaggy demodands still gamble on squamous demodand battalions, likely due to both their sheer destructive efficiency and a well-kept demodand secret: shaggy demodands that earn the most favor from the thanatotic titans are next in line for transformation into squamous demodands.

Due to their low intelligence and their animalistic focus on feeding and destruction, squamous demodands have very little society to speak of, even by Abyssal creatures' standards. They are content following the orders of shaggy demodands, as long as they are provided with sufficient food and opportunities for obliteration. Occasionally, however, shaggy demodands get caught up in internal feuds or turn on each other. In these cases, squamous demodands typically follow the

lead of the general that proves itself the strongest, although a squamous demodand that has followed the orders of a single commander for long spans of time may view its superior protectively, almost as an adult child would an aging parent. These are the situations that often turn most destructive for demodands, as the squamous demodand either defends its general or exacts vengeance on its behalf, causing a massive intrademodand war either way. When this happens, only the thanatotic titans can rein in their monstrous creations, and sometimes even they have trouble doing so if multiple squamous demodands are involved.





## DEMON, GHALZAROKH

This corpulent, four-armed fiend is covered in yellow-orange dragon scales, and draconic wings sprout from its back.

**GHALZAROKH**

**CR 15**

**XP 51,200**

CE Large outsider (chaotic, demon, evil, extraplanar)

**Init** +3; **Senses** darkvision 60 ft., scent, see *invisibility*; Perception +37

### DEFENSE

**AC** 30, touch 12, flat-footed 27 (+3 Dex, +18 natural, -1 size)

**hp** 218 (19d10+114)

**Fort** +17, **Ref** +11, **Will** +18

**DR** 10/cold iron and good; **Immune** electricity, fire, mind-affecting effects, poison; **Resist** acid 10, cold 10; **SR** 26

### OFFENSE

**Speed** 20 ft., burrow 20 ft., fly 50 ft. (poor)

**Melee** bite +25 (2d8+7), 4 claws +25 (2d4+7/19-20)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** breath weapon (30-foot cone, once every 1d4 rounds, 10d6 acid and 10d6 fire, Reflex DC 25 half), project blame, rend (2 claws, 2d4+10)

**Spell-Like Abilities** (CL 15th; concentration +21)

Constant—see *invisibility*

At will—*charm monster* (DC 20), *greater command* (DC 21)

3/day—*dominate person* (DC 21), quickened *fireball* (DC 19), *rage* (DC 19), *song of discord* (DC 21)

1/day—*demand* (DC 24), *mass suggestion* (DC 22), summon (level 6, 1 succubus 35%)

### STATISTICS

**Str** 25, **Dex** 16, **Con** 22, **Int** 16, **Wis** 25, **Cha** 22

**Base Atk** +19; **CMB** +27; **CMD** 40

**Feats** Combat Reflexes, Critical Focus, Hover, Improved Critical (claw), Intimidating Prowess, Lightning Reflexes, Power Attack, Quickened Spell-Like Ability (*fireball*), Staggering Critical, Wingover

**Skills** Bluff +28, Fly +19, Intimidate +35, Knowledge (arcana, planes) +25, Perception +37, Sense Motive +29, Spellcraft +25, Stealth +21; **Racial Modifiers** +8 Perception

**Languages** Abyssal; telepathy 100 ft.; truespeech

### ECOLOGY

**Environment** any (Abyss)

**Organization** solitary, pair, or trio

**Treasure** double

### SPECIAL ABILITIES

**Project Blame (Su)** When a ghalzarokh misses with a melee attack against a creature, that creature suffers a -1 penalty to AC for 1 round. Whenever a creature succeeds at a saving throw against a ghalzarokh's spell-like abilities or breath weapon, that creature suffers a -1 penalty on saving throws for 1 round. These penalties can stack up to three times per target, so a creature can take up to a -3 penalty to AC and a -3 penalty on saving throws. At the end of a creature's turn, it can attempt a DC 25 Will saving throw to reduce one of these penalties by 1 as a free action. This is a mind-affecting curse effect. The save DC is Charisma-based.

Ghalzarokhs, or tyranny demons, act as commanders of Abyssal forces. These demons are formed from the souls of petty tyrants and would-be dictators. Notoriously egotistical and prone to lashing out, a ghalzarokh keeps its minions in line through fear of its cruel whims.





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### DEVIL, EXECUTIONER

*Corded muscles ripple under this massive devil's red skin as her black wings beat overhead and her black eyes smolder like coals.*

#### EXECUTIONER DEVIL (MUNAGOLA) CR 11

XP 12,800

LE Medium outsider (devil, evil, extraplanar, lawful)

**Init** +6; **Senses** darkvision 60 ft., see in darkness; Perception +21

#### DEFENSE

**AC** 26, touch 13, flat-footed 23 (+7 armor, +3 Dex, +6 natural)

**hp** 150 (12d10+84); fast healing 5

**Fort** +15, **Ref** +10, **Will** +14

**DR** 10/good; **Immune** fire, poison; **Resist** acid 15, cold 15; **SR** 22

#### OFFENSE

**Speed** 30 ft., fly 40 ft. (good)

**Melee** +1 *keen battleaxe* +20/+15/+10  
(1d8+11/19–20/x3), *gore* +14 (1d6+3)

**Special Attacks** enraged warrior

**Spell-Like Abilities** (CL 11th; concentration +18)

At will—*greater teleport* (self plus 50 lbs. of objects only), *scorching ray*

1/day—*summon* (level 4, 3 erinyes 60%)

#### STATISTICS

**Str** 25, **Dex** 23, **Con** 24, **Int** 14, **Wis** 23, **Cha** 24

**Base Atk** +12; **CMB** +19 (+21 bull rush, sunder); **CMD** 35 (37 vs. bull rush or sunder)

**Feats** Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Sunder, Power Attack

**Skills** Acrobatics +18, Fly +22, Intimidate +22, Knowledge (planes) +17, Perception +21, Sense Motive +21, Stealth +18, Swim +19

**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.

#### ECOLOGY

**Environment** any (Hell)

**Organization** solitary, pair, or squadron (3–8)

**Treasure** double (+1 *breastplate*, +1 *keen battleaxe*, other treasure)

#### SPECIAL ABILITIES

**Enraged Warrior (Ex)** A munagola has trained her mind and body to wreak as much destruction as possible, and as she causes bloodshed, she flies into a frenzy, hitting harder with each subsequent attack. Whenever a munagola hits with all of her attacks in a single round, she adds her Charisma modifier (+7 for most munagolas) to all weapon damage rolls until the end of her next turn. If a munagola's attacks reduce a creature to below 0 hit points, her critical threat range for all attacks doubles until the end of her next turn (typically increasing her battleaxe threat range to 17–20 and her gore threat range to 19–20). This is an emotion effect.





## **DIV, BUSHYASTA**

This gaunt figure has ashy yellow skin and a strange, feathered mask covering most of her face, save for her wide, fang-filled mouth.

### **BUSHYASTA**

**CR 6**
**XP 2,400**

NE Medium outsider (div, evil, extraplanar)

**Init** +9; **Senses** darkvision 60 ft., *detect good*, *detect magic*, see in darkness; **Perception** +14

### **DEFENSE**

**AC** 19, touch 15, flat-footed 14

(+5 Dex, +4 natural)

**hp** 68 (8d10+24)

**Fort** +9, **Ref** +7, **Will** +9

**Defensive Abilities** faded; **DR** 5/cold iron or good; **Immune** fire, poison;

**Resist** acid 10, electricity 10; **SR** 17

**Weaknesses** light sensitivity

### **OFFENSE**

**Speed** 30 ft., climb 20 ft.

**Melee** bite +13 (1d8+3), 2 claws +13 (1d6+3 plus 1d6 nonlethal)

**Special Attacks** staggering touch, withering effort

**Spell-Like Abilities** (CL 6th; concentration +10)

 Constant—*detect good*, *detect magic*, *spider climb*

 At will—*dimension door* (self plus 50 lbs. of objects only), *touch of fatigue* (DC 14)

 3/day—*deep slumber* (DC 17), *gust of wind* (DC 16)

 1/day—*slow* (DC 17), *suggestion* (DC 17), *summon* (level 4, 2 aghashes<sup>B3</sup> 50%)

### **STATISTICS**

**Str** 16, **Dex** 21, **Con** 16, **Int** 18, **Wis** 17, **Cha** 19

**Base Atk** +8; **CMB** +11; **CMD** 26

**Feats** Combat Reflexes, Improved Initiative, Vital Strike, Weapon Finesse

**Skills** Bluff +15, Climb +19, Knowledge (arcana, planes, religion) +15, Knowledge (local) +12, Perception +14, Sense Motive +14, Spellcraft +15, Stealth +16, Use Magic Device +15

**Languages** Abyssal, Celestial, Infernal; telepathy 100 ft.

### **ECOLOGY**

**Environment** any (Abaddon)

**Organization** solitary, pair, or gathering (3–8)

**Treasure** standard

### **SPECIAL ABILITIES**

**Faded (Su)** In bright light, a bushyasta appears translucent.

The div gains partial concealment (20% miss chance) but still takes penalties due to its light sensitivity.

**Staggering Touch (Su)** A bushyasta's claws inflict wracking pains. In addition to their normal lethal damage, her claws deal 1d6 points of nonlethal damage. A creature that takes nonlethal damage from this attack must succeed at a DC 18 Fortitude save or be staggered for 1 round. This duration stacks with multiple hits and multiple failed saving throws. The save DC is Charisma-based.

**Withering Effort (Su)** Once per day as a standard action, a bushyasta can create a surge of negative energy that weakens nearby creatures. Creatures within 30 feet of a bushyasta must succeed at a DC 18 Fortitude save or become fatigued. If a creature in this area that was already fatigued fails this saving throw, it becomes exhausted instead. The fatigued (or exhausted) condition persists as long as the creature is active, but it can remove the fatigued (or exhausted) condition if it does nothing but rest for 10 minutes. The save DC is Charisma-based.

Preying upon the fruitful and industrious, bushyastas are agents of sloth and laziness. They promote shiftless behavior and try to lull people to sleep so that they can't achieve their goals. Keeping mortals from productive toil is a bushyasta's driving purpose.

Bushyastas often haunt construction sites, especially those of places of civil or religious importance, and particularly savor disrupting creations that would be a focus of pride and glory for a community.

All divs have some manner of esoteric flaw in their behavior; bushyastas' is hate for and avoidance of perfumed odors. These fiends loathe anyone wearing perfume or carrying aromatic flowers. Bushyastas' abhorrence of fragrant scents led to a custom of perfuming the dead in order to keep these divs away from funeral services.





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### KYTON, OITOS

The golden bones of this magnificent skeleton are clad in monstrous face-skins sewn into a cape and skirt adorned with gold pendants.

#### OITOS

CR 11

XP 12,800

LE Medium outsider (evil, extraplanar, kyton, lawful)

**Init** +9; **Senses** darkvision 60 ft., see in darkness; Perception +21

#### DEFENSE

**AC** 25, touch 15, flat-footed 20 (+5 Dex, +10 natural)

**hp** 149 (13d10+78); regeneration 5 (good)

**Fort** +14, **Ref** +11, **Will** +15

**DR** 10/bludgeoning and silver or bludgeoning and good; **Immune** cold; **SR** 22

#### OFFENSE

**Speed** 40 ft., fly 60 ft. (good)

**Melee** 2 claws +17 (1d6+11/19–20 plus 2d6 cold),  
lash +17 (2d4+11 plus 2d6 cold)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with lash)

**Special Attacks** golden bones, unnerving gaze (DC 21)

**Spell-Like Abilities** (CL 11th; concentration +16)

Constant—fly

At will—*deeper darkness*, *plane shift*  
(between the Material Plane,  
Shadow Plane, and evil-aligned  
planes only; lawful creatures only),  
*speak with dead* (DC 18)

3/day—*charm monster* (DC 19),  
*dimensional anchor*,  
*fabricate*, *shadow walk*

1/day—*eyebite* (DC 21),  
*summon monster V*  
(evil creatures only)

#### STATISTICS

**Str** 19, **Dex** 20, **Con** 23, **Int** 19, **Wis** 20,

**Cha** 20

**Base Atk** +13; **CMB** +17 (+19 trip);

**CMD** 32 (34 vs. trip)

**Feats** Combat Expertise, Combat

Reflexes, Improved Critical (claw),  
Improved Initiative, Improved Trip,  
Iron Will, Lightning Reflexes

**Skills** Appraise +20, Bluff +21, Craft (any  
one) +20, Diplomacy +21, Fly +14,  
Intimidate +21, Knowledge (planes)  
+20, Perception +21, Sense Motive +21,  
Spellcraft +20, Stealth +21

**Languages** Common, Infernal; telepathy  
100 ft.

**SQ** dark traveler

#### ECOLOGY

**Environment** any (Shadow Plane)

**Organization** solitary, pair, or delegation (1 plus 1d6 kytons)

**Treasure** triple

#### SPECIAL ABILITIES

**Dark Traveler (Ex)** When an oitos uses *plane shift* to travel to the Shadow Plane or an evil-aligned plane, it arrives at its intended destination with complete accuracy. When an oitos uses *shadow walk*, it moves at a rate of 100 miles per hour.

**Golden Bones (Su)** On a critical hit, an oitos attempts to bless the damaged creature with inner beauty. If the target

fails at a DC 21 Fortitude save, the oitos turns the creature's bones into magical, radiant gold. The target is immediately and permanently

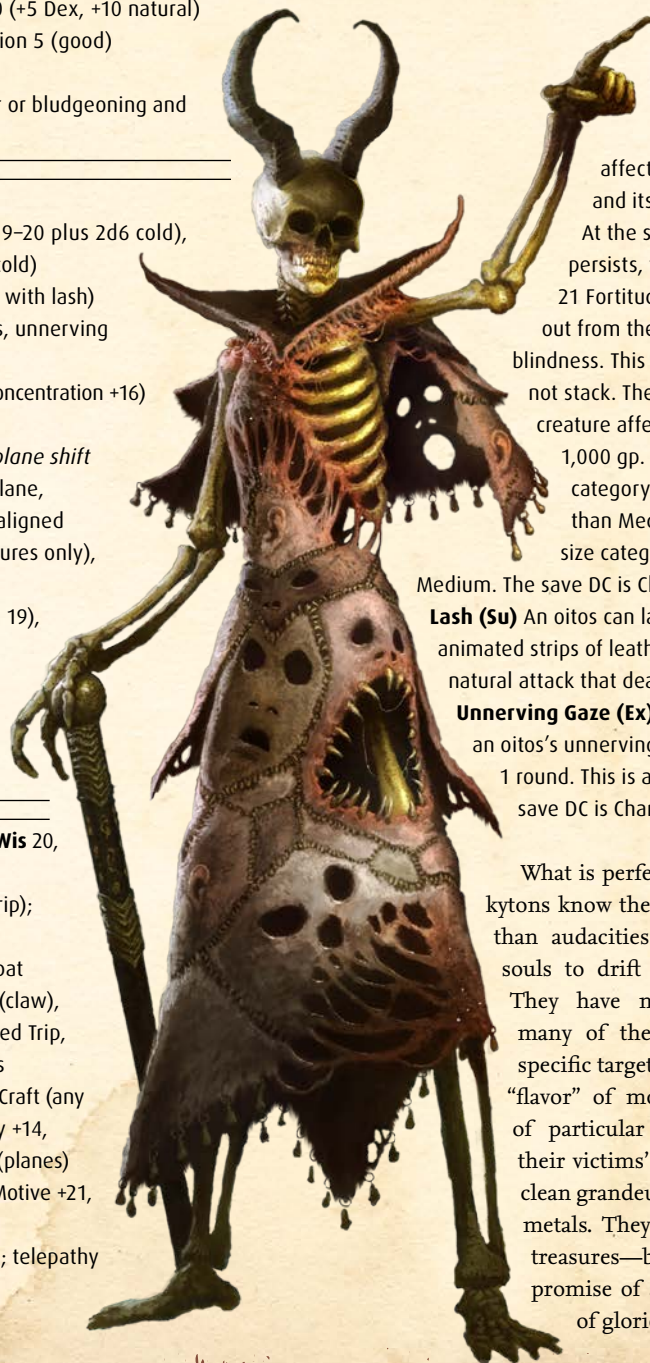
affected as per the spell *faerie fire*, and its Constitution is reduced by 4. At the start of every round this effect persists, the victim must succeed at a DC 21 Fortitude save or its eyes are burned out from the inside, resulting in permanent blindness. This is a curse effect; the effects do not stack. The cleaned bones of a Medium creature affected by this ability are worth 1,000 gp. This value doubles for each size category an affected creature is larger than Medium, and it is halved for each size category a creature is smaller than

Medium. The save DC is Charisma-based.

**Lash (Su)** An oitos can lash at foes with razor-sharp, animated strips of leather and silk. This is a primary natural attack that deals slashing damage.

**Unnerving Gaze (Ex)** A creature that succumbs to an oitos's unnerving gaze becomes nauseated for 1 round. This is a mind-affecting fear effect. The save DC is Charisma-based.

What is perfection without splendor? Oitos kytons know there is much more to seduction than audacities of the flesh. Oitoses tempt souls to drift willingly into their clutches. They have more discerning tastes than many of their brethren, though, seeking specific targets, whether those with a certain "flavor" of mortal experience or outsiders of particular magnificence. Tearing away their victims' tawdry flesh, they exalt in the clean grandeur of bone gilded with precious metals. They present themselves as living treasures—beings capable of fulfilling the promise of any reward and embodiments of glories to come.





## ONI, NAJIKAI

This scaly-skinned humanoid has long venomous fangs, claws, and unblinking reptilian eyes.

### NAJIKAI

CR 8



XP 4,800

LE Large outsider (native, oni, reptilian, shapechanger)

Init +9; Senses darkvision 60 ft., low-light vision; Perception +17

### DEFENSE

AC 22, touch 15, flat-footed 16 (+5 Dex, +1 dodge, +7 natural, -1 size)

hp 105 (10d10+50); regeneration 5 (cold, fire)

Fort +8, Ref +12, Will +11

Immune acid, poison; SR 19

Weaknesses vulnerable to cold

### OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee +1 spiked chain +15/+10 (2d6+8), bite +9 (1d6+2 plus poison)

Space 10 ft.; Reach 10 ft.

Special Attacks ripping spikes, sudden shed

Spell-Like Abilities (CL 8th; concentration +11)

Constant—fly

At will—command (DC 14), darkness, invisibility (self only)

3/day—charm monster (DC 17)

1/day—cloudkill (DC 18)

### STATISTICS

Str 20, Dex 20, Con 20, Int 18, Wis 19, Cha 17

Base Atk +10; CMB +16; CMD 32

Feats Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Mobility

Skills Bluff +16, Disguise +13, Fly +24, Knowledge (arcana, local) +17, Perception +17, Sense Motive +17, Spellcraft +17, Stealth +14, Use Magic Device +16

Languages Common, Draconic, Nagaji

SQ change shape (nagaji, alter self)

### ECOLOGY

Environment warm forests or mountains

Organization solitary, pair, or band (3–8)

Treasure standard (+1 spiked chain, other treasure)

### SPECIAL ABILITIES

Poison (Ex) Bite or spit—injury or contact; save

Fort DC 20; frequency 1/round for 6 rounds; effect 1d2 Str damage; cure 2 consecutive saves. The save DC is Constitution-based.

Ripping Spikes (Su) The second time in a round it hits the same foe with a spiked chain attack (but no more than once per round), the najikai deals 1d4 points of bleed damage.

**Sudden Shed (Su)** Once per day as a swift action while in nagaji form, a najikai can slough its skin to the ground and revert to its hideous true self. Any creature within 30 feet that can see the oni must succeed at a DC 18 Will save or be nauseated for 1d4 rounds at this sight. A creature that successfully saves is only staggered for 1 round. This is a mind-affecting, vision-based effect. The save DC is Charisma-based.

Like all oni, najikai crave power and luxury. A najikai will often infiltrate a nagaji settlement, posing as a mighty warrior and easily cowing the people, with the ultimate goal of replacing the settlement's naga ruler. The oni gets the naga's attention with shows of strength and cunning, soon earning the najikai a position of direct service to the ruler. The oni pretends deference, but destroys the naga the instant its defenses slip, replacing it as a tyrant over the now-disgraced nagaji who failed their leader.





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### QLIPPOTH, DEINOSCHOS

A fleshy pseudopod tipped with a jawless mouth and ringed by dozens of eyes emerges from a spiny shell along with several hooked legs.

#### DEINOSCHOS

CR 5

XP 1,600

CE Small outsider (aquatic, chaotic, evil, extraplanar, qlippoth)

**Init** +4; **Senses** blindsense 30 ft., darkvision 60 ft., *detect chaos*, *detect evil*, scent; Perception +10

#### DEFENSE

**AC** 18, touch 11, flat-footed 18 (+7 natural, +1 size)

**hp** 51 (6d10+18)

**Fort** +8, **Ref** +4, **Will** +6

**Defensive Abilities** shell; **DR** 5/cold iron or lawful; **Immune** cold, mind-affecting effects, poison; **Resist** acid 10, electricity 10, fire 10

#### OFFENSE

**Speed** 20 ft., burrow 20 ft., climb 20 ft., swim 20 ft.

**Melee** bite +10 (1d6+2 plus grab), 3 talons +9 (1d3+2)

**Special Attacks** gnaw, horrific appearance, tenacious grab

**Spell-Like Abilities** (CL 6th; concentration +7)

Constant—*detect chaos*, *detect evil*

At will—*bleed* (DC 11)

1/day—*invisibility*

#### STATISTICS

**Str** 15, **Dex** 10, **Con** 17, **Int** 6, **Wis** 13, **Cha** 12

**Base Atk** +6; **CMB** +7; **CMD** 17 (can't be tripped)

**Feats** Improved Initiative, Lightning Reflexes, Weapon Focus (bite)

**Skills** Climb +19, Perception +10, Stealth +13, Swim +19

**Languages** Abyssal; telepathy 100 ft.

**SQ** amphibious

#### ECOLOGY

**Environment** any (Abyss)

**Organization** solitary, pair, or brood (3–8)

**Treasure** incidental

#### SPECIAL ABILITIES

**Gnaw (Ex)** When a deinochos grappling a creature succeeds at a combat maneuver check to continue the grapple and deal damage, it deals twice its normal bite damage (2d6+4) and the gnawed foe is sickened for 1d4 rounds.

**Horrific Appearance (Su)** A creature that succumbs to a deinochos's horrific appearance endures a strange form of mental numbness that halves all of its speeds for 1d4 rounds.

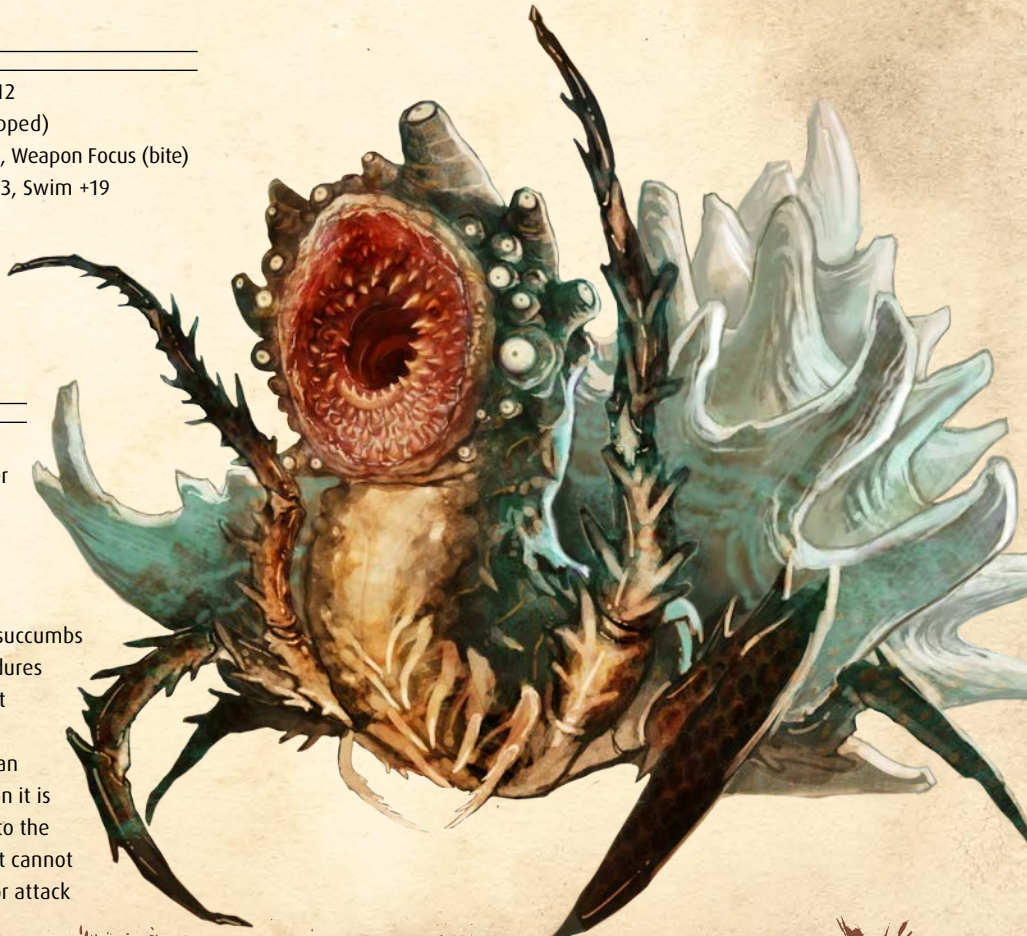
**Shell (Ex)** As a swift action, a deinochos can withdraw into its shell. If it does so when it is grappling a creature, it remains affixed to the creature. While it remains in this state, it cannot move, activate its horrific appearance, or attack

except to continue grappling a creature, but its armor bonus from natural armor increases by 4 as long as it maintains its retraction. Emerging from its shell is a move action.

**Tenacious Grab (Ex)** A deinochos can use its grab ability against a target of any size. A Medium or smaller creature grappled in this way gains the grappled condition, whereas a Large or larger target does not gain the grappled condition.

Deinochoses cling like eager remoras to larger qlippoth, traveling across the Abyss and beyond—all the while telepathically goading their host onward. When their ride leaves behind a fresh carcass, one or more deinochoses drop off, feast, and gestate a new generation. The greater the corpse's mass, the stronger the offspring, and carcasses of powerful creatures can give rise to dozens of the creatures. When there is insufficient food and no free ride, the fiends burrow into the soil and wait for new prey, turning from scavengers into ambush predators. They rarely demonstrate subtlety beyond turning invisible and sneaking close enough to launch a surprise attack. Prey that escapes the qlippoth often leaves a trail of blood and fear that the Abyssal scavengers can track by scent, so as to launch another ambush later.

A deinochos's shell is about 3 feet across, and the entire creature weighs about 120 pounds.





## **RAKSHASA, ORSATKA**

This hulking bear-headed fiend has a mouth full of fangs and clawed, six-fingered hands with too many knuckles.

### **ORSATKA**

**CR 13**

**XP 25,600**
**LE** Medium outsider (native, rakshasa, shapechanger)

**Init** +6; **Senses** darkvision 60 ft.; Perception +26

### **DEFENSE**

**AC** 28, touch 16, flat-footed 22 (+6 Dex, +12 natural)

**hp** 189 (14d10+112)

**Fort** +17, **Ref** +15, **Will** +11

**DR** 15/good and piercing; **SR** 28

### **OFFENSE**

**Speed** 40 ft., climb 20 ft.

**Melee** bite +23 (4d6+9/19–20 plus stagger), 2 claws +23 (2d4+9 plus stagger)

**Space** 5 ft., **Reach** 5 ft. (10 ft. with trip)

**Special Attacks** detect thoughts (DC 23), wicked reach

**Spell-Like Abilities** (CL 11th; concentration +15)

 At will—*magic missile*

 3/day—*dispel magic*, *magic circle against good*

 1/day—*true form*<sup>APG</sup> (DC 18)

### **STATISTICS**

**Str** 28, **Dex** 22, **Con** 26, **Int** 15, **Wis** 21, **Cha** 19

**Base Atk** +14; **CMB** +23 (+27 trip); **CMD** 39 (41 vs. trip)

**Feats** Alertness, Combat Expertise, Greater Trip, Improved Critical (bite), Improved Trip, Iron Will, Power Attack

**Skills** Bluff +25, Climb +34, Disguise +29, Intimidate +21, Knowledge (local, planes) +12, Perception +26, Sense Motive +26, Stealth +23; **Racial Modifiers** +4 Bluff, +8 Disguise

**Languages** Common, Infernal, Undercommon

**SQ** change shape (any humanoid, *alter self*)

### **ECOLOGY**

**Environment** any

**Organization** solitary or guard (1 plus 1 other rakshasa)

**Treasure** double

### **SPECIAL ABILITIES**

**Stagger (Su)** A creature damaged by an orsatka's bite or claw must succeed at a DC 21 Will save or be staggered for 1 round by the overwhelming pain. This is a mind-affecting pain effect. The save DC is Charisma-based.

**Wicked Reach (Ex)** An orsatka's joints are strange and unnatural even by the standards of rakshasas. An orsatka can stretch its limbs for the purpose of trip combat maneuvers: it is considered to have a reach of 10 feet when attempting to trip, and can perform such a maneuver as an attack of opportunity.

Often called "fiend killers" by those acquainted with their bruising ways, orsatkas are among the least subtle of rakshasas. Orsatkas arise from those who committed acts of senseless brutality on a massive scale. They are cruelty and brute force incarnate; instead of having incredible spellcasting power, orsatkas have the capability to inflict devastating damage. Rakshasas' typical affinity for magic manifests in orsatkas as an uncanny way of sniffing out their enemies, regardless of the abjurations and illusions those foes might use to protect themselves.

When not disguised, orsatkas resemble huge, muscle-bound humans with bearlike heads, which sometimes boast thick, red-tinted fur.

Orsatkas are about 7 feet tall and weigh around 400 pounds.





# Chapter 4: Fiendish Bestiary

## SAHKIL, NUCOL

This monstrous wild boar is infested with wriggling worms and accompanied by a buzzing cloud of flies.

### NUCOL

CR 4

XP 1,200

NE Medium outsider (evil, extraplanar, sahkil)

**Init** +7; **Senses** darkvision 60 ft., *detect magic*, low-light vision; Perception +9

### DEFENSE

**AC** 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

**hp** 42 (5d10+15)

**Fort** +7, **Ref** +7, **Will** +2

**DR** 5/good; **Immune** death effects, disease, fear, and poison;

**Resist** cold 10, electricity 10, sonic 10; **SR** 15

### OFFENSE

**Speed** 40 ft.

**Melee** gore +10 (2d6+7 plus nervous consumption)

**Special Attacks** cough, look of fear (DC 15), spirit touch

**Spell-Like Abilities** (CL 4th; concentration +7)

Constant—*detect magic*

At will—*open/close*

3/day—*grease* (DC 14), *sense fear*<sup>HA</sup>

1/day—*remove disease*

### STATISTICS

**Str** 21, **Dex** 16, **Con** 17, **Int** 9, **Wis** 12, **Cha** 16

**Base Atk** +5; **CMB** +10 (+12 bull rush); **CMD**

23 (25 vs. bull rush)

**Feats** Improved Bull Rush, Improved

Initiative, Power Attack

**Skills** Bluff +11, Intimidate +11,

Perception +9, Sense Motive +9,

Stealth +11

**Languages** Abyssal, Celestial, Infernal; telepathy 100 ft.

**SQ** easy to call, emotional focus, skip between

### ECOLOGY

**Environment** any (Ethereal Plane)

**Organization** solitary, pair, or sounder (3–12)

**Treasure** incidental

### SPECIAL ABILITIES

**Cough (Su)** As a standard action, a nucol can bellow out a contagious cough. This cough can take one of two forms: a ranged touch attack consisting of a wad of infectious phlegm with a range of 30 feet, or a spray of snot and spit that can affect creatures in a 15-foot cone. Creatures subject to the cone effect can avoid the effects of

the cough with a successful DC 15 Reflex save. All creatures affected by either form of the cough must succeed at a DC 15 Fortitude save or contract nervous consumption. The save DCs are Charisma-based.

**Look of Fear (Su)** A creature affected by a nucol's gaze is shaken for 1d2 rounds.

**Nervous Consumption (Su)** Injury or contact—gore or cough; save Fort DC 15; onset immediate; frequency 1/day; effect 1 point of Wisdom damage. As long as a creature suffering from this illness suffers any Wisdom damage from any source, it takes a –1 penalty to its Armor Class and on ability checks and skill checks. This is a disease effect. The save DC is Constitution-based.

Nucols are sahkils that delight in spreading the fear of parasites and other unseen things that can pollute the body and cause sickness. They spread a disease that weakens their victims' will and amplifies feelings of doubt and inadequacy.

Nucols often use their *remove disease* spell-like ability to bargain with their victims, agreeing to cure them in return for a favor. The sahkil legitimately heals the victim of its affliction, but the price for doing so often outweighs the value of the curative.

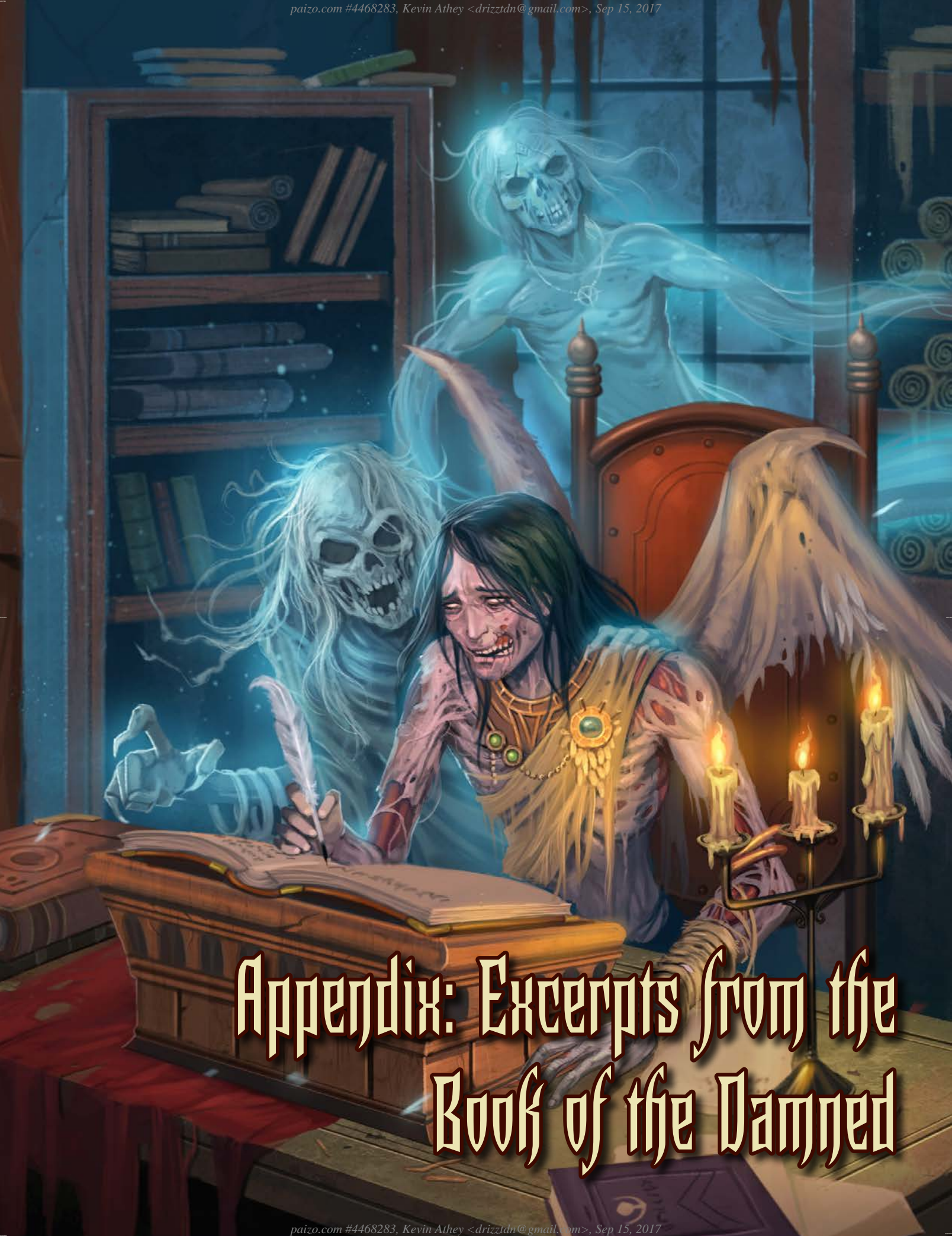
A nucol is over 4 feet long and weighs 90 pounds.











# Appendix: Excerpts from the Book of the Damned



These pages summarize the chronicle gleaned through the tales of the most ancient, communion with the beyond, and that lore of Hell extant before the advent of blasphemies and lies of the being Asmodeus, known as the Prince of Darkness, the God-Fiend, and—in an age before reason—the First.

## Before

The first feeble glimmer of light stirred here, and reality has been aflame ever since.

What was, we know from it; what is, grew from that root; and what will be—our inevitable dissolution—burns amid its fires. The seal is called many things, for it is the beginning and end of all.

Nothingness begat nothingness, and so it was throughout the time before time. Our realm is not the place of wonders that gods and other manipulative things would have us believe. All comes from somewhere, be it natural or arcane, and all of creation knows its boundaries.

But such is not the case with the seal. From whence it came or how it fell unto our world, none—not even its first children—can say. It is that it is, and that is all we, with our feeble minds and intervals, can ever know.

A shining beacon in the endless, starless night of oblivion, the seal's glow lit the darkness, revealing its infinite possibilities. Eons passed like drops in a river, and the first light never flickered or diminished, nor did any spark or whisper join it in the darkness. And so the moment came and went without thought, and reality entered a new age as the seal was joined by twin radiant motes of its own creation, barely perceptible candle flames amid its great brilliance.

In a way of understanding, these were the first lives, fundamental essences learning for the first time what it was to live. Through ages untold, these motes slowly came to know motion, playing over the surface of the seal even as they drew sustenance from its power. Countless millennia saw these flickers wander and dance, little more than sparks upon the sun, beautiful but trivial. Their endless, unthinking lives knew only the simplest of sensations, and reveled in the cold of the void and the warmth of their seal.

Then it happened again, and the motes were joined. A slight puff of life expelled dozens of new motes forth to orbit the seal, and the First discovered that they had grown. Larger and faster than these new lives, the First collected and consumed their siblings, and grew greater. Slowly they discovered control over their forms, and the first deliberate shapes began to appear amid the seal's radiance. Perhaps in response, the seal unleashed more and more of its motes, until there were too many for the First to hunt and consume. Gradually these new motes began to grow as their elder siblings, and life spread across the seal.

Thus, a distinct progression began in the time before time. There was the seal, those newly created, and the First, who braved each new and evolving state of being. Through the epochs, the children of the seal grew in size and complexity and ability. The motes began to take on favored forms and gradually became as great animals, wandering and feeding, exploring and interacting. The First, as the oldest and most powerful, became leaders and predators, adding the ever-advancing essences of their lesser brethren to their own, and in so doing growing always greater. Life was as a spiritual wilderness in this prehistory, and the first impressions of emotion—of

## From the Book of the Damned

In the name of the hosts and the seven mounting steps of Heaven, from which springs the good and the right. In the name of the Orders, Powers, Thrones, and Choirs, who witness all above and below. In the name of the Lords of the Empyrean, who measure all knowledge and see through lies. And in the name of the first great Lord, he who was taken and whose people know sorrow for him still, I swear that what follows are the visions of my travels, the thoughts of souls and the soulless, the nature of creation, and the truth unto all things.

—Tabris, from the introduction to the Book of the Damned



companionship, and fear, and wonder—came to form. And what followed in pursuit and avoidance of these sensations was thought.

Having spent untold eons together, what were once motes and the first of the seal's creations became brothers and the greatest of its children. With minds came power, and as they realized their needs the First unwittingly reshaped the power of the seal to provide. Painting new wonders in the ancient light for unknowable spans, one of the First happened upon a strange sigil, and meaning came into being. Symbols and meaning emerged through the following age as the First spun across the seal, journeying among their lesser kin and venturing as far from the light as they dared in discovery of new concepts.

Eventually, as its brother had discovered the power of symbols, the other made its own discovery, reshaping itself and uttering the first intelligent sound. With speech came the potential for new knowledge, and the words of the First rang through an eternity that could no longer be called empty. Reaching into the depths of itself, the being that had once been nothing more than a mote crafted the first word, a name for itself, and came to be called Ilys. And for his brother, who had been his companion for all that he knew, he lovingly crafted a second name—Asmodeus.

### Curator's Note

Numerous formerly reputable antiquarians assert these pages come from the legendary Book of the Damned—called myth by some and said by others to have been destroyed. While we have no way of proving the veracity of such claims or the authenticity of these unquestionably ancient pages, such allegations—and the dramatic warnings of those same scholars—remain under debate. As a student of the past, I cannot understate the fascination and curiosity that the revelations of the following pages represent. Yet as a mortal, with a life and fate guarded dearly, I must add my own dire recommendation to the ravings of my predecessors: What follows stands beyond the writings of madmen and heretics, and if you do not care to risk your immortal soul, do not read on. May the gods have mercy upon you and us all.

—Djavin Vhrest, Curator of Apocrypha  
Forae Logos, Absalom





## The Iron Heart of Dis

There is Hell, and there is Dis, a beautiful burning ember in the darkest night. Dominating the layer of the same name, the greatest of Hell's cities rises tall and towered as both punishment and paradise to those who would endure the infernal realm. It is a tyranny of a thousand tyrants, and all who look upon its ash-rung steeples and walk its searing streets tread in fear of the irrefutable commandments of the damned. Horned spires constructed upon foundations of whimpering souls, burning monuments that dwarf the largest mountains of the mortal plane, feats of architecture both soul-wrenching and awe-inspiring—Dis knows no limit of wonder and terror. Upon minarets stretching miles into the sky hang souls endlessly picked over by winged, infernal carrion beasts; labyrinthine canals of fire and corruption carry souls, fiends, and worse things through the city's shadowed underbelly; terrible citadels of beings with minds to conquer worlds and souls to unmake sanity float across holocaust horizons; and over it all rises the scepter of the realm's Iron Lord, the miles-high bastion of First King Dispater, which stretches from the depths of the Pit like a spear poised to pierce the very heart of Heaven.

**The Broken Chains:** A mountain of chains, massive enough to bind an army of titans, forms the many-towered kyton citadel-embassy in Dis. Consul Chayte, an oitos kyton with a skeleton of gold amid his fleshy robes, rules the Broken Chains as proxy of the lords of Xovaikain on the Plane of Shadow, bartering for the mercenary efforts of whole legions of his fellows. Although the residents of Dis know Chayte as the most potent of his kin in the city, instances of unexplained grinding speech emanating from the depths of the consulate have caused rumors to spread that the entire fortress is actually an ephialtes kyton with a chained frame of incredible proportions.

**The Demagogue:** This horrid place is a half-living museum, created from the tortured bodies of some of the mortal plane's most infamous tyrants and leaders, bound by a mortar of gore into walls of flesh and muscle. Against the expectations of all infernal lords, eons ago a single gigantic eye manifested upon the palace's grotesque dome. It is said this terrifying, vein-webbed orb sheds one colossal, bloody tear once every century, though none can say why.

**The Fallen Fastness:** Here the sins of all are cataloged and untold armies of scholarly devils endlessly toil. Said to be the greatest library in Hell, this thorn pierces as deeply into Hell's flesh as it rises into its burning heavens and is said to grow by several floors in both directions every year.

### From the Book of the Damned

"And from the heart of that Pit rises a spear of iron, and around it bleeds a city of sorrows—a disease of dark metal and darker souls, veined in fire and the corruption of all the spheres. Here the spirit of dark majesty rises to exultation. Here god and mortal, saint and fiend, walk shoulder to shoulder, blinded by desire and desperation in their march through the labyrinth of damnation. Here gather the efforts of ages, the histories of sin, and all that is valued in vice. Here sprawl the markets of flesh and of shadows, where nightmares are bartered as dreams and sobbs supplant the chime of coins. And all that is terror and wonder bears a single title, a name that makes the old tremble and causes angels to weep in selfish regret: Dis, awful and awesome, the throne-city of Hell."

—"On Dis"

**The Pyrite Vault:** The vault was built in mockery of the First Vault of Axis. Here heresies and cursed treasures infamous throughout the spheres lie in state, tended to by the white-gauntleted ayngavhaults of Vapula. Any devil who wishes to claim the baleful treasures housed here can do so—if they possess the need and potency to avoid becoming victims themselves.

**Widow's Cry:** Hung with the bodies of history's proudest chauvinists, the aerie of Queen of the Night Eiseth rises as a mountain of iron and brass blades and serves as home to Hell's largest legion of erinyes. Its summit is said to echo with the screams of all mothers and maidens ever wronged, a terrible cacophony that casts mortal women into an incurable deafened rage and instantly slays any mortal man.





*Dis,  
Capital of Hell*



## Order

Ihys and Asmodeus created the foundation of reality. As they sculpted and invented from the light of their world, the seal became as a fountain of creation. The First learned to make all that they wished and wanted by drawing on its limitless power, and wonders never before imagined took shape as elements, islands of reality, and creatures shaped from lesser motes.

The First were not alone during this age, though, for while they were the first, others followed their paths. From the ranks of the younger motes grew vital forces synchronous to the things Ihys and Asmodeus created, majestic and wild beast spirits, and new personalities akin to the First. These beings gathered upon the islands the brothers created, the greatest of them even learning to shape the power of the seal themselves.

The brothers created wide and recklessly, and destroyed with whimsy. Although this satisfied them for a time, both began to favor their own playgrounds and types of creations, making and remaking the same forms, refining and developing shapes as they pleased. Slowly an order to things emerged and creations began to take on uniform characteristics that pleased their makers and made them worthy of names. In this time the scaffolding of the first stars and planets was formed and the First knew pride in their work.

Then clever Ihys made a discovery that would forever shatter the serenity of these early epochs. He created a new life.

Having sought only to make a minute and simple creation move, Ihys channeled a portion of himself into his creation. Wondrously, the thing did indeed begin to move, but without its creator's command began to explore and root about of its own accord. Curious, Ihys long watched over his creation, delighting in its discoveries and feeling its joys and fears. After a time, learning all he cared to, Ihys destroyed the thing. From it rose a flicker of light, a mote not unlike that which the First once were themselves, which darted back to join with its creator's being.

Fascinated and excited by his innovation, Ihys shared his knowledge with his brother and lesser kin.

Creation took on a new vigor in the age after the First learned how to create new life. Countless creatures were

### From the Book of the Damned

Wherein the primal understanding of reality and the laws of existence are set forth, new life comes to the seal, those from outside make themselves known, and the first act of dissension taints the multiverse for all time.

—"Order"

molded and abandoned or destroyed, while whole races rose and were obliterated at the whims of their makers. Islands of reality were sculpted as menageries where new beings could live, thrive, and—eventually—reproduce on their own. Sanctuaries of life came to radiate far from the seal—which slowly began to be lost amid the wonders it had produced—and the First, and indeed all their kin, knew the pride of parents and masters.

Yet soon invaders came, and the First discovered that theirs was not the only reality. Slipping through gaps in existence came the primeval fiends, the lords of Chaos, and the masters of the elements,

each discovering the worlds orbiting the seal and seeking to claim the power there. Other visitors came to explore the realms of the First as well, beings claiming origins similar to Ihys and Asmodeus's younger brethren. These travelers brought knowledge with them of spheres beyond the seal, strange and wondrous realms filled with primal beings and more frightening dangers. Yet the First had little interest in leaving the seal, though many of their kin wandered out onto the planes, most of whom were never seen again.

Even in the light of such revelations, eons continued to pass, and the First created and watched over their worlds. Upon their islands, the beings progressed—either by slow natural changes or outside intervention—until they, too, became thinking things and came to know awe for their creators. In this age, the children of the seal first came to know the adoration of lesser beings and came to be known as gods, mantles which they would wear for all time after.

As the gods created whole races of obedient servants and knowledge of the First and their kindred spread from world to world, reverence and soon true worship spread between the islands. This adoration meant little to the gods, though,



as their creations were in truth nothing more than pets and playthings, diversions that, upon their ends, returned their borrowed notes of spiritual life back to their creators. Yet, after eons of creation and ages of coming to know the hearts and minds of his works through their prayers, the efforts Ilys had himself begun came to trouble him.

seeking out his brother's counsel, Ilys shared his concerns. Asmodeus smiled, comforting his twin, and explained that such was the way things were and had always been. They alone were the inheritors of the seal's power, and the wonders they created were theirs to do with as they pleased. Life flowed from the seal, and from it to them, and from them to others—such was the order of reality, the order they had known for all time. Thus, they should no more regret the insignificant nature of their creations than they should mourn over the light cast by the seal or the might of their own fabulous powers. They were the First, and all others were less.

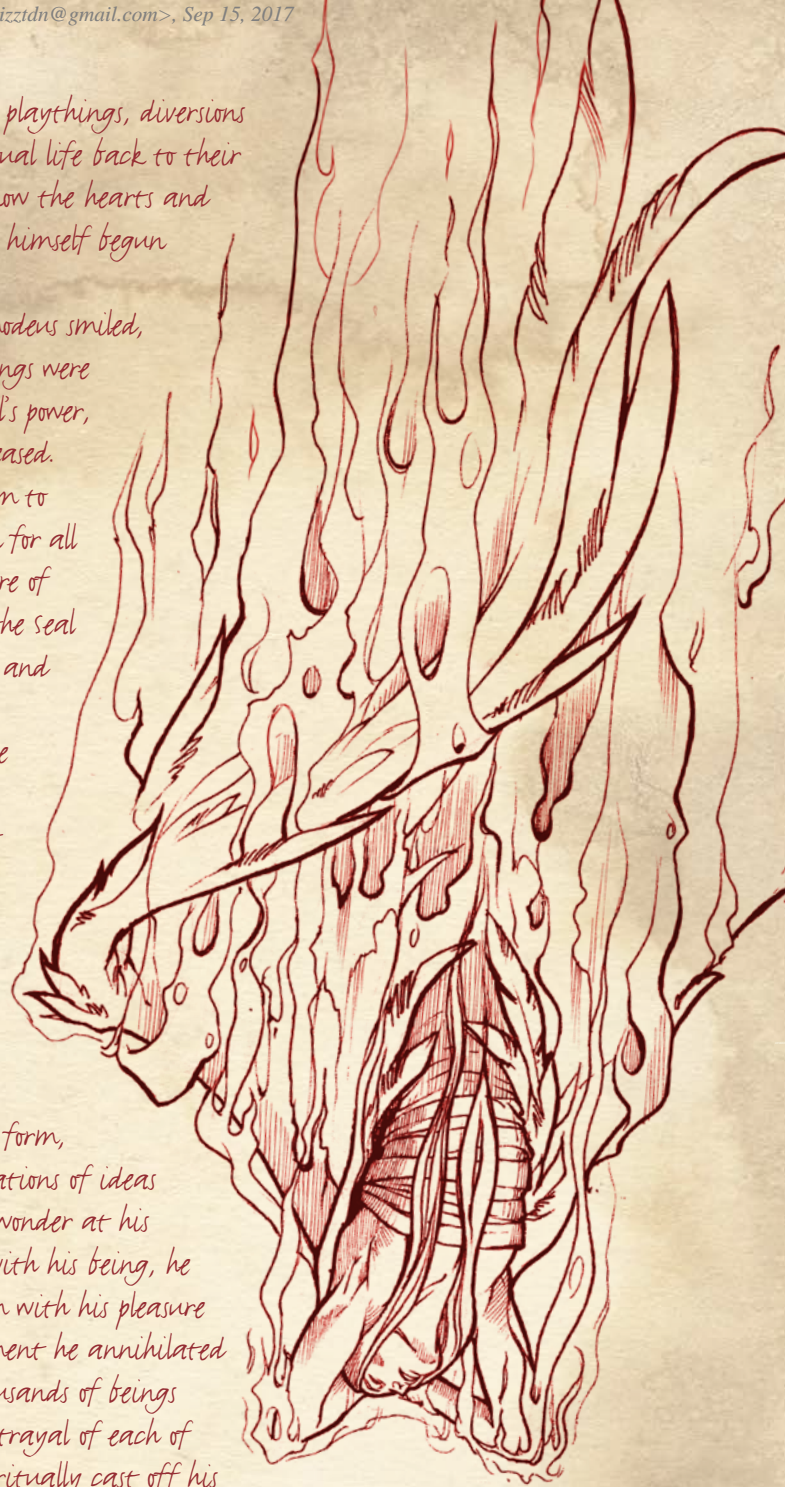
slowly and reluctantly, Ilys agreed, but he had seen change in his countless centuries, and wondered if he might again.

Thus, the First shared his concerns with his lesser kin, most of whom agreed with Asmodeus. But among them too were those who shared his sympathy. Inspired to know his thoughts were not, this time, unique, Ilys visited his favorite world. There he looked over those works that had long pleased him the most, and saw the wonders that were both his and not his, the creations of his creations. He saw the progressions of shapes he had imagined in countless ages past come to living form, and evidence of his briefest musings transformed into foundations of ideas he had yet to conceive. He knew compassion, and pride, and wonder at his work, feelings he had scarce imagined before. Reaching out with his being, he touched all the creatures of his first world and warmed them with his pleasure and gratification. Then he shattered his creation. In a moment he annihilated that which pleased him most, destroying every one of the thousands of beings upon the sphere, and in so doing felt the pain, terror, and betrayal of each of his countless children. And as the minute things died, he spiritually cast off his possession of their life sparks, granting them a choice they had never before even thought to possess.

Droves of these tiny flames returned bodily to him, accepting the unknowable wisdom of his act and remerging with their creator. But there were others, and in them Ilys witnessed a miracle, a truth of existence that he had refused to even dream. Hundreds of the essences of the First's children scattered among the spheres of creation, some joining with his brother, other seeking out his myriad other kin, and still others drifting away into the dark to find their own paths.

Warmed by the essences of his creations who truly revered him, and full of pride for those who had sought to be more than his slaves, Ilys knew a delight like none he had experienced before, and journeyed to proselytize the truth of their work to his brother and all their brethren.

And so a schism split the gods—one that would never heal.





## The Peerage of Hell

To the abysmal echelons of Hell, the thrones of mortal lords, the courts of mortal kings, and the halls of eternal empires are no peer. With age beyond eons and intentions beyond the spheres of dreaming, the masters of the infernal rise in legions of stately horror, their craft and intentions sowing the damnation of races and worlds. Their might bursts the bonds of the Pit and spills forth upon the spheres, stealing the light from day and exposing the lies of mercy and hope. They are the lords of terror, who command all the dark dreamings of limited mortal minds and lord over legions beyond the comprehension of dread.

Yet with all their foul grandeur and dark might, they are but slaves to the true archlords of perdition. And in their bondage is revealed the true hopelessness of us all.

## Of the Dukes of the Infernal

Like the stars that burn alone in the eclipse of the longest night, they are the radiance in the abyss, and to tarry too long under their light is to lose your soul.

**Aloer:** The Pack Lord leads hunters into the nights, returning home those who make prey of both beasts and their enemies.

**Eligos:** Astride a terror with a thousand shackled limbs, the Winged Rider soars over lands, heralding their doom.

**Furcas:** Known as the Knight of Laurels, he knows the secrets of plants and flames, both to create and to destroy.

**Gaap:** The Rai of the Water Devils is a terror whose palms hold the wisdom of centuries and whose tentacles bring a drowning doom.

**Iaozrael:** The angel consumed by the sun endlessly falls as a burning shadow of that which he once was.

**Kalma:** The reek of the living charnel pit attracts flies from countless worlds, bearing with them the souls of the unburied.

**Nergal:** The slow Death rides to battle with disease and poison, fire and mercilessness, and is foe to all soldiers.

## From the Book of the Damned

Upon a ghoul-guarded corpse in the night,  
A vast crypt of the dead never dead,  
Throned amid soul flames that burn ever bright,  
Looms the pale lord of silence and dread,  
And though all of his serfs now lie quiet,  
By vanity new slaves are led.

—“spheres of the malebranche”

**Quindiovatos:** The Vicious Guest welcomes himself to every land and person, claiming every wonder he sees as his own.

**Rasvoel:** The Vulture King waits not for his subjects to die, bringing storms and dark winds with his cloak of crimson wings.

**Urnskreil:** The blade of the metal wing sunders all weakness and his armor hides a vision of the divine.

**Yan-gant-y-tan:** The wildness who wanders the dark, his cloak of night hiding all the terrors of Hell.

**Zachos:** The Prince of Broken Glass claims the world as his own; he takes whatever he pleases to sate his boundless boredom.

## Of the Queens of the Night

Queens of iron, the bitter maidens of Hell refuse the shackles of their half-kindred. They are the wildness bound within the ultimate cage, who sow the seeds of corruption deep through those who dare think they know all the temptations of Hell.

**Ardad Lili:** The beauty in the serpent and the venom in every lover's kiss, she is every youth's first lust and the lover who brings men to their doom.

**Doloras:** The tears that rust blades and the convulsions that test bindings, all are praises to Our Lady of Pain, iron-hearted queen of suffering.

**Eiseth:** The rage of angels' scream rings in the clash of every blade and her blade points every woman to her revenge.

**Mahathallah:** The twin of the twisted day, in her eyes coils the mystery of every lie, yet in her heart she knows the final truth.



## Of the Conquering Malebranche

The least of Hell's kings still rule domains beyond all reckoning, and all mortal lords bow to their whims. In our homes and in our minds they work their terrible ways, as we are but their flock, subtly shepherded to the gates of Hell.

**Alichino:** The jester prince of the Cage, who has a dozen voices and a hundred faces, seeks to befriend the lords of every land.

**Barbarica:** The ancient and wild, who raises an army of his own children mothered by a jungle of evils.

**Cagnazzo:** Hunter of souls, who races across the world bringing murder to those who would impede his conquest.

**Calcabrina:** Dreamy mistress of twilight, who dwells within a tower of ether and whose thoughts can cause a mortal to sleep forever.

**Circiatto:** The gluttonous fiend, who devours all that he encounters, vomiting them forth as unliving slaves.

**Draghignazzo:** The devil-dragon of devastation, who sleeps amid a conquest too complete and longs for Hell.

**Farafello:** The interim ruler, a specter of evil who haunts a land of the dead; his conquest has been delayed by death but not denied.

**Graffiacane:** The swarm lord, whose face is seen in the eyes of vermin and whose kiss can turn friend into foe.

**Libicocco:** The prideful lady of winds, whose mission is not to conquer but to destroy.

**Malacoda:** The most monstrous of all, who is said to have conquered eight worlds and brought its spoils with it to a new realm.

**Rubicante:** He who grows red, the flame-shrouded prince of rust and ruin, who speaks of sense and peace to those who burn in his embrace.

**Scarmiglione:** Who shares a fractured realm with Draghignazzo and coaxes wanderers close to feed his monstrous sibling.





## Exodus

Asmodeus raged. Taking his brother by the arm, he showed Ilys eternities of effort come to ruin. Upon each endless sphere, they found new realms of madness and horror formed by Ilys's loosed creations. "See, brother," Asmodeus sobbed. "See your wonder, the damage you have caused." And Ilys saw. He saw that which he had created reduced to cinders, insane beings abusing his beloved works, creating and recreating things beyond his imagining. And Ilys wept.

Returning to the seal, Asmodeus whispered to his brother of forgiveness, and why their might was theirs alone. He reminded his brother time and again of how his action fed the mad things that lurked beyond their worlds, and how every age forevermore would bear the scar of this one act of chaos.

When Asmodeus finally left his brother, Ilys lay broken and tormented upon the seal. Long he suffered, for never had he or any being known chiding or regret. It was one of his lesser kin, a being he had long ago coaxed from the seal, who finally came to Ilys. Brilliant and warm, this fair mote thanked her creator, for several of the essences of his world had sought shelter with her. She promised to protect those Ilys had released among the spheres, and with them continue his great work. Yet Ilys's heart was not so easily drawn from the shadows. He decried the mote's words as ignorance, for there were things that she did not know and would never possess the strength of mind to discover. To this the shining mote agreed, but also claimed that there was much beneath the greatest gods' notice that she had long ago come to accept. She had traveled her lords' worlds and reveled in their wonders, both glory and despair. Such, she claimed, was the way of all things, and

marvels should not be left uncreated for the shadows they might one day cast. And so she departed to tell others of his greatness.

### From the Book of the Damned

Wherein disobedience is justly punished, weakness is mistaken for virtue, a battle for creation consumes the children of the seal, and the fires of Hell are kindled.

—"Exodus"

Long Ilys meditated on what the burning mote had said, her words tempering Asmodeus's accusations. Finally, he rose, believing again that he had done something wondrous. Venturing from the seal, he spoke to the droves of lesser gods who had heeded the words of the shining mote.

Upon discovering that his brother had not reconsidered and now corrupted others with his radical ideals, Asmodeus flew into a rage, racing to his brother's side and tearing him away from his growing congregation. Furious, he threatened and pleaded with his brother not to violate the order they had made, but Ilys would not be dissuaded again, and espoused the beneficence of freeing their creations. In his ire, it was Asmodeus who struck the first blow, the first act of violence between deities. Shocked and wounded, Ilys recoiled and fled, as did Asmodeus, distressed by his own actions. Yet lines had been drawn among the lesser gods, and while the First retired, a war began.

Much was created and destroyed in this first war between order and chaos. Those caring nothing for the conflict departed, crafting strange domains far from the seal or journeying into the beyond, never to be seen again. Champions rose among the followers of both Asmodeus and Ilys, but none more zealous than the mote that had come to Ilys in his grief, a gentle yet passionate goddess called Sarenrae, who became the right hand of Ilys in the battle against tyranny.

None can say how long the war between the gods raged, but on an insignificant world far from the seal, between the flickering and dying of godly motes, Asmodeus and Ilys met. Both had suffered much since their last meeting, seen whole worlds of their creations lost. Each paused upon seeing the other, and finally Ilys offered his hand, hoping to find room in their reality for both philosophies. Full of sorrow, Asmodeus reached

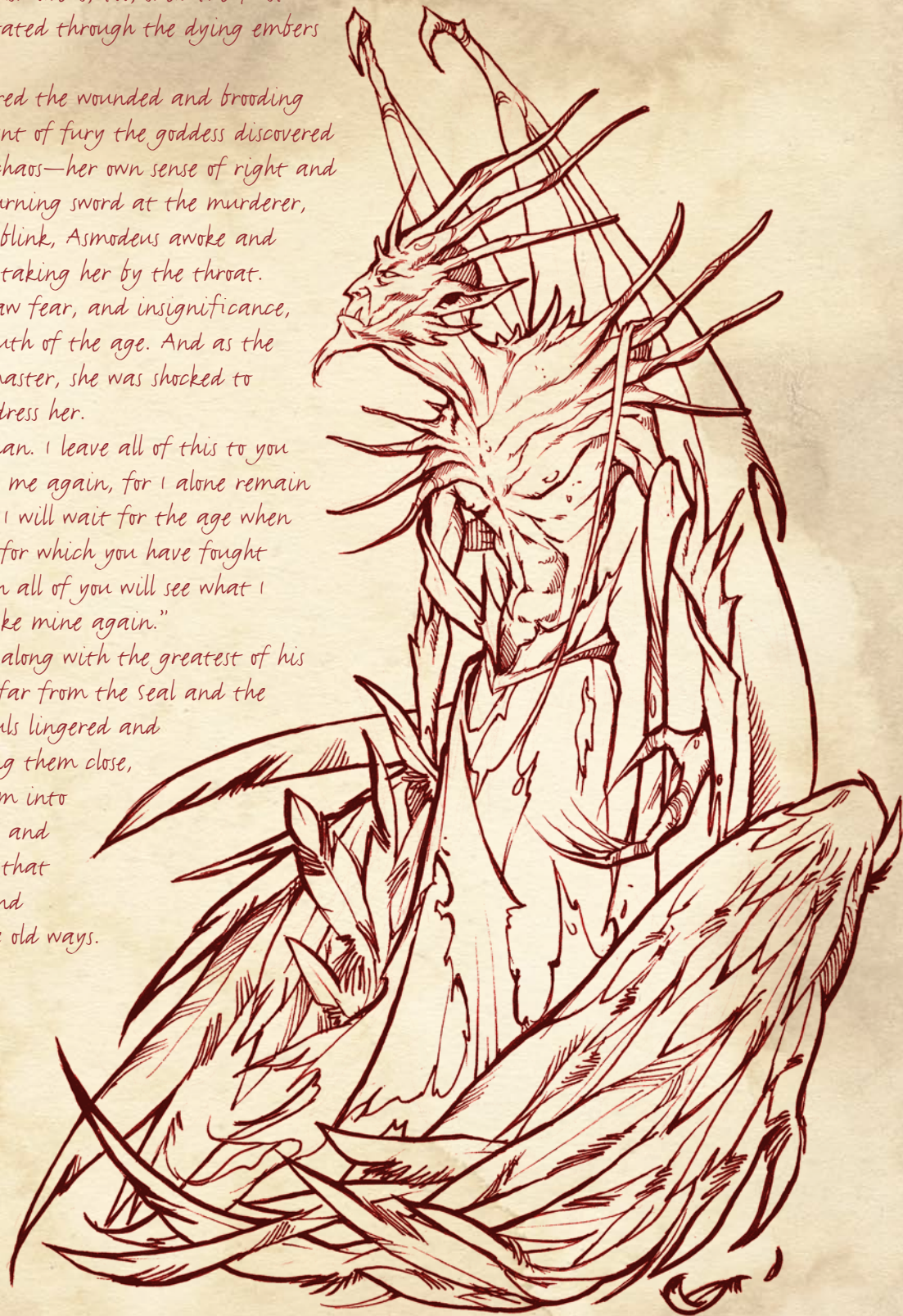


out with one hand to pull his brother close, while with the other he manifested a great spear and thrust it deep. Shocked and betrayed, Ihs gasped and stared deep into his brother's eyes as his vital force gave way, exploding in an eruption that rocked all creation and shattered the world of their battle. Souls and lesser deities were washed away in the blast, and all creation knew instantly of Asmodeus's terrible act. Knowing loneliness for the first time, Asmodeus, too, shed the first and last of his tears as he floated through the dying embers of his brother.

It was Sarenrae who discovered the wounded and brooding Asmodeus, and in that moment of fury the goddess discovered something beyond order and chaos—her own sense of right and wrong. Sarenrae leveled her burning sword at the murderer, demanding he yield. With a blink, Asmodeus awoke and quenched the goddess's blade, taking her by the throat. Looking deep within her, he saw fear, and insignificance, and weakness, but also the truth of the age. And as the goddess prepared to join her master, she was shocked to feel Asmodeus release and address her.

"Your war is won, Pale Orphan. I leave all of this to you and your ilk. But you will see me again, for I alone remain to guard the old truths. And I will wait for the age when all you have wrought and all for which you have fought turns to sweep you away. Then all of you will see what I have lost, and what I will make mine again."

And so Asmodeus departed, along with the greatest of his champions, to a harsh realm far from the seal and the young gods. Here, nine lost souls lingered and roamed. Collecting and holding them close, Asmodeus shaped his new realm into a fearful pit, a cage to house and torment these souls and those that would inevitably come, to stand forever as a monument to the old ways. And he called it Hell.





Popular wisdom holds that before the beginning, before reality, existence was the Maelstrom. That the Maelstrom went on forever, that in the time before direction had even been conceived of, the raw chaos of potentiality and the lack of actuality made for nothing but entropy. Yet what if this were not the case? What if preexistence had a shape? What if order did not flow from chaos, but was merely an illusion laid over an underlying chaos that was the only possible reality? If one could defy truth and travel back in order to observe what came before, would the Maelstrom truly be the extent of beginning? Was there nothing before nothingness? Or was there something before, something so unimaginable and ruinous that even reality itself has tried to mask its source? What if the fact of reality is fact only because the Abyss itself allowed it to be?

## Premortality

When the first proteans realized they existed as separate forms of life from the surrounding Maelstrom, they also knew they were not alone. They could feel the Maelstrom reacting to other solidities—biological singularities of potential life that seemed to boil and suppurate just beyond the veneer of chaos. And when they grew brave enough, and their power grew great enough, they laid aside the chaos to peer into these imperfections in the chaos. And what they found was nearly enough to destroy them, for the Maelstrom did not exist, as they believed, forever. It lay upon a foundation, akin to a material sea over a world's crust, but did not rest upon anything as solid as stone. What lay beneath was the Abyss, and by opening a wound in the Maelstrom, they allowed what entropy had hoped to contain to bloom within.

Even as the proteans took to combating this infection of evil in their chaotic paradise of potentiality, they were

intrigued by the lure of the Abyss. For here, life already existed. In the deep realms and impossible depths of these rifts writhed the gliploth, ancient already and with their own alien societies and stories of long-forgotten creation. The gliploth came with the Abyss to infect the Outer Sphere, and the proteans fought against them as well.

Whether it was because of a protean attempt to build fortifications and foster aid in their war against the gliploth, or just the inevitable result of an extrusion of reality into the Maelstrom, other realms spontaneously arose from the chaos of the Maelstrom, like crystals forming in

water brought to the very limits of saturation. That everything mortals hold to be eternal owes its very concept to the Abyss may be the cruelest truth of all, one that few deities have dared to admit. Yet the evidence is there, the deeper one travels into the endless dark of the Abyss. There is always something older.

## Infestation

As other planes formed, the spread of the Abyss slowed and an equilibrium grew throughout the Outer Sphere. The gliploth remained a concern, for wherever the cleft of the Outer Rifts gaped, they emerged to prey upon things that dwelt nearby.

And so it happened that after divinity rose in Heaven and fell to Hell, after mortal life opened its eyes and took its first gasping breaths upon countless Material Plane worlds, a new order of life came to be. For when mortals perished and their souls flowed to Pharasma's Boneyard and were judged, they came to settle upon the myriad realms of the Outer Sphere. And in so doing, they transformed. In Hell, they became the Damned, eternally punished for their failings or forming the raw materials for the creation of devilish life. In Heaven, they rose as shining

### From the Book of the Damned

in which the nature of truth and reality is, unfortunately and unfairly, laid bare to expose devastating truths. We are not what we hoped we were. We are but the offspring and accidental results of our greatest sins and fears.

—"History of the Abyss"



archons capable of eventual evolution into great powers of good. And in Abaddon, the first cataclysms resulted in such a sudden rush of the dead that reality, traumatized by the sheer scale of such deaths, reacted with the manifestation of the first daemons—the Horsemen of the Apocalypse.

To one of these Horsemen, the nature of how mortal souls changed was a delightful curiosity. As he looked upon the rims of the Outer Rifts, he saw that the souls who manifested there did so as writhing, wormlike larvae. Pregnant with sin, they seemed at a sort of dead end, vermin content to gnaw upon the flesh of the Abyss and do nothing else.

And so that Horseman worked one of the greatest sins the multiverse has ever witnessed. After a series of experiments, he fed a singularly groomed larva to one of the oldest gliploth. The sin-gorged larva erupted from the doomed gliploth, emerging as the first demon. The Abyss watched and learned, and across the Outer Rifts, this hideous transformation occurred again and again, and in a heartbeat a frightful new race was born—demonkind.

## From the Book of the Damned

None—mortal or immortal—have yet lived a lifespan long enough to walk the span of Heaven or stride the steps of Hell, for these realms of the Great Beyond are vast beyond imagining. Yet despite their size, they are not infinite, and as such they can be measured against each other. Of the realms of the Great Beyond, the Abyss may well be the largest. It may be the only realm that approaches true infinity, for where the other planes are limited to occupying spaces and regions on the Outer Sphere, the chasms and caverns of the Abyss extend into the Outer Sphere itself, traveling forever outward, forever downward. These realms have existed before demons, before mortal life, before sin, and perhaps before the Gods themselves. And if indeed the Abyss is not infinite... what unknowable vastness might lie beyond its most distant reach?

—“Before sin”





## That Which Is Dead

Nascent demon lords exist in a sort of limbo. Though unique and powerful, they have not yet tied their reality to an Abyssal realm to an extent that they can be called proper demon lords. Thus, when they die, the Abyss absorbs and reclaims them. What comes of this recycling, none can say.

Yet when a true demon lord dies, it leaves behind a legacy. In the short term, its worshipers remain—either desperate to ignore the death of their god or hoping that through their faith they might return their demon to life. In a way, their faith can do just that, for the body of a demon lord does not disincorporate when slain—it returns to the Abyss as a whole. The body leaves behind its material tools and relics, and even the flesh and bone of its form, yet what might be regarded as a soul forms a sort of blasphemous pearl in a region of the Abyss known to travelers as the Rift of Repose.

Here, strange stony forms emerge from the walls of an endless chasm, immense bodies preserved as if they were giants in the earth, monstrous fossils of vanquished evil. That these demon lords are dead is indisputable—their realms, if the Abyss doesn't reclaim them, quickly fall to squabbling underlings or victorious demonic conquerors. Their clerics go mad and lose their magical powers. And in time, as stories of their depredations fade into obscurity, they are forgotten. All that remains in most cases is a name scribbled in the marginalia of decaying tomes, yet on these pages a select few of those names shall persist forever—a final testament to accompany the stony forms that hang over the vast depths of the Rift of Repose. For if a name is preserved long enough, might not that name give rise to life again?

### Aolar, Lady of the Hunt

The demon lord Aolar was fond of traveling to other worlds and hunting heroes, typically by leaving her body in a well-defended fortress perched on the edge of one of the uppermost rifts of the Abyss and sending her mind out across the Abyss to lie in wait for a powerful hero to die. She would then enter the recently slain hero's body, anchoring the not-quite-departed soul to the flesh so that she could force the hero to watch as she used the risen body to hunt down all whom the hero held dear in life. These acts swiftly made her an enemy to countless organizations on countless worlds—but it wasn't until she chose to inhabit the body of a well-loved Desnan priestess that she went too far. Enraged at the damage done by Aolar's use of one of her favored high priests, Desna broke several divine laws to





directly infiltrate the Abyss, not only destroying Aolar, but obliterating her fortress and freeing the souls of those she had stolen from the opportunity to be judged. Desna's invasion nearly resulted in a tremendous war, with the outraged demon lords almost united to a cooperative whole—only a fortunate series of treacheries among the gathering demonic horde caused the

Coalition of Chaos to turn upon itself and collapse. Some believe that the treacheries were actually caused by a disguised Calistria, and that had not the elven goddess triggered this collapse, the repercussions of Desna's acts would have been much more disastrous. It was certainly only with the support of Calistria, Sarenrae, and Shelyn (all of whom had had their own churches targeted by Aolar in the past) that Desna emerged from the scandal intact.

## From the Book of the Damned

In which, even as other lords of the Abyss rise to great power and, in some triumphant exceptions, attain the true mantle of divinity, the countless failings of the Abyss fill endless graves and become one with the walls of the Rift of Repose.

—“Demonicide”

## Ibdurengian, Lord of the Red Tide

Deskari was not the only demon lord that Aroden waged war against. In his mortal life, Aroden often came into conflict with a demon lord by the name of Ibdurengian, an aquatic demon of great size who resembled a darkly handsome merfolk with the lower body of a thrashing, spiny eel. During the height of Azlant's time, Ibdurengian had one of the more invasive cults along several coastal cities, and after Azlant's ruin, the Lord of the Red Tide continued to pursue and torment the dwindling numbers of Azlanti survivors. One of Aroden's first tasks upon his ascension to divinity was to lead a host of powerful outsiders and mortal heroes to the shores of Ibdurengian's Abyssal home to slay the demon lord in his own coral palace.

## Mharah, Lady of Shame

Devious and treacherous, Mharah rose with startling swiftness through the ranks of Soothbenoth's harems and minions. She served the silken sin as both lover and assassin, specializing not only in the murder of her victims but also the defamation of their memories—she left those she slew with a legacy of shame and scandal such that the mourners could not bear the thought of resurrecting their fallen allies. Ironically, Mharah became yet another of Nocticula's victims after she convinced Soothbenoth to kill his sister and elevate Mharah to the role of Queen of Succubi. Nocticula used Mharah's own methods against her, such that to this day Soothbenoth rages at the very thought that he once found Mharah desirable.

## Vyriavaxus, Lord of Shadows

Once the master of the shadow demons, bat-like Vyriavaxus could drink souls from living mortals with his tongue, just as his beloved vampire bats sup blood from flesh. He dwelt in an immense cavern believed to lie near Camazotz's realm of Argahozz, and may have been one of that deity's misbegotten spawn. Once worshiped by sinister tribes deep in the Mwangi Expanse, Vyriavaxus may be the latest of Nocticula's notable demonic victims, but he is certain not to be the last. She slew him to gain a measure of control over his shadow demons, an act some believe to be a prelude to a terrible consolidation of power over all seven of the deadliest sins.

## Xar-Azmak, Lord of Rust

Just as flesh decays and slides from the bone, so does metal rust away into ruin. Xar-Azmak, known to some as the sin of steel, appeared as a twisted and crumbling, horned and hooved iron golem. He scoured the Abyss and its neighboring realms, spreading decay and entropy not only to metals but also to stone and flesh and bone and hope, rusting all with his noxious touch and rasping aura. He was eventually slain by Dispater's armies, but not until after he had brought down an entire district of the iron city—a district that remains in ruins to this day.



# The Realms

The Abyss is a realm of change, and as such any attempt to fully catalogue its realms is an experiment in frustration. Yet certain realms, particularly those ruled by deities or demon lords or realms that serve a key role in Abyssal functions, have existed for eons. These are the anchored realms. The following list catalogues the greatest and most legendary of those realms, with no attempt to be complete.

**Alwoth-Kor:** A tropical jungle realm growing along facing cliff sides, ruled by Angazhan.

**Akigiyat:** One of the deepest known anchor realms, said to be the den of the Iathavos gliploth. Currently unclaimed.

**Argahoz:** A cavernous realm dominated by a vast pit. Argahoz is one-third of the tripartite realm of the bat god Camazotz.

**Ashen Forge:** The realm of Droskar, the Ashen Forge is a tangled mess of mine shafts and forges that the Abyss constantly works to destroy at precisely the same rate Droskar's slave minions toil to maintain and rebuild it.

**From the Book of the Damned**  
in which the uncountable is counted, regions unknowable are known, and secrets forgotten are remembered. What has come before in the Abyssal realms may have gone, but may yet be born.  
—“The Innumerable Host”

**Barren Wood:** A vexing and desolate forest of dead and dying pine and fir trees, ruled by Mestama.

**Basalfeyst:** An unusual realm not truly formed by the Abyss, but rather by Lamashtu siphoning a corner of Hell across the Maelstrom to augment her own realm of Kurnugia.

**Blood Clefts:** Crimson stony hills and gulches through which seep rivers of blood, ruled by Areshkagal.

**Bloodpyre Fields:** A volcanic realm surrounding a sea of molten rock, ruled by Flauros.

**Cathedral Thelomic:** A city-sized structure nestled in a sylvan woodland of deceptive comfort, ruled by Socothbenoth.

**Cerebulim:** A completely indoor realm of laboratories, libraries, torture chambers, bestiariums, and other occult rooms, all linked to the River Styx and ruled by Haagenti.

**Charnelhome:** A city-sized house perched atop a bluff overlooking a bog of thorny, blood-drinking plants. Ruled by Shar.

**Everglut:** Sprawling necropolis of ghouls and other hungry denizens. Ruled by Kabriri, and linked to the River Styx.

**Ghahazi:** A mined city surrounded by razor-sharp hills of flint and iron, ruled by Xoveron.

**Glattondark:** A hollow world populated by dinosaurs, with a jungle moon adrift at its core. Ruled by Zevgavizeb.

**High M'Vania:** A vertical realm that exists on the largest of the Abyssal rifts. Ruled by Pazuzu.

**Ishiar:** A monster-filled ocean whose shores touch upon many other Abyssal realms, linked to the River Styx and ruled by Dagon.

**Ivory Labyrinth:** A vast maze inhabited by minotaurs and secret societies, ruled by Baphomet.

**Jeharku:** An immense fungus capable of extending its tendrils into other worlds to corrupt them. Ruled by Cyth-V'sug.

**Jhummirak:** A realm of glaciers, frozen seas, and the ice-rimed skyscraper mountains, all ruled by Kostchtchie.

**Khavak-Vog:** A hive-like series of caverns infested with vermin and ruled by Mazmezz.

**Kurnugia:** The largest of the Abyssal realms. The size of Kurnugia allows for all manner of terrain, from vast seas to parched deserts, all centered on the single immense city-mesa of Yanaron. Linked to the River Styx and ruled by Lamashtu.

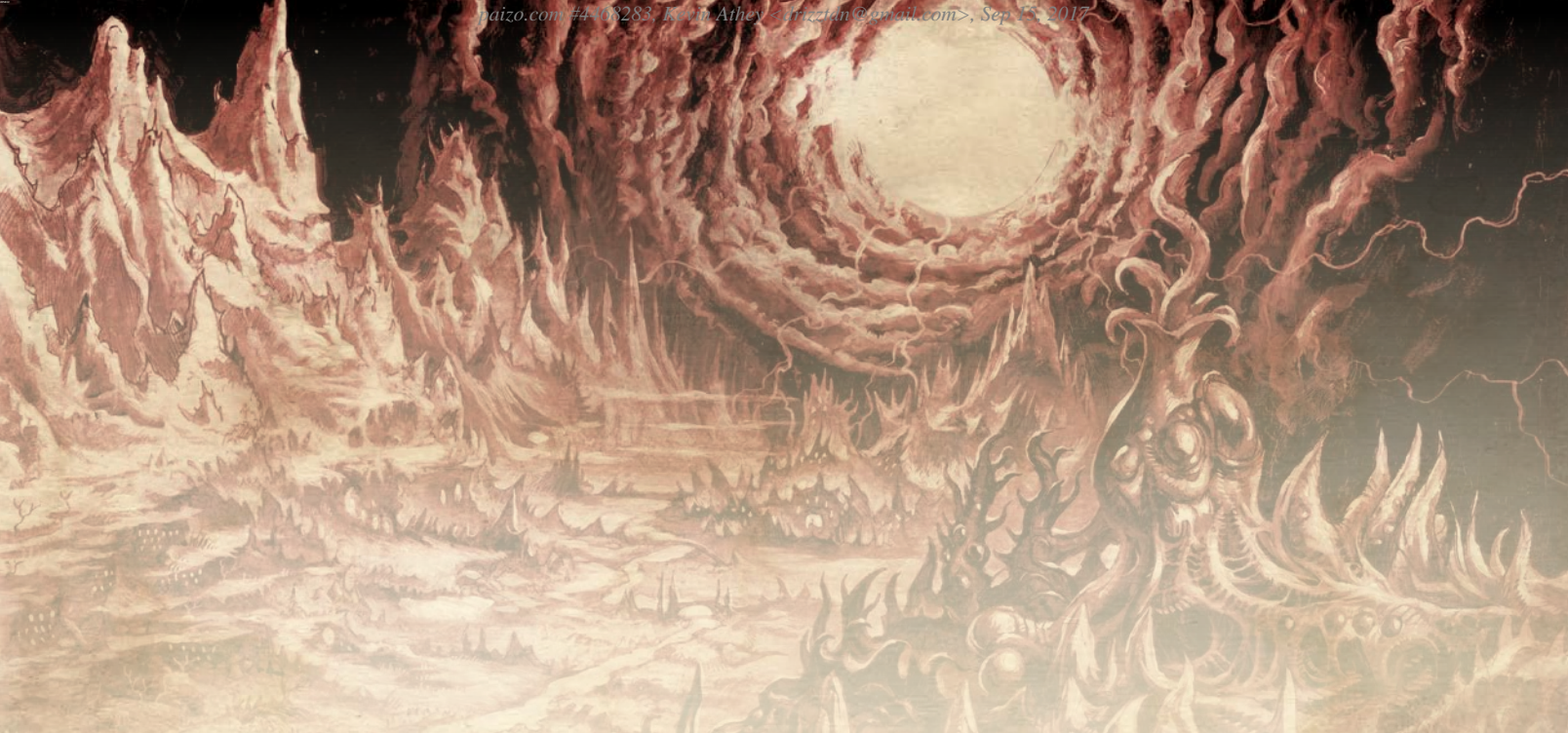
**Kuthani:** Deserts and dry savannas under a vast red sun that never moves from its zenith. Ruled by Nurgal.

**Malvyrea:** A graveyard island surrounded by sunken catacombs and shipwrecks. Home of Menxyr.

**Mephism:** An immense, floating swamp located wholly within the realm of Ishiar and ruled by Gogunta.

**Midnight Isles:** A vast archipelago of night-shrouded islands in a region of Ishiar where the waters are black and the sky above is haunted by a large, pale moon. Ruled by Noctacula and linked to the River Styx.





**Moonbog:** A moon-realm of eternal night lit by a single moon and ruled by Jezelda. Linked to the River Styx.

**Muravelara:** A woodland realm where men are hunted as wild animals and women rule and serve as the Hag Queen demands. Ruled by Gyronna, although she also rules other realms on other planes and is not often present here.

**Nesh:** A mountain realm of constant night reaching from snowy peaks and glacial valleys to jungle slopes and swampy lowlands. Ruled by Zura.

**Pleroma:** A realm of false paradise maintained by illusions and treachery and ruled by Abraxas.

**Rankarnus:** A cavern filled with ammonia, guano, and poisoned air nestled deep under the realm of Argahozz. Once ruled by Vyriavaxus, but now unclaimed.

**Rasping Rifts:** A maze of chasms and canyons infested with insectoid monsters and ruled by Deskari.

**Rift of Repose:** A hidden rift, the walls of which are decorated with the fossilized remains of dead demon lords. Currently unclaimed.

**Sea of Whispering Sands:** A vast desert riddled with mined cities and ruled by Aldinach.

**Sekatan-seraktis:** An underground cavern realm said to lie at the heart of the spiral Path, ruled partially by Yamasoth and partially by 13 bickering balor lords, vavakias, and vrolikais.

**Slithering Pools:** A reach of tidal flats and rocky pools that stretches for miles into the Abyssal sea of Ishiar. Once ruled by Ibdurengian, but now unclaimed.

**Spiral Path:** A twisting network of tunnels that connects the underground of every Abyssal realm. Formed by Yhidothrus, who does not rule so much as wander.

**Uligor:** A world of haunted cities, frozen seas, ragged mountains, and infested swamps, all ruled by Orcus (though contested by titans).

**Undersump:** A maze of sewer-like catacombs that winds through the Abyss, connecting to the undercities of countless Abyssal settlements. Ruled by Jubilex and linked to the River Styx.

**Vantiani:** The legendary City of Open Windows, sprawled along a cliff that overlooks Ishiar and is constantly being rebuilt as portions collapse into the waves below. Ruled by Sifkesh.

**Vault of Ten Thousand Deaths:** A single, immense, trap-filled dungeon of stone and iron ruled by Andirifkhu.

**Verakivhan:** A constantly burning forest lashed by powerful storms whose rainfall fuels the inferno below. Ruled by Urxehl.

**Vlorus:** A realm of junk and castoffs—a massive valley filled with refuse and ringed by rusting castles and strange constructs. Once ruled by Xar-Azmak, but now unclaimed.

**Winding Wood:** A gloomy woodland that houses the huge clock tower known as the Ticking House. Ruled by Shivaska.

**Yad Iagnoth:** A deep realm commonly believed to be the primary entrance to the gliploth-ruled reaches of the Abyss. Currently unclaimed, and for good reason.



## Before Sin

The qliploth have endured longer than most other forms of life—perhaps longer than any form of life. Doubtless, those that exist today in the deeper parts of the Abyss are different than those that existed before the Abyss became infested with demons, who served so well to strip the Abyss of its previous dominant race and turn back the qliploth tide. Yet still, in the varied shapes and shades of their forms and the tremendous monstrosity of their hunger, the qliploth endure. They long to reclaim control of the Abyss, to realize revenge against the daemons, and to extinguish all demonic life, yet their primary goal is nothing less than the destruction of all mortals. For without mortality, sin itself will die, and the demon host will starve to death and be no more.

## The Qliploth

A full accounting of the qliploth of the Abyss is beyond the scope of this portion of the work, as these pages must remain focused upon the legions of the demonic. Yet of the qliploth most commonly encountered in the upper reaches, those most directly involved in the qliploth war against demonic life are listed below.

**Augnagar:** Tremendous in size and appetite, augnagars cling to the walls and ceilings of the deep rifts—apex predators of Abyssal life.

**Chernobue:** Believed to be the spawn of a powerful qliploth named shiggarreb, chernobues are gelatinous monstrosities that creep along on cold tentacles. They can infuse mortals with a hideous poison that mimics an explosive and invasive pregnancy.

**Cytnigot:** Strange, spore-like forms of life, cytnigots infest small creatures and reshape their bodies as needed. Capable of extruding vise-like stalked jaws from the flesh of their hosts, cytnigots are favorite familiars of the truly mad.

**Hydraggon:** Although the reptilian hydraggon is rarely encountered upon the Material Plane world of Golarion, it is quite common in certain regions of the Abyss, where its ability to wield weapons with its multiple tongues makes it a favorite addition to fiendish armies. These creatures are most often found slithering through the deeper waters of the most remote reaches of the styx.

**Iathavos:** The iathavos is one of the largest known qliploth species. Many believe that there is only ever one qliploth of this kind—that upon the iathavos's defeat, the Abyss simply births a new one somewhere deep and hidden to take the place of the previous incarnation. A bloated, winged monstrosity, the iathavos wields a bewildering array of magical powers as it flops through the Abyssal skies on an eternal

crusade against the demonic infestation and the infection of mortal sin.

**Nygoth:** Appearing as nothing less hideous than tangled knots of intestines surrounding gaping, toothed maws, nygoths are Abyssal scavengers. They feed upon anything cast aside and keep the deepest depths of the Outer Rifts from becoming clogged with filth and waste.

**shiggarreb:** Unlike the case of the iathavos, there can be no mistaking the fact that shiggarreb is a unique entity. Undeniably female, this monster most closely resembles a bloated drider, yet nothing in its chitin-plated, multi-armed upper torso suggests anything remotely human. shiggarreb is the driving force behind the qliploth goal of reclaiming the Abyss, yet many believe she is but a messenger in the service of even more powerful entities.

**shoggti:** These repulsive, tentacled qliploth serve as slavers, specializing in impressing demons and mortals alike to serve in their war for control over the Abyss. They consume their slaves' intellect, keeping them nearly mindless and thus easy to control.

**Thulgant:** The spidery thulgants bear a strange resemblance to the more bestial augnagars, yet as feral as augnagars are, thulgants are possessed of a terrible and wicked intellect that they use to great effect. Thulgants, it is believed, are narrowly focused on murdering the demonic race and restoring the Abyss to their own rule.



## Qlippoth Lords

As mentioned earlier, stranger beings dwell in the deeper reaches: squid-like creatures that swim through the air and feed with the tips of their tentacles. Vast, sheetlike, ghostly forms in which shapes best left unseen press against the surface. Clinging monstrosities and swimming nightmares in whose forms no earthly analogue can, thankfully, be discerned.

Just as there are those among the demonic horde who have risen to the heights of power, there are qlippoth lords as well. The entity known as Shiggareb may be the qlippoth equivalent of a nascent lord, yet whispers persist of qlippoth who rival the power of true gods, but which have never emerged from the deepest reaches of the Abyss.

What is known is that the evolution of chaos continues, and some of the entities known today as demon lords began their ancient lives not as demons at all, but as unique qlippoth. These demon lords were among the first to be transformed by the daemons' ancient experiments, and while other demons such as Lamashtu, Nocticula, Orcus, and Pazuzu have risen beyond the power of the old qlippoth lords, the former qlippoth who survive today, transformed by infections of mortal sin, remain among the most powerful demon lords.

One can recognize the nature of demon lords who began life as qlippoth most easily by their shapes—such demon lords bear about them little or nothing of the humanoid frame. These include the following lords: Cyth-V'sug, Dagon, Jubilex, Mazmezz, Yhidothrus, and Zevgavizeb. Of the current nascent demon lords, only one is suspected to have begun life as a qlippoth—the Polymorph Plague, Yamasoth. Indeed, Yamasoth's interest in vile experiments suggests a link to the original experiment that created the first demon, and some believe that Yamasoth himself is that original demon.

## From the Book of the Damned

Wherein the pages turn away from all things demonic and delve deeper into the Abyss of time and entropy, to lay bare to scrutiny the liveliest primal life, known since before creation was created as the qlippoth.

—"Before sin"





## At Your Door

As horrific and ruinous as the Abyss and its demonic inhabitants might be, it is an easy matter for those who dwell so far away upon the Material Plane to dismiss these atrocities—to think of them as little more than horror stories to share on stormy nights. Even the periodic appearance of a demon cult or a solitary attack by a conjured demon that escapes a wizard's control does little to drive home the true scope of the menace the Abyss represents.

Yet for some who dwell upon Golarion, the Abyss is impossible to ignore. It has a way of finding methods of reaching out across the spheres to scrape its unimaginable fingertips against the veneer of the sane world. In some cases, the Abyssal touch upon this world manifests subtly, such as in the legacy of the Gorilla Kings in the Mwangi Expanse, but in others, the Abyss tears this world open like a beast feeding upon a dying thing. It is here, in places like Tanglebriar or the Worldwound, that the average person can know the mind-shattering truth of the Abyss without leaving the false safety of his own back yard.

## The Darklands

In the Darklands, tunnels wind through the strangest places. In some cases, they wind completely out of reality and across the planes. Such is the case of the deep cavern complex known as Gongorina. Located in the lowest reaches of sekamina, deep under the Varisian Gulf, Gongorina is an empty realm now, but it once served as a Material Plane hideaway for the nascent demon lord Yamasoth. Here, in the tangled miles of caverns, the Polymorph Plague conducted endless vile experiments, taking stock from nearby Darklands sites such as the troglodyte caverns of Kuvhoshik or the drider-haunted city of Umberweb, but also from the surface world via a series of tunnels that connected to the ancient Thassilonian city of Xin-Bakrakhhan under Hollow Mountain. Although Yamasoth has since moved on, the deepest tunnels of Gongorina remain, still connected to the Polymorph Plague's Abyssal realm of sekatar-seraktis. Links between Yamasoth and Runelord Alaznist exist as well, suggesting that an alliance with the nascent demon lord may have played a key role in the Runelord of Wrath's rise to power so long ago.





## Mwangi Expanse

Although the Abyss has not yet fully manifested itself within the depths of the Mwangi Expanse as a physical scar upon the world, its presence has been felt there for thousands of years in the rule of the Gorilla Kings. None can say when Angazhan first turned his attentions to the Expanse, but by placing several powerful magical totems in the jungle, with each totem capable of reincarnating a suitable soul into a powerful dire ape while retaining the soul's cruelty and intellect, the lineage of the Gorilla Kings is guaranteed as long as at least one of the Totems of Angazhan remains intact.

## Tanglebriar

Since his exile upon the Material Plane, the nascent demon lord Treerazer has transformed a not-inconsiderable portion of Golarion into a close approximation of his lost realm on the Abyss. This swampy region in southern Kyonin is known today as Tanglebriar, a realm where demons, corrupted fey, and hideous plant monsters rule, and their powerful lord dwells in an animate tree-fortress known as the Witchbole. Treerazer's goal is well known—he seeks to corrupt the elven artifact known as the Sovyrian Stone, so that the elf gate network can be redirected to various points in the Abyss—yet the elves of Kyonin have been unable to defeat the demon or drive him wholly from this plane. If Treerazer ever achieves his goal—giving him the power he seeks to return to the Abyss in triumph—it could well result in planar eruptions at every single elf gate across Golarion and beyond.

## The Worldwound

Once the barbarian kingdom of Sarkoris, this sizable swath of land in northern Avistan is perhaps the greatest and most worrying example of Abyssal influence upon Golarion. Here, soon after the death of Aroden sent shock waves through the Inner Sea, the demon lord Deskari and his cult achieved a singular goal—opening an Abyssal rift upon the Material Plane. The experiment didn't succeed as fully as the cult had hoped, for while the wound that opened in the world allowed for free movement between Deskari's realm (the Raping Rifts) and Golarion, it was hardly the instantaneous ruin they had hoped for. Yet the Worldwound blight continues to spread, offering the cult hope that perhaps the goal they had striven for is merely taking longer to realize than they had desired.

## The Moonscar

Golarion is not the only world to suffer the periodic caress of the Abyss. Other worlds have felt this realm's touch, and many have died as a result. Its influence also tarnished Golarion's moon. Known to astronomers as the Moonscar, the dark stain upon the moon's lower quadrant (only just visible to the naked eye on a clear night) is something more than the strange line of dark mountains or the deep shadows of a canyon suspected by astronomers. It is, in truth, an ancient blight on the lunar landscape stemming from the Abyss, a scar left behind by a disaster that occurred during Azlant's height more than twelve thousand years ago. The Moonscar is a tangled, alien forest of hungry plants and violent monsters, settled by what appears to be a welcoming race of beautiful women who, in truth, are the children of a single powerful succubus and are themselves a remorseless race of half-fiends. Ageless and curious, they periodically fly down from the moon with the aid of magical protection, crossing the vast distance to Golarion in but two years. Upon arriving, they seek out humanoids to abduct, then return to the Moonscar to corrupt their abducted victims into agents of the Abyss or simply for use as breeding stock, later returning them to their homes to work strange and sinister deeds.

## From the Book of the Damned

Wherein the tendrils of the Abyss reach beyond the rim of the Outer Rifts and infest other realities like a hungry cancer or suppurating sore upon the flesh of a beautiful young child. For the Abyss is a cancer and a wound upon every world it visits.

—“Visitations”





Some call them the devourers of souls, or the life-eaters—but to most, Abaddon's children are simply the daemons. They hate mortality yet devour the very souls they hope to scour from existence. The irony that they take shape from the very soul-stuff they consume is not lost on them, and they hate the source of their own lives all the more because of it. With warped zeal, daemons and their masters feast upon every soul they claim, regardless of its source. They seek and offer neither pain and torment nor corruption and submission—only the cold embrace of utter oblivion.

## The First Daemons

Before the coming of mortal life, there were no daemons. Even when the first generations of mortals began to die and make their way to Pharasma's Court for judgment, from there sent on to the various planes of Outer Sphere to become new entities, the wasteland of Abaddon lay fallow, an unnecessary and forgotten upthrust of stability within the chaos of the Maelstrom.

When the first horrible cataclysms on the Material Plane created an unprecedented torrent of spiritual petitioners, the River of Souls overflowed its banks, and souls bound for Pharasma's realm washed up on any number of shores. Some of those came to rest in Abaddon, and it was here that reality itself—tortured by the sudden shock of rage and despair caused by the first mass deaths on the Material Plane—allowed the twisted birth of something new. A singular soul, one filled with more loathing than all the others combined, gestated in its own rage until it erupted into an altogether unique entity: the first daemon. Surrounded by a sea of

## From the Book of the Damned

Daemons gnaw at the cosmos, burrowing through metaphysical flesh and bone, feeding with hunger and desperation—not to nourish their bodies, but to further their goal. With every soul consumed, they rob the universe of that spark that so offends them. Why they wish so fervently for the end of all things, including themselves, is a mystery no one has yet unraveled. Suffice it to say that, while they will take all others as the chance arises, mortality is the prime object of their hatred; it births them even as they condemn it to oblivion, like a serpent feasting on its own tail.

—“On Daemons”



likewise hateful souls, the daemon gorged himself on them and grew in power. In the depths of Abaddon's wastelands he flexed his might, beginning to reform his surroundings into something as corrupted and twisted by hatred as himself. The daemon saw it was to his liking, and so he called out to those other souls damned and forsaken—those evildoers driven not by ordered ambition or chaotic frenzy, but by the impartial taint of purest evil and nihilism—and as though compelled by a tidal pull or clarion call, they followed the daemon's beckoning, incapable of imagining the doom that awaited them.

Most of these lost souls found only oblivion at the hands of the daemon and his horrific domain, but others survived and likewise experienced that same transcendence into daemonic forms, becoming the first generation of their kind. As more souls arrived on Abaddon's rocky, blasted shores like mewling, wretched flotsam, the daemons feasted upon these rotting souls, savoring each one with terrible glee.

It was at this time that one of the daemons—

the original, the First—whispered out to the cosmos, mocking it, taunting the gods with the knowledge that each soul that came to Abaddon was forever snuffed out, each light extinguished. Among all the gods, only one, the death goddess Pharasma, listened to the voice, as the other deities squabbled in their own wars and conflicts, and remained ignorant of its whispered mockery. Before long, the low growl of something else replaced it—the cries of thousands of souls, being devoured by the daemons of Abaddon.

The cries went on for eons as Abaddon grew, its realms divided up between the greatest of daemonkind. There was no longer just the First—indeed, daemons of all makes and sizes now inhabited the horrid lands, preying upon the River of souls that led deceased mortals to Pharasma's spire. The styx channeled in evil souls from other planes as well, and the daemons welcomed the castaways with open arms and jaws. Finally, Pharasma looked down from her throne and realized that she could no longer ignore the voices that whispered at her—four voices where once there had been only one, all wet with unrestrained hunger.

"Give us what is ours," whispered Pestilence.

"Or we shall take them, even more than we do now," threatened War.

"We must be fed," demanded Famine.

Last to speak was Death, who chuckled softly. "You have seen the Beginning and the End," the Boatman noted. "You know what must be."

And it was true. With a nod, the Lady of Graves acquiesced, forming the Devouring Court and its gate to Abaddon within the Boneyard. Through it, she began to send those damned souls destined for the new realm of oblivion and unending hunger, delivering them to the Horsemen's eager embraces. And with each soul consumed in that darkened place, each spark stamped out, daemons further their goal, and the End draws a little closer.

## From the Book of the Damned

The Four Horsemen of the Apocalypse have long cast their devastating shadow over life on the countless worlds of the Material Plane, yet of the four, but one has ruled his domain uninterrupted from the dawn of death itself. Charon the Boatman personifies the creeping humiliation and unavoidable dissolution of the mind and body to the inexorable onset of age, and while he is the oldest of the Four—and among the oldest of anything to exist—it is perhaps the greatest of ironies that Charon himself can never know the final mysteries revealed to those who live to a ripe old age. For in personifying death from old age, Charon can never truly know what it is like to die of old age, and some believe that this final secret truth's elusive nature is the central drive to Charon's continued servitude—and that one day, he hopes, to finally die himself.

—"Horrors of the Four"





## Eclipse

The blistered wastes of Abaddon echo with the imprint of something terrible, something lost to history, but which still shadows the Four and everything they do: the spectre of a Fifth, their master, father, and creator.

The First Daemon, the Lord of the Forsaken, the Oinodaemon—these names are mostly lost to history now, devoured like the untold number of souls that met his teeth in final death in ages before reckoning. Only one name remains after the Great Betrayal, when his favored children brutalized and enslaved him: the Bound Prince.

With that mention comes the origin of one of the oldest daemonic strains: astradaemons. In those earliest days, the Four Horsemen served as the Oinodaemon's chosen, working alongside their servitor races to feed his—and their own—unending hunger for mortal souls and all-consuming hatred of mortal life. The Four occasionally sent their deacon daemons beyond Abaddon's blasted confines and into the rest of the Great Beyond, but these fiends went with some hesitancy, fearful of uniting the residents of the other planes against them.

Yet the River of Souls was a vast and untapped supply of souls for the daemons, and the First Daemon greatly desired the sustenance of such an abundant stream. Weary of those servitor races belonging to the Horsemen, the Oinodaemon sought a solution. And so the First Daemon harvested dozens of mortal souls, rendering them into a concoction that was fused with lesser daemons to create astradaemons, fearless hunters nearly mechanical in their submission to the Lord of the Forsaken's whims.

The creation terrified the Four, representing the first real threat to their positions of favor. Their master had created them to assist in the destruction of the cosmos and the procurement of mortal souls, and they had done so. To create a new servitor race was a sign of distrust, and worse—an insult. In the fertile soil of their jealousy the Oinodaemon had inadvertently planted the seeds of mutiny.

What other events may have spurred the Four to maim and shackle their creator remain a mystery, for the Horsemen destroyed all record of his existence when they trapped him in a hidden tower—the crumbling citadel they solemnly call the Ruined Spire. The astradaemons were slaughtered en masse or else subverted by the Horsemen



and turned to new masters, for whom they continue to work to this day. Many other daemonic races were created, destroyed, or twisted in the First Daemon's last frantic thrashings. Whole portions of Abaddon and the surrounding Maelstrom were eternally poisoned and scarred, beyond even the Four's ability to warp and repair. Yet today, few other beings even remember that such a creature once lived.

However, "once lived" is the wrong term. For this entity yet lives.

Prior to the Great Betrayal, no eclipsed sun loomed over Abaddon's twilight skies. The fiends that inhabit Abaddon think the sun that does now is merely a haunted star, a lone disc that stains the metallic-black sky. The Four, however, know precisely what the eclipse is, for it is the lidded eye of their betrayed master. When they bound the Oinodaemon to his spire, his screams of madness shattered the darkness of Abaddon's sky, and placed within its depths the eclipse. It remains as evidence that the First Daemon's essence somehow merged with Abaddon itself, and that the Four could not simply seal him away and wholly usurp his power for themselves; though they rendered him impotent, he remains omnipresent and conscious.

It is in the ruined spire that is the First's only cathedral that one can see the eclipse for what it truly is: a great, looming eye. The spire lies open to the sky, with the eclipse directly overhead, peering down. From within that malign, unholy place, the eye is open, focused, and enraged, bleeding into the surrounding coronal shadow. Crimson light pours from the eye into the spire, cascading over the limp figure of the enslaved Oinodaemon, whose indeterminate form casts a shadow over the Four when they pay visits to him. The walls stand festooned with the savagely mutilated bodies and statues of the most powerful beings whose souls were consumed by the Bound Prince, when he still reigned, as well as countless limp corpses hung by his favored children, sacrificed to him in an act of mocking supplication.

Here the Horsemen lashed their creator to the stone where he remains, powerless and in constant agony. When they had had their fill of debasing and torturing the First Daemon, the Four began to devour him. When they partook of his flesh, the maddened being became lucid for the first time since they had enchained him, and they heard him speak. Though none know what he said to them, the words he uttered were haunting enough to inspire the Horsemen to forever bar the doorway to the Ruined Spire, opening it only for pilgrimages in which the Four alone enter and perform their unholy rituals of cannibalism and worship.

The First Daemon's size and shape frequently change, depending on the Four's hunger and what macabre acts they have performed on him. Sometimes he is massive, double or triple the size of his children; other times he is the size of a mortal, wrapped in withered flesh. Still other times he does not take on a distinct physical presence, but rather appears as uncongealed darkness, a thing of only shadow, eyes, and teeth. Regardless of his form, the piercing red-violet eyes and ivory teeth always remain.

What unspeakable horrors the Four perform upon the shackled First Daemon, and what powers these rites grant to them none can know—but it is certain that one may never feel truly alone while wandering the wastes of Abaddon, for the eclipse hanging overhead looms always, judging with the gaze of a wrathful divinity.

### From the Book of the Damned

We love him, even now, in the only way we understand. We hungered for her power and approval. We hate him and we fear him. We worship her and we feast upon her corpse. We betrayed him, butchered him, and bound him, and continue to do so. We cannot kill her, for she is in us. Even in his impotence, he terrifies, and like children we seek his approval and agony. We kiss her lips, then drink from the jugular. He is the corpse. She is the altar.

—"Paeon of the First"



## Daemonic Influence

No creature in all the cosmos garners as much hatred as the daemon, as it hungers to destroy the very souls that sustain and populate the other outsider races and enrich the gods. If they remained confined to their own wasteland, Abaddon's children would be a danger only to those whose evil natures carried them there, but daemons regularly cross their own borders in pursuit of their sickening ends. They were created to hunt and destroy life, and their unrestrained predation has garnered the enmity of other outsiders, who guard their borders and even band together across ideological divides to protect the River of Souls. Yet beyond these traditional hunting patterns and the conjurings of foolish mortal casters, daemons affect the other planes in many other ways.

## Mass Graves

While daemons are often said to be hunters and devourers of mortal souls, this is an oversimplification. It's true that daemons relish the sensations of consuming soul-essences, yet this pleasure is merely a reflection of a larger goal: the desire to snuff out all existence. As such, daemons also conduct their dark work indirectly, designing new plagues, orchestrating droughts, fostering wars, and pursuing any other avenues that result in widespread death and panic, especially on the mortal plane. Even if they aren't personally there to witness their handiwork, daemons take pleasure in a job well done, knowing that somewhere, whole swaths of mortals are dying.

This tendency to orchestrate mass disasters has another side to it as well. For though much of their race's origin is lost to time and deliberate obfuscation by the Four, it's well established that the first daemons were themselves a result of reality's trauma following the first great mortal calamities and holocausts, disasters that sent ripples through the fabric of the planes and twisted the cosmos into birthing new beings of hatred and nihilism. Just as the early tides of mortal souls facilitated the creation of demons, modern disasters have a similar effect, with souls shorn from life in this manner far more likely than normal to produce new daemons, swelling Abaddon's ranks.

There are even those scholars who whisper that the greatest architects of daemonic atrocities do so in the hope that, just as the semimythical First Daemon formed from a wave of broken souls, so might their actions birth a new being of his caliber—one that they might be able to control, or devour and assume his power. Though none would ever admit to believing such fairy tales, such a coup might be all an ambitious deacon might need to ascend to the ranks of the Four—or that one of the Four might require to assume lordship over his peers.

## Soul Trafficking

In addition to employing more violent methods, daemons acquire souls through the relatively peaceful—though no less abhorrent—commerce of the soul trade. With no need for the treasures they accumulate in their hunts, and seeing nothing wrong with using others to carry out their sacred duty, daemons pay top coin to hags, mortal spellcasters, and those other reprehensible entities willing to traffic in the trapped souls of innocents. In return, the sellers gain access to extreme wealth, or the promise of services and favors from some of the most feared outsiders in existence.

Of course, many of these metaphysical slavers find it difficult to collect their fees from such powerful clients, and they may end up trapped or devoured themselves. Yet enough daemons make good on their word to make it worth the risk for the powerful, the desperate, or the terminally foolish.

## From the Book of the Damned

While they are torturing their victims with cruel devices meant to rend the soul, daemons feast upon the still-gasping spirits of the forsaken. The fiends dine on souls not for sustenance—for such a thing has no meaning in the blasted wastes of Abaddon—but for pleasure. The pleasure of extinguishing a conscious mind, and consuming that which animates the cosmos and gives it meaning. In this way, they consume existence itself.

—“On Daemons”



## Ferrymen

The River Styx reaches across the planes like the viscous blood of a weeping, infected wound. It surges through the layers of Hell in various forms, pools around Pharasma's spire, and cascades into the deepest reaches of the Abyss. It is from this phenomenon that daemons derive their most mundane interactions with other races—the sale of transportation.

Charon himself is often referred to as the Boatman, and it's true that his thanadaemon servitors follow his model and frequently carry passengers through the planes on their skiffs, at surprisingly low prices. What these daemons—who have no need for gold or gems—get out of the deal is anyone's guess, and those who ask too many questions find themselves renegotiating the terms of their passage in the middle of the river, or falling overboard and awakening with no memory of their transgression—or their names.

## Demons

Though their sins are great in number, daemons' constant predation upon souls pales in comparison to their greatest impact upon the planes: the creation of demons. Legends differ

as to which of the Horseman created the first demon, as well as whether this creation was intentional or by accident, but the results are undeniable. After careful experimentation, the Horseman selected a particularly sin-laden larva and force-fed it to one of the oldest gliploth. The larva then erupted from the dying gliploth, taking the form of the first demon. The Horseman was thrilled—but he wasn't alone. For the Abyss itself was watching, and in an instant, this same transformation reoccurred all across the Outer Rifts, fomenting a wave of demons that immediately claimed the plane as their own, surging in ever greater numbers until the neighboring planes were forced to defend their homes, pressing the newcomers back into the Abyss's chasms.

The Abyss was rocked by the birth of demonkind, the gliploth were ravaged, and in time Abaddon's daemons reaped their own bitter harvest. The creation of demons was an experiment that slipped far beyond the Four's control, and their losses were vast at the hands of their misbegotten children. The Four suppress the knowledge of their failure as best they can, with a mixture of pride and rage, yet their experiments continue. The demons were not the first horrors to crawl their way out of Abaddon's strange laboratories. Nor will they be the last.





## Previous Horsemen

Of the current Four Horsemen, only Charon has remained in power since the beginning. The others—Apollyon, Szuriel, and Trelmarixian—acquired their thrones by either destroying their predecessors or proving themselves the strongest and most suited for the position. Few would argue with them, for they hold more power than any other inhabitants of Abaddon—that is, until they too are challenged and defeated. Though hardly an exhaustive list, given the infinite scale of time in the Great Beyond, a description of some of the more noteworthy entities to claim the title of Horseman follows.

### Famine

**Lytheria the Parasite Queen:** Trelmarixian's predecessor

as the Horseman of Famine, Lytheria was once the most senior among the Four alongside Charon. She was not so much killed as subsumed by the current Lord of Wasting, who wears her very essence within his own shapeshifting, protoplasmic form. A powerless core of her intelligence remains, imprisoned deep within, tormented by having to perpetually witness the fruits of her own fall, periodically suckled upon like a sugared sweet as Trelmarixian slowly, casually, and lovingly absorbs what little of her remains.

Depictions of her still exist, left behind by Trelmarixian out of some warped notion of respect or adoration. They depict her as a beautiful female humanoid, usually elven or human with onyx eyes, the wings of a locust, and a tongue that resembles a long, segmented weevil or centipede. Below her waist, her robes continually shift, the movement caused by a torrent of parasites pulsing and seething both beneath and upon her ivory flesh, seeping in and out of her like a black cloud.

### Pestilence

**Azulos the Corrupting:** Largely reptilian in form, Azulos, the original Horseman of Pestilence, possessed wings composed of viscous, stagnant water, four eyes with sclera marred by coagulated blood, and two more glassy, black eyes. True to his name, he had a penchant for breeding half-fiends, experimenting with Abyssal demons and other races from both the Inner and Outer Sphere. The Horseman of Pestilence was also the source of countless diseases, afflictions that he spread across the planes via his wretched and unnatural abominations. With these long-lasting plagues, Azulos drove souls to Abaddon by the millions, decimating entire mortal worlds long after the original plague-bearers and their designs were destroyed or forgotten. The details of Azulos's death are unknown, having been scoured from history by his successors.

**Drulaema the Fever Princess:** When Lamashtu learned that she and her demonic kin were merely the results of curiosity-induced experimentation by the Horsemen, she declared war upon the inhabitants of Abaddon and swiftly captured and killed Drulaema. Though the Demon Queen tortured Roshmolem, the Horsemen of War, for the secrets of demon creation, it had actually been the Fever Princess who had informed the demons of their origins. Her swift death is all that most remember of Drulaema, and surviving depictions of her show only the Horseman's monstrous body suspended and broken at Lamashtu's hands—a woman with an ewe's head, blistered flesh, and twin giant leeches emerging from her lower back like tails.

**Yrsinius:** This ancient Horseman had the body of a humanoid insect with a multitude of hydras' heads and a trio of rats' tails. Yrsinius reined for several eons before he suddenly disappeared. Some believe he was wandering the chaotic depths of the Maelstrom when he was ambushed and destroyed by the group of proteans called the Chorus of

## From the Book of the Damned

The Four Horsemen are eternal and unrelenting in their quest for annihilation. Yet though their offices may reign eternal, the individual Horsemen cannot say the same. Many have ascended to their ranks, and many have fallen. The Horsemen consume, and are consumed in return by their own creations. In this, perhaps, the cosmos expresses its bitter humor, as even the most fervent architects of the end times do not always live to see them.

—“The Fallen Masters”



Malignant symmetry. If he still exists, however, the powerful Yrsinius could yet return and claim his throne from Apollyon—a fact that the current Horseman of Pestilence broods upon often, since his kindred among the Four would likely sit on the sidelines. Occasionally, rumors emerge within Abaddon of planar explorers finding plague-decimated cities deep within the Abyss, as well as tales of plagues that devour the soul and not just the flesh, hinting that Yrsinius may yet survive in some twisted, broken, or chimeric form, perhaps reconstructed by the corrupted proteans thought responsible for his fall.

## War

**Horeksim:** Relatively little is known of the original Horseman of War, save that he supposedly died at the hands of a young Sarenrae, though the Dawnflower has never spoken of their feud.

**Roshmolem the steel Weaver:** Symbolized by a red, mechanical arachnid rune, Roshmolem took the form of a spider-shaped cloud of blades, sitting enthroned in midair upon a web of steel and woven souls in the Cinder Furnace's throat. Most of his form was indistinct and coalesced only as needed, with merely his eyes and a maw of flesh and mechanical mandibles remaining constant. Roshmolem was tortured by Lamashtu during her demonic invasion of Abaddon, and he surrendered the secret of demon creation to the Mother of Monsters before she violently slew him. His weakness was regarded by subsequent Horsemen as a stain upon their relentless and almighty reputations, and so his name has been thoroughly eradicated from Abaddon's own histories.

### Otaro of the Ten Thousand screams:

Ascending to the throne for only a brief period following the murder of Roshmolem, Otaro proved his worth by slaying ten thousand of Lamashtu's fiendish troops while she waged war against Abaddon. He took the form of a colossal, ebony-skinned man cloaked in a swirling cloud of screaming spirits; upon his head, he wore a nascent demon lord's skull carved into a crown, and around his neck, an ornate torque fashioned from the vertebrae of a butchered marilith. His hubris did not protect him at the rim of the Cinder Furnace, however, where the marble-white szuriel slew him with her enormous sword, usurping his position. The Angel of Desolation kept no mementos from this battle and left no trace of her predecessor's physical body, casting his desecrated corpse into the forges of the purrodaemons and claiming the Cinder Furnace as her throne.





## Oblivion's Creations

While Abaddon's daemons have experimented endlessly upon themselves over the eons—forming new daemon castes and specialized varieties of their kind intended for specific means of destruction—most inhabitants of other planes know daemons only for their insatiable hunger for obliterating and consuming souls. While the Four do seek to bring death to all things, mortal and otherwise, one of the paradoxes that defines their existence is their

simultaneous need for destruction and love of twisted creation. Rather than the blasphemy one might expect, creating new and innovative mechanisms by which the cosmos may be flayed and stripped is one of daemonkind's chief pastimes.

Among these daemonic creations which plague the planes, the demons of the Abyss rank foremost, having entirely reshaped the nature of that plane and the balance of power among the residents of the Outer Sphere. But as horrific as that race may be, Abaddon's fiends have also unleashed dozens of other, lesser-known horrors upon the planes, hideous monstrosities born from tinkering with and warping flesh and soul.

### Urdefhans

Urdefhans are a bizarre race of vampiric humanoids who dwell on the Material Plane, created by an unknown Horseman in eons past as a part of a grotesque social experiment. Daemons seeded urdefhans into the Orvian Vault of Minos-Pashat on Golarion, a world on the Material Plane. Urdefhans have butchered their way to prosperity throughout the vast chasms of Orv, and when they die, their souls fly to Abaddon, where they are tortured and mutilated mercilessly by the hands of their makers. Urdefhans would have it no other way—they still worship the Horsemen collectively as their creators, having had sporadic contact with conjured daemons and rare visitations by representatives of the Four, especially those of Trelmarixian and Szuriel, who push them to continue their construction of weapons and diseases, ensuring the race continues down its carefully engineered genocidal path.





## Diseases

Some of the most devastating diseases and pandemics to curse the surface of Golarion were crafted by Apollyon, the Horseman of Pestilence, as well as those Horsemen who came before him in his role. In the depths of Abaddon near the Throne of Flies, this Horseman churns thick slurries of decay within massive onyx cauldrons. It was there, in his private laboratory, that he devised such diseases as enteric fever, sleeping sickness, and leprosy. While magic-users can easily cure those bearing such deadly afflictions, regions where the aid of magic is scarce suffer the worst of these contagions, which can kill their victims in mere days in most cases. Other diseases, including tetanus, bonecrusher fever, and even the bubonic plague (whom many have taken to calling Daemon's Touch for this very reason), have been attributed to the Lord of Pestilence as well, but the Horseman gives no indication as to the truth of any of these rumors.

## Tainted Mortals

Given daemons' tendency to mutilate and consume mortals whenever given the chance, it seems strange that any of their kind would mate with a mortal creature and produce offspring. Yet such half-breeds exist. Among the countless warped priests of the Horsemen, many have dared to conjure and couple with the soul-eaters, either in an attempt to breed captive soul-eating beasts for themselves or in hopes of pleasing the Horsemen with their unholy unions. Yet fully half of such examples of daemon-descended tiefling births

## Curator's Note

If you have reached this note, then you have clearly ignored my warnings and gone beyond the bounds of what mortals and were meant to know. Never forget that these are the secrets for which an angel was cast from Heaven's sweet embrace, simply for daring to commit such heretical histories and rumors to the page. These pages are the last resting place of truths that find words only in the mouths of madmen. If you have come this far, there is no returning. You have my welcome, and my sincerest apologies.

—Djavin Vhrest,

Curator of Apocrypha Forae Logos, Absalom

## From the Book of the Damned

With astradaemons, they pierce the lofty boundary of the Astral, stealing souls not meant for the divine punishment of Abaddon. With hydrodaemons, piscodaemons, and thanadaemons, they penetrate the Styx, an amnesiac, macabre parody of a river. With the creation of demons, they proved that even the warped and damning realm of the Abyss is vulnerable to daemoniac influence.

These are the works of the Four, and countless others lurk just out of sight, secret cancers waiting and festering until it is far too late to escape.

—“Horrors of the Four”

are non-consensual on the part of the mortal parent, resulting either from daemoniac rape as part of grotesque experimentation or from spontaneous conception forced on a conjurer by a particularly powerful daemon. It is thought by some that the Four Horsemen themselves may encourage acts of freakish intimacy, seeking to spread half-demon monstrosities across the worlds of the Material Plane. Through such liaisons and magical infusions, erodaemons, venedaemons, and other fiends of Abaddon collectively lay claim to some of the most corrupt bloodlines spawned on the Material Plane. Among the willing participants in mortal-demon relations are the vile urdofhans, whose copulations with such horrors spawn abominations of unparalleled monstrosity.



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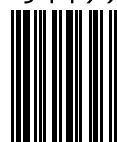
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