

CHARYBDIS

An immense spiny monster, its back plated in chitin and its belly in thick folds of blubber, rises hungrily from the center of a whirlpool.

CHARYBDIS

CR 13



XP 25,600

CN Gargantuan aberration (aquatic)

Init +3; **Senses** blindsight 60 ft., darkvision 120 ft.; **Perception** +23

DEFENSE

AC 28, touch 5, flat-footed 28 (–1 Dex, +23 natural, –4 size)

hp 184 (16d8+112); fast healing 10

Fort +12, **Ref** +6, **Will** +14

Immune acid; **Resist** cold 20

OFFENSE

Speed 20 ft., swim 50 ft.

Melee bite +20 (2d8+12/19–20 plus grab), 2 claws +20 (2d6+12)

Space 20 ft.; **Reach** 20 ft.

Special Attacks fast swallow, rending claws, swallow whole (6d6 bludgeoning damage plus 6d6 acid damage, AC 21, hp 18), vortex

STATISTICS

Str 34, **Dex** 9, **Con** 25, **Int** 4, **Wis** 19, **Cha** 6

Base Atk +12; **CMB** +28 (+32 grapple); **CMD** 37 (can't be tripped)

Feats Awesome Blow, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike

Skills Perception +23, Swim +20

Languages Aquan

ECOLOGY

Environment any oceans

Organization solitary

Treasure standard

SPECIAL ABILITIES

Rending Claws (Ex) A charybdis's claws are particularly devastating when used against objects, and ignore the first 10 points of an object's hardness rating.

Vortex (Su) A charybdis can generate a whirlpool as a standard action at will. This ability functions identically to the whirlwind special attack (see the Universal Monster Rules in Appendix 3), but the whirlpool can only form underwater and cannot leave the water. It's a DC 25 Reflex save to avoid being caught by the charybdis's vortex. The vortex itself is 20 feet across and 120 feet deep, and deals 2d6+12 points of damage per round. The save DC is Constitution-based.

Sailors tell many tales of the creatures of the deep, from the terrible kraken to the beautiful mermaid. Yet few are stranger or more feared than the dread charybdis, for it exists to

capture ships, crack them open like nuts, and feast on the doomed sailors within. So legendary are these violent attacks that many sailors have come to view the charybdis not as a species of aberrant life, but as the vengeful personification of an angry sea god.

In truth, the charybdis is not the sending of an angry deity, but in fact little more than a monstrous predator capable of churning even the calmest of seas into a whirling maelstrom. The charybdis uses this vortex ability not only to capture prey like sharks or small whales, but also to entrap ships on the ocean surface above. The monster's claws are particularly well suited to puncturing the hulls of ships, and most charybdises have learned that a single large merchant vessel contains enough sailors to make a perfectly sized meal. Often, a charybdis settles in along a well-known shipping route near the shoreline or amid an archipelago of islands where ships are forced along relatively narrow lanes between rocky isles—such locations allow the charybdis to lie in wait and increases the chance of its prey being unable to circumvent its vortex.

A charybdis is 60 feet long and weighs 26,000 pounds.



CHUPACABRA

This lizard-like creature stalks forward upon two muscular legs, a mane of spikes running down its scaly back.

CHUPACABRA

CR 3



XP 800

N Small magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)

hp 30 (4d10+8)

Fort +6, **Ref** +7, **Will** +3

OFFENSE

Speed 30 ft.

Melee bite +6 (1d4+1 plus grab), 2 claws +6 (1d3+1)

Special Attacks chupar, pounce

STATISTICS

Str 13, **Dex** 16, **Con** 14, **Int** 3, **Wis** 15, **Cha** 6

Base Atk +4; **CMB** +4 (+8 grapple); **CMD** 17

Feats Combat Reflexes, Improved Initiative

Skills Acrobatics +7 (+11 jumping), Perception +6, Stealth +16;

Racial Modifiers +4 Acrobatics when jumping, +4 Stealth (+8 in undergrowth or rocky areas)

Languages Aklo (cannot speak)

ECOLOGY

Environment warm hills or plains

Organization solitary, pair, or gang (3–7)

Treasure none

SPECIAL ABILITIES

Chupar (Ex) A chupacabra that pins an opponent or maintains a pin can suck blood from that opponent as a free action once per round, dealing 1 point of Constitution damage. Upon successfully draining blood, the chupacabra is invigorated, gaining a significant boost in speed for 10 rounds similar to the *haste* spell. The invigorated chupacabra can still drain blood—and in so doing increase the length of its invigoration—but it gains no additional effects.

These notorious predators have an undeniable thirst for blood. Chupacabras prefer to prey upon the weak and slow, often watching potential prey from hiding for long periods before attacking. Spry and stealthy, they prefer to keep to areas of high grass and protective rock, their slightly reflective scales allowing them to blend in well with such surroundings.

With a preference for lone travelers and farm animals (particularly goats), chupacabras

leave little evidence of their presence apart from the grisly blood-drained husks of their meals, often leading locals to believe a reckless vampire lives in the area.

A typical chupacabra measures nearly 5-1/2 feet from muzzle to tail tip and stands just under 4 feet tall. Slightly built and light of bone, most weigh close to a hundred pounds. They mate rarely and only during the hottest months, with the females each producing a single egg that hatches into a tiny, dehydrated creature. The mother typically leaves helpless prey in her cave so the hatchling can immediately feed.

Although chupacabras are typically solitary, in bountiful areas small gangs of the beasts can form. These groups work well together, becoming bold enough to attack larger groups of animals and more dangerous prey. Stories of chupacabras attacking travelers or laying siege to farmhouses typically stem from the hunting practices of such gangs.

It is not unusual for older chupacabras to grow to Medium size. These larger specimens tend to be leaders of chupacabra gangs, or, more commonly, loners capable of tormenting entire villages on their own.

Some chupacabras are mutants with large reptilian wings, and have been known to carry off goats and children. A flying chupacabra has a fly speed of 60 feet (average), which increases to 90 feet (average) when invigorated from drinking blood. A winged chupacabra is the same CR as the normal variety.



Illustration by Eric Loggren

COCKROACH, GIANT

A dog-sized cockroach skitters forth, greedily clicking its filth-slicked mandibles.

GIANT COCKROACH CR 1/2   

XP 200

N Small vermin

Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.;

Perception +4

DEFENSE

AC 14, touch 12, flat-footed 13 (+1 Dex, +2 natural, +1 size)

hp 8 (1d8+4)

Fort +6, **Ref** +1, **Will** +0

Weaknesses light sensitivity

OFFENSE

Speed 30 ft., climb 30 ft., fly 40 ft. (poor)

Melee bite +1 (1d4)

STATISTICS

Str 11, **Dex** 12, **Con** 19, **Int** —, **Wis** 11, **Cha** 2

Base Atk +0; **CMB** –1; **CMD** 10

Feats Diehard^B, Endurance^B

Skills Climb +8, Fly –1, Perception +4, Stealth +9; **Racial**

Modifiers +4 Perception, +4 Stealth

SQ hold breath

ECOLOGY

Environment any land

Organization solitary or intrusion (2–20)

Treasure none

Species	CR	Size	HD
Giant hissing cockroach	1	Medium	2
Venomroach	3	Large	3
Spitting cockroach	6	Huge	6
Sawback cockroach	9	Gargantuan	8
Dragonroach	12	Colossal	10

Much like their smaller kin, giant cockroaches are extremely adaptive and exist in any place they can find a ready source of food. Giant cockroaches are not normally very violent, but readily attack if threatened or if food becomes scarce.

A number of species of giant cockroach exist, as summarized on the table above. Most of these variants have additional abilities, such as poison stings.

COCKROACH SWARM

Like a pestilent black tide, a ravenous horde of thousands of tiny, clacking cockroaches washes over everything in its path.

COCKROACH SWARM CR 2   

XP 600

N Diminutive vermin (swarm)

Init +2; **Senses** darkvision 60 ft., tremorsense 30 ft.;

Perception +4

DEFENSE

AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size)

hp 26 (4d8+8)

Fort +6, **Ref** +3, **Will** +1

Defensive Abilities swarm traits, **Immune** weapon damage

Weaknesses light sensitivity, swarm traits

OFFENSE

Speed 20 ft., climb 20 ft., fly 30 ft. (poor)

Melee swarm (1d6)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 14)

STATISTICS

Str 1, **Dex** 15, **Con** 14, **Int** —, **Wis** 10, **Cha** 2

Base Atk +3; **CMB** —; **CMD** —

Skills Climb +10, Fly +4, Perception +4, Stealth +14; **Racial**

Modifiers +4 Perception

SQ hold breath

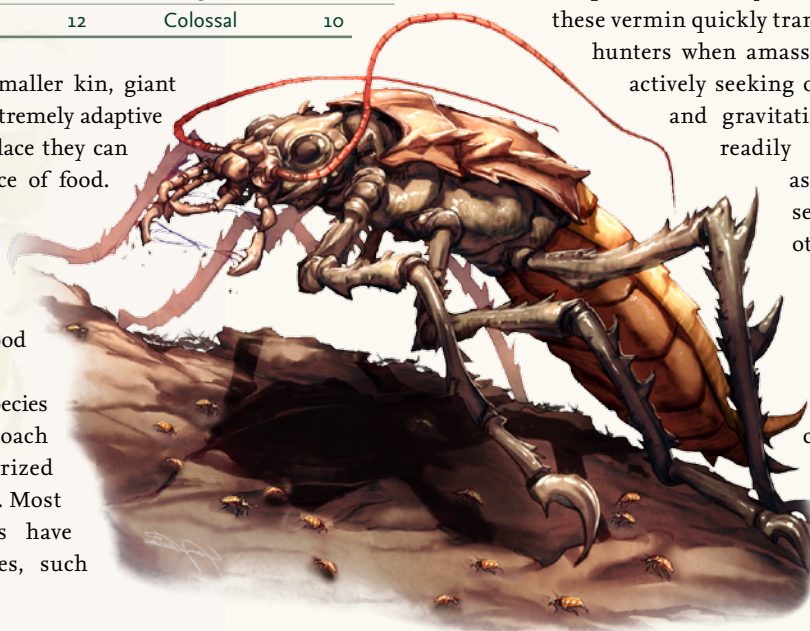
ECOLOGY

Environment any temperate, warm, or urban

Organization solitary, pair, or intrusion (3–20 swarms)

Treasure none

Swarms of flesh-eating cockroaches are extremely virulent pests. Normally carnivorous scavengers, these vermin quickly transform into aggressive hunters when amassed in great numbers, actively seeking out territory and food and gravitating to locations that readily provide both, such as dumps, graveyards, sewers, swamps, and other foul areas filled with rotting waste. Although a flesh-eating cockroach swarm prefers to feed on rot and carrion, these ravenous creatures do not balk at attacking living creatures as large as an elephant if given a chance.



CRAWLING HAND

With a jolt, this severed hand springs to life, its fingers propelling it forth at great speed like a deformed spider.

CRAWLING HAND	CR 1/2	  
XP 200		
NE Diminutive undead		
Init +0; Senses blindsense 30 ft., darkvision 60 ft.; Perception +4		
DEFENSE		
AC 14, touch 14, flat-footed 14 (+4 size)		
hp 9 (1d8+5)		
Fort +2, Ref +0, Will +2		
Immune undead traits		
OFFENSE		
Speed 40 ft., climb 40 ft.		
Melee claw +5 (1d1+1 plus grab)		
Space 1 ft.; Reach 0 ft.		
Special Attack mark quarry, strangle		
STATISTICS		
Str 13, Dex 11, Con —, Int 2, Wis 11, Cha 14		
Base Atk +0; CMB -4 (+0 grapple); CMD 7		
Feats Toughness		
Skills Climb +9, Perception +4, Stealth +12, Survival +4; Racial Modifiers +4 Survival		
Languages Common (can't speak)		
ECOLOGY		
Environment any land		
Organization solitary or gang (2–5)		
Treasure none		
SPECIAL ABILITIES		
Grab (Ex) A crawling hand can use its grab ability on a creature of up to Medium size.		

Some say the origins of the crawling hand lie in the experiments of demented necromancers contracted to construct tiny assassins. Other tales tell of gruesome prosthetics sparked to life by evil magic, which then developed primitive sentience and vengefully strangled their hosts. Regardless, the crawling hand is an efficient killing tool.

When not commanded to kill, the crawling hand remains still and can be handled and transported safely. Typically, owners carry them about in small, velvet-lined boxes. Crawling hands can also be placed as guardians and programmed with contingency commands, such as to hunt down and slay an individual who performs a specific task like violating a shrine, opening a warded door, or breaking the seal of a casket.

CRAWLING HAND, GIANT

A giant rotting hand rocks unsteadily, propped upon thick, stubby fingers. Its pale, necrotic flesh pulses and crawls with sickly boils.

GIANT CRAWLING HAND	CR 5	  
XP 1,600		
NE Medium undead		
Init +2; Senses blindsense 30 ft., darkvision 60 ft.; Perception +7		
DEFENSE		
AC 19, touch 13, flat-footed 16 (+2 Dex, +1 dodge, +6 natural)		
hp 52 (7d8+21)		
Fort +4, Ref +6, Will +6		
Immune undead traits		
OFFENSE		
Speed 30 ft.		
Melee claw +11 (1d6+7 plus grab)		
Special Attacks mark quarry, pus burst		
STATISTICS		
Str 21, Dex 15, Con —, Int 2, Wis 13, Cha 14		
Base Atk +5; CMB +10 (+14 grapple); CMD 23		
Feats Dodge, Lightning Reflexes, Toughness, Weapon Focus (claw)		
Skills Acrobatics +3, Perception +7, Stealth +12; Racial Modifiers +4 Stealth		
Languages Common (can't speak)		

ECOLOGY
Environment any land or underground
Organization solitary or gang (2–5)
Treasure none
SPECIAL ABILITIES
Mark Quarry (Su) A crawling hand is assigned a quarry by anointing the hand with a drop of the intended quarry's blood. If the hand has no current quarry, it automatically gains the next creature it damages as its quarry. Once attuned to a target, it becomes aware of the target's location as if under the effect of a continuous <i>locate creature</i> spell. The hand gains a +1 bonus on all attack rolls, damage rolls, and skill checks made to seek out and destroy the marked quarry. The mark quarry ability lasts until the quarry or the hand is slain.
Pus Burst (Su) When damaged by a piercing or slashing melee weapon, a spray of vile pus strikes the attacker unless the attacker makes a DC 15 Reflex save. Weapons that provide reach protect the attacker completely from a pus burst. Creatures struck by pus become nauseated for 1d3 rounds and take 2d6 points of negative energy damage. The save DC is Charisma-based.

CRYPT THING

Shreds of leathery flesh cling to this skeletal figure's body, while twin motes of fiery light glow deep in its eye sockets.

CRYPT THING

CR 5



XP 1,600

NE Medium undead

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +15

Aura fear (10 ft., frightened for 1d4 rounds, Will DC 16 negates)

DEFENSE

AC 19, touch 13, flat-footed 16 (+2 Dex, +1 dodge, +6 natural)

hp 52 (8d8+16)

Fort +4, **Ref** +6, **Will** +8

Defensive Abilities channel resistance +2; **DR** 10/bludgeoning or magic; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee 2 claws +10 (1d8+4)

Special Attacks teleporting burst

Spell-Like Abilities (CL 8th; concentration +10)

3/day—quicken *dimension door*

STATISTICS

Str 19, **Dex** 14, **Con** —, **Int** 13, **Wis** 14, **Cha** 15

Base Atk +6; **CMB** +7; **CMD** 20

Feats Alertness, Dodge, Improved Initiative, Lightning Reflexes

Skills Bluff +6, Intimidate +13, Knowledge (arcana) +6, Knowledge (dungeoneering) +5, Knowledge (history) +3, Perception +15, Sense Motive +15, Stealth +9

Languages Common

ECOLOGY

Environment any underground

Organization solitary

Treasure standard

SPECIAL ABILITIES

Teleporting Burst (Su) Once per day, a crypt thing can teleport all creatures within 50 feet of it to randomly determined locations. The crypt thing can only affect creatures of which it is aware and to which it has line of sight. A successful DC 16 Will save negates this effect. An affected creature is teleported in a random direction (roll 1d8, with 1 indicating north and the other numbers indicating compass going clockwise) and a random distance (1d10 × 100 feet) away from the crypt thing; determine each creature's direction randomly. A teleported creature arrives in the closest open space to the determined destination, but must appear on a solid surface capable of supporting its weight. If there is no appropriate destination in that direction, the creature does not teleport at all. The save DC is Charisma-based.

Crypt things are undead creatures found guarding tombs, graves, and crypts. Necromancers and other spellcasters create them to guard such areas, and the crypt things never leave their appointed lairs, even to pursue enemies. Their warded area may be a single room or passage, an entire grave complex, or even a city-sized necropolis. Though naturally solitary, multiple crypt things may guard a common area, often in conjunction with constructs or other undead.

A crypt thing only initiates combat if it is attacked or if the object or crypt it is guarding is touched or entered. Until this condition is met, a crypt thing is content to remain motionless—it may even answer questions or otherwise interact with visitors if its master has directed it to do so. Rumors exist of variant crypt things that do not teleport their foes, but instead paralyze opponents and turn them invisible, leaving victims to helplessly watch their allies being torn apart by the angry guardian.

CREATION

A 15th-level spellcaster can create a crypt thing using *create undead*. The spell also requires the creator or an assistant to be able to cast *teleport*, *greater teleport*, or *word of recall* (or provide this magic from a scroll or other source).



CRYSMAL

An animated cluster of translucent crystals shaped disturbingly like a gemstone scorpion scuttles into an aggressive stance.

CRYSMAL

CR 3



XP 800

N Small outsider (earth, elemental)

Init +2; **Senses** darkvision 60 ft., crystal sense; **Perception** +11

DEFENSE

AC 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size)

hp 26 (4d10+4)

Fort +7, **Ref** +8, **Will** +2

DR 5/bludgeoning; **Immune** cold, fire; **Resist** electricity 10

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee sting +7 (2d6+3)

Special Attacks shard spike +7 (3d6, range increment 60 ft.)

Spell-Like Abilities (CL 4th; concentration +6)

At will—*detect magic*, *ghost sound* (DC 12), *mage hand*, *silent image* (DC 13)

3/day—*dimension door*, *sanctuary* (DC 14), *touch of idiocy* (DC 14)

STATISTICS

Str 15, **Dex** 14, **Con** 13, **Int** 6, **Wis** 13, **Cha** 14

Base Atk +4; **CMB** +5; **CMD** 17 (29 vs. trip)

Feats Great Fortitude, Lightning Reflexes, Skill Focus (Perception)

Skills Acrobatics +9, Climb +9, Perception +11, Stealth +13 (+15 in rocky areas); **Racial Modifiers** +2 Stealth in rocky areas

Languages Terran

ECOLOGY

Environment any underground (Plane of Earth)

Organization solitary or cluster (2–5)

Treasure standard (gems and magic gemstones only)

SPECIAL ABILITIES

Crystal Sense (Sp) Crysmals can sense the presence of any crystals or gems within 30 feet as if using the scent ability.

Shard Spike (Ex) Once per day, a crysmal can launch its tail spike as a ranged attack that shatters when it hits, dealing 3d6 points of piercing damage to the target and 1d4 points of piercing damage to all creatures in adjacent squares. The spike regrows in 24 hours, but until it does, its impaired sting does only 1d6+3 damage.

Scorpion-like crysmals originate in the deepest caverns of the Plane of Earth. On rare occasions, these strange creatures wind up on the Material Plane, usually in subterranean areas rich with natural gem and crystal formations. The crystalline planes of their bodies absorb and refract natural light, which some claim is the source of their supernatural powers.

Singular in purpose, a crysmal seeks only to reproduce. It does so by gathering stone crystals and gemstones, fashioning them into a Tiny facsimile of its own body, and jolting the new creature to life with a burst of the crysmal's own life energy. These newly created crysmals are known as shardlings (treat as a crysmal with the young creature simple template), and grow to adulthood after a few months of gorging on crystals and gemstones.

To make a single shardling, a crysmal requires 1,000 gp worth of crystals. Until it has enough material to reproduce, it stores these gems inside its body, and if slain, the gems are visible among the shards of the creature's corpse. Because of this reproductive need for gemstones, crysmals are relentless in their pursuit of the treasures, valuing them much as other living creatures value infants of their own race. Crysmals do not recognize that other creatures treat gems as wealth, and attempt to seize gems carried by others whenever the opportunity arises. A crysmal normally uses its spell-like abilities to befuddle opponents, grabbing at pouches with gems when the bearer is distracted, and normally only resorts to physical violence once all other tactics fail.



Illustration by Florian Stitz

DAEMON

Harbingers of ruin and embodiments of the worst ways to die, daemons epitomize painful death, the all-consuming hunger of evil, and the utter annihilation of life. While demons seek to pervert and destroy in endless unholy rampages, and devils vex and enslave in hopes of corrupting mortals, daemons seek only to consume mortal life itself. While some use brute force to despoil life or prey upon vulnerable souls, others wage campaigns of deceit to draw whole realms into ruin. With each life claimed and each atrocity meted out, daemons spread fear, mistrust, and despair, tarnishing the luster of existence and drawing the planes ever closer to their final, ultimate ruin.

Notorious for their hatred of the living, daemons are the things of dark dreams and fearful tales, as their ultimate ambitions include extinguishing every individual mortal life—and the more violent or terrible the end, the better. Their methods vary wildly, typically differentiated by daemoniac breed. Many seek to infiltrate the mortal plane and sow death by their own taloned hands, while others manipulate agents (both mortal and immortal) as malevolent puppet masters, instigating calamities on massive scales from their grim realms. Such diversity of methods causes many planar scholars to misattribute the machinations of daemons to other types of fiends. These often deadly mistakes are further propagated by daemons' frequent dealings with and manipulation of other outsiders. Yet in all cases, despair, ruin, and death, spreading like contagion, typify the touch of daemonkind, though such symptoms often prove recognizable only after the hour is far too late.

Daemons flourish upon the plane of Abaddon, a bleak expanse of cold mists, fearful shapes, and hunted souls. Upon these wastes, the souls of evil mortals flee predation by the native fiends, and terror and the powers of the evil plane eventually transform the most ruthless into daemons themselves. Amid these scarred wastelands, poison swamps, and realms of endless night rise the foul domains of the tyrants of daemonkind, the Four Horsemen of the Apocalypse. Lords of devastation, these powerful and unique daemons desire slaughter, ruin, and death on a cosmic scale, and drive hordes of their lesser kin to spread terror and sorrow across the planes. Although the Horsemen share a singular goal, their tactics and ambitions vary widely.

Along with mastery over vast realms, the Horsemen are served by unimaginably enormous armies of their lesser brethren, but are obeyed most closely by retinues of daemons enslaved to their titles. These specific strains of daemoniac servitors, known among daemonkind as deacons, serve whoever holds the title of Horseman.

Although these instruments of the archdaemons differ in strength and ability, their numbers provide their lords with legions capable of near-equal terrorization.

More so than among any other fiendish race, several breeds of daemons lust after souls. While other foul inhabitants of the planes seek the corruption and destruction of living essences, many daemons value possession and control over mortal animas, entrapping and hoarding souls—and in so doing disrupting the natural progression of life and perverting the quintessence of creation to serve their own terrible whims. While not all daemons possess the ability to steal a mortal being's soul and turn it to their use, the lowliest of daemonkind, the maniacal cacodaemons, endlessly seek life essences to consume and imprison. These base daemons enthusiastically serve their more powerful kin, eager for increased opportunities to doom mortal spirits. While cacodaemons place little value upon the souls they imprison, greater daemons eagerly gather them as trophies, fuel for terrible rites, or offerings to curry the favor of their lords. Several breeds of daemons also possess their own notorious abilities to capture mortal spirits or draw upon the power of souls, turning the forces of utter annihilation to their own sinister ends.

THE FOUR HORSEMEN

Four dread lords, infamous across all the planes, rule the disparate hordes of daemonkind. Risen from among the ranks of their terrible brethren to displace those fiendish tyrants before them, they are the archdaemons, the End Bringers, the Four Horsemen of the Apocalypse. In the blasphemous annals of fiendish lore, they are the prophesied architects of multiversal ruin, destined to stand triumphant over cadaverous cosmoses and infinities of silence before also giving way to absolute oblivion. Undisputed in his power among their kind, each Horseman rules a vast realm upon the bleak plains of Abaddon and a distinctive method of mortal ruin: pestilence, famine, war, or death from old age. Yet while each archdaemon commands measureless influence, daemons know nothing of loyalty and serve only those they cannot overcome. Thus, though the Horsemen stand peerless in their power and manipulations among daemonkind, they must ever defend their thrones from the machinations of ambitious underlings and the plots of other archdaemons.

Upon the poisonous expanses of Abaddon, lesser daemoniac peers carve petty fiefdoms and posture as lords, but despite their world-spanning intrigues, all bow before the Horsemen—though most do so only grudgingly. Ancient myths also tell of a mysterious fifth Horseman, the Oinodaemon, though nearly all mention of such a creature has been scoured from the multiverse.

DAEMON-DAEMON, ASTRADAEMON

DAEMON, ASTRADAEMON

Vaguely humanoid in shape, this gaunt fiend has the face of a hideous fish and a body of lanky limbs and writhing tendrils.

ASTRADAEMON
CR 16

XP 76,800

NE Large outsider (daemon, evil, extraplanar)

Init +7; **Senses** darkvision 60 ft., *deathwatch*, *true seeing*; Perception +22

Aura soul siphon (10 ft.)

DEFENSE

AC 29, touch 17, flat-footed 21 (+7 Dex, +1 dodge, +12 natural, –1 size)

hp 212 (17d10+119)

Fort +12, **Ref** +17, **Will** +14

Defensive Abilities *displacement*; **DR** 10/good and silver; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 27

OFFENSE

Speed 90 ft., fly 90 ft. (good)

Melee bite +23 (2d6+5 plus energy drain and grab), 2 claws +23 (1d8+5 plus energy drain), tail +18 (1d12+2 plus energy drain)

Space 10 ft.; **Reach** 10 ft. (15 ft. with tail)

Special Attacks devour soul, energy drain (1 level, DC 25)

Spell-Like Abilities (CL 17th; concentration +20)
 Constant—*deathwatch*, *displacement*, *true seeing*
 At will—*enervation*, *fear* (DC21), *greater teleport* (self plus 50 lbs. of objects only), *vampiric touch*
 3/day—*locate creature*, *plane shift* (DC 24)
 1/day—*energy drain* (DC 24), *finger of death* (DC 24), *summon* (level 6, 1d3 derghodaemons 50%)

STATISTICS

Str 21, **Dex** 25, **Con** 24, **Int** 14, **Wis** 15, **Cha** 24

Base Atk +17; **CMB** +23; **CMD** 41

Feats Combat Reflexes, Dodge, Flyby Attack, Iron Will, Mobility, Nimble Moves, Power Attack, Spring Attack, Weapon Finesse

Skills Acrobatics +24 (+48 jump), Escape Artist +27, Fly +11, Intimidate +27, Knowledge (planes) +22, Perception +22, Sense Motive +22, Stealth +23, Survival +22

Languages Abyssal, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Abaddon or Astral Plane)

Organization solitary, pair, or pack (3–6)

Treasure standard

SPECIAL ABILITIES

Devour Soul (Su) As a standard action, an astradaemon that begins its turn with a grappled opponent can attempt to draw out and consume the soul of its victim, killing it instantly. This ability only works on living creatures, which may resist with a DC 27 Fortitude saving throw. The save is Constitution-based. For every 5 HD of the slain creature, the daemon gains a +1 profane bonus on attacks, saving throws, and checks for 24 hours. This ability does not consume all of the soul, and pieces of it still exist after the daemon completes its feast (enough to be able to resurrect the slain victim normally).

Soul Siphon (Su) If a Small or larger living creature dies within 10 feet of an astradaemon, the daemon gains 1d8 temporary hit points and a +2 bonus to Strength for 10 minutes. These bonuses stack with themselves. Incorporeal undead and living spirits traveling outside the body (such as a person using *astral projection* or *magic jar*) take 1d8 points of damage each round within the daemon's aura.

Believed to be creations of the Four Horsemen, astradaemons live out their existence in search of souls to harvest. These deadly creatures are ravening planar predators, openly hunting throughout the void for souls on which to feed. These voracious creatures are the personifications of death resulting from negative energy or level drain. Their vile touch drains life force from their enemies, and even perishing near them sates their thirst for life and souls.



DAEMON, CACODAEMON

An ever-gnashing maw, filled with row of mismatched teeth, dominates this frightful creature's orb-like body.

CACODAEMON

CR 2



XP 600

NE Tiny outsider (daemon, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft., *detect good*, *detect magic*;

Perception +7

DEFENSE

AC 16, touch 12, flat-footed 16 (+4 natural, +2 size)

hp 19 (3d10+3); fast healing 2

Fort +2, **Ref** +5, **Will** +4

DR 5/good or silver; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10

OFFENSE

Speed 5 ft., fly 50 ft. (perfect)

Melee bite +6 (1d4+1 plus disease)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks soul lock

Spell-Like Abilities (CL 6th; concentration +6)

Constant—*detect good*, *detect magic*

At will—*invisibility* (self only)

3/day—*lesser confusion* (DC 12)

1/week—*commune* (CL 12th, six questions)

STATISTICS

Str 12, **Dex** 11, **Con** 13, **Int** 8, **Wis** 13, **Cha** 12

Base Atk +3; **CMB** +1; **CMD** 12

Feats Improved Initiative, Lightning Reflexes

Skills Bluff +7, Fly +18, Knowledge (planes) +5, Perception +7, Stealth +14

Languages Abyssal, Common, Infernal; telepathy 100 ft.

SQ change shape (2 of the following forms: lizard, octopus, Small scorpion, venomous snake, *polymorph*)

ECOLOGY

Environment any (Abaddon)

Organization solitary or swarm (2–10)

Treasure standard

SPECIAL ABILITIES

Disease (Su) *Cacodaemonia*: Bite—injury; *save* Fort DC 12; *onset* 1 day; *frequency* 1/day; *effect* 1d2 Wis damage, *cure* 2 consecutive saves. In addition to the normal effects of the disease, as long as a victim is infected, the cacodaemon can telepathically communicate with the creature over any distance (as long as they remain on the same plane).

Soul Lock (Su) Once per day as a full-round action, a cacodaemon can ingest the spirit of any sentient creature that has died within the last minute. This causes a soul gem to grow inside of the cacodaemon's gut, which it can regurgitate as a standard action. A soul gem is a fine-sized object with 1 hit point and hardness 2. Destroying a soul gem

frees the soul within, though it does not return the deceased creature to life. This is a death effect. Any attempt to resurrect a body whose soul is trapped in a soul gem requires a DC 12 caster level check. Failure results in the spell having no effect, while success shatters the victim's soul gem and returns the creature to life as normal. If the soul gem rests in an unholy location, such as that created by the spell *unhallow*, the DC of this caster level check increases by +2. The caster level check DC is Charisma-based.

Any evil outsider can, as a standard action, ingest a soul gem. Doing so frees the soul within, but condemns it to one of the lower planes (though the soul can be returned to life as normal). The outsider gains fast healing 2 for a number of rounds equal to its Hit Dice.

The least of daemonkind, cacodaemons spawn from eddies of angry, violent, and demented souls amid the mists of Abaddon. Dim-witted but utterly evil, they endlessly seek to cause pain and indulge their hunger for mortal souls. Many more powerful fiends keep cacodaemons as pets, if only to be able to harvest the tiny creatures' soul gems. A 7th-level spellcaster can gain a cacodaemon as a familiar if she has the Improved Familiar feat.



DAEMON, CACODAEMON-DAEMON, CEUSTODAEMON

DAEMON, CEUSTODAEMON

This brown, shaggy-furred beast stands on slate grey hooves. Its head resembles that of a maniacal horned ape.

CEUSTODAEMON

CR 6



XP 2,400

NE Large outsider (daemon, evil, extraplanar)

Init +1; **Senses** darkvision 60 ft., *detect good*, *detect magic*, *see invisibility*; **Perception** +15

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)

hp 68 (8d10+24)

Fort +9, **Ref** +3, **Will** +8

DR 10/good or silver; **Immune** acid, death effects, disease, mind-affecting effects, paralysis, poison, polymorph effects, sleep effects; **Resist** cold 10, electricity 10, fire 10

OFFENSE

Speed 30 ft.

Melee bite +11 (2d6+4), 2 claws +11 (1d6+4)

Space 10 ft.; **Reach** 10 ft.

Special Attacks breath weapon (30-ft. cone; 6d6 fire damage; Reflex DC 17 for half; usable once every 1d4 rounds)

Spell-Like Abilities (CL 8th; concentration +10)

Constant—*detect good*, *detect magic*, *see invisibility*

At will—*dimension door*

3/day—*dispel magic*, *fly*

1/day—*hold monster* (DC 17), *slow* (DC 15)

STATISTICS

Str 18, **Dex** 13, **Con** 16, **Int** 11, **Wis** 14, **Cha** 15

Base Atk +8; **CMB** +13; **CMD** 24

Feats Alertness, Blind-Fight, Power Attack, Step Up

Skills Bluff +13, Intimidate +11, Knowledge

(planes) +9, Perception +15, Sense Motive +15,

Stealth +8, Survival +9

Languages Abyssal, Infernal; telepathy 100 ft.

SQ drawn to service

ECOLOGY

Environment any (Abaddon)

Organization solitary

Treasure none

SPECIAL ABILITIES

Drawn to Service (Su) When brought to another plane with a *planar binding* or *planar ally* spell (or any similar calling effect), ceustodaemons take a -5 penalty on the initial Will save and on their Charisma check to refuse service. Ceustodaemons also take a -5 penalty on saves against *binding*, *planar binding*, and other spells designed to bind a creature to a particular plane as long as the daemon is commanded to serve as a guardian for a single area or small complex.

Some claim the Four Horsemen created these creatures to serve as summoning fodder. Others believe that they form from neutral evil souls who commit suicide. Wherever the truth lies, ceustodaemons find themselves on the Material Plane more often than any other daemon, as they are easily pressured into service—many call these creatures “guardian daemons” as a result. Yet in the back of their wicked minds, ceustodaemons always think about escaping their bonds and ripping to shreds the ones who summoned them.

Greater and lesser versions of these creatures exist. These variants can be represented by applying either the young creature or advanced creature simple templates, along with the following adjustments.

Lesser Ceustodaemon: This Medium daemon looks like a horned frog with a wide, toothy mouth. Its breath weapon is a chilling cone of ice that deals cold damage.

Greater Ceustodaemon: This daemon resembles a gigantic humanoid bear with the talons of an eagle and curling ram horns sprouting from its head. Its breath weapon is a fan of sparks that deals electricity damage.



DAEMON, DERGHODAEMON

A deadly and vicious bouquet of insectile claws sprouts from this horrid, three-legged, multi-eyed beast.

DERGHODAEMON

CR 12



XP 19,200

NE Large outsider (daemon, evil, extraplanar)

Init +5; **Senses** all-around vision, darkvision 60 ft., *detect magic*, *see invisibility*; Perception +28

Aura *feeblemind* (DC 20)

DEFENSE

AC 27, touch 14, flat-footed 22 (+5 Dex, +13 natural, -1 size)

hp 161 (14d10+84)

Fort +15, **Ref** +14, **Will** +7

DR 10/good; **Immune** acid, death effects, disease, poison;

Resist cold 10, electricity 10, fire 10; **SR** 23

OFFENSE

Speed 40 ft.

Melee 5 claws +21 (1d6+8/19-20)

Space 10 ft.; **Reach** 10 ft.

Special Attacks rend (2 claws, 1d8+12 plus 2 Con damage)

Spell-like Abilities (CL 12th; concentration +15)

Constant—*detect magic*, *see invisibility*

At will—*greater teleport* (self plus 50 lbs. of objects only)

3/day—*fear* (DC 17), quickened *summon swarm*

1/day—*creeping doom*, *insect plague*, *summon* (level 4, 1 derghodaemon 30%)

STATISTICS

Str 27, **Dex** 20, **Con** 22, **Int** 7, **Wis** 17, **Cha** 16

Base Atk +14; **CMB** +23; **CMD** 38 (40 vs. trip)

Feats Cleave, Critical Focus, Improved Critical (claws), Power Attack, Quicken Spell-Like Ability (*summon swarm*), Sickening Critical, Vital Strike

Skills Intimidate +20, Perception +28, Sense Motive +20, Stealth +18

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

SQ swarmwalking

ECOLOGY

Environment any (Abaddon)

Organization solitary or infestation (2-6)

Treasure standard

SPECIAL ABILITIES

Feeblemind Aura (Su) By grinding and clicking its mandibles and chitinous plates together (a free action), a derghodaemon can affect all creatures within 30 feet as if by a *feeblemind* spell. Daemons are immune to this effect, but all other creatures must make a DC 20 Will save to resist the effects. A creature that makes this save is immune to the effect for 24 hours. A creature that fails remains affected as long as the derghodaemon continues to

maintain the aura and the subject remains within 30 feet of the derghodaemon. Once either condition ends, the victim of this effect can attempt a new DC 20 Will save once per minute to recover from the effect; otherwise, it can be cured by a *heal*, *limited wish*, *miracle*, or *wish* spell. A derghodaemon cannot use its spell-like abilities or rend attack in any round in which it uses its *feeblemind* aura. This is a sonic mind-affecting effect. The save DC is Charisma-based.

Swarmwalking (Su) A derghodaemon is immune to damage or distraction effects caused by swarms.

These brutal daemons personify death resulting from violent insanity, such as being murdered by a maniac or torn to shreds by a pack of rabid predators. These insectoid creatures roam the Outer Planes, scavenging battlefields and following the inevitable trail of violence in those hostile worlds. They hunt the weak and dying along the fringe of battles, feeding off their victims' suffering until they make their kill. Attacks from a derghodaemon often come from within a cloud of biting insects.

Brutish and low on intellect, derghodaemons find themselves serving as front-line fighters in fiendish armies. A derghodaemon stands 9 feet tall and weighs 800 pounds.



DAEMON, DERGHODAEMON-DAEMON, HYDRODAEMON

DAEMON, HYDRODAEMON

The skin on this frog-like fiend is clammy and its eyes look dead and milky; its wide face is split by a fanged maw.

HYDRODAEMON

CR 8

XP 4,800

NE Large outsider (aquatic, daemon, evil, extraplanar)

Init +2; **Senses** darkvision 60 ft., *detect magic*; Perception +15

DEFENSE

AC 20, touch 11, flat-footed 18 (+2 Dex, +9 natural, -1 size)

hp 95 (10d10+40)

Fort +11, **Ref** +9, **Will** +3

DR 10/cold iron or silver; **Immune** acid, death effects, disease, poison, waters of the River Styx; **Resist** cold 10, electricity 10, fire 10; **SR** 19

OFFENSE

Speed 30 ft., fly 40 ft. (average; see glide, below), swim 60 ft.

Melee bite +13 (1d8+4 plus grab), 2 claws +13 (1d6+4)

Ranged sleep spittle +11 (sleep)

Space 10 ft.; **Reach** 10 ft.

Special Attacks rake (2 claws +13, 1d6+4)

Spell-Like Abilities (CL 9th; concentration +11)

Constant—*detect magic*, *water walk*

At will—*acid arrow*, *deeper darkness*

3/day—*control water*, *greater teleport* (self plus 50 lbs. of objects only), *summon monster V* (Large water elemental only)

1/day—*desecrate*, *summon* (level 3, 1 hydrodaemon 50%)

STATISTICS

Str 18, **Dex** 15, **Con** 18, **Int** 9, **Wis** 11, **Cha** 14

Base Atk +10; **CMB** +15 (+9 grapple); **CMD** 27

Feats Cleave, Point-Blank Shot, Power Attack, Precise Shot, Skill Focus (Perception)

Skills Fly +0, Intimidate +14, Knowledge (planes) +10,

Perception +15, Sense Motive +12, Stealth +10, Swim +21

Languages Abyssal, Infernal; telepathy 100 ft.

SQ amphibious, glide

ECOLOGY

Environment any (Abaddon)

Organization solitary, gang (2–5), or mob (6–12)

Treasure standard

SPECIAL ABILITIES

Glide (Ex) A hydrodaemon can launch itself into the air and glide along for 1 minute, gaining a fly speed of 40 feet with average maneuverability. While gliding, the hydrodaemon gains the pounce ability.

Sleep Spittle (Su) A hydrodaemon can spit at a single target within 20 feet, making a ranged touch attack as a standard action. A target hit by this spittle must succeed on a DC 17 Will save or fall asleep for 6 rounds. The save DC is Constitution-based.

While at first glance these creatures seem like enormous and foul boggards, their dangerous gait, dead eyes, and wicked claws give away their fiendish nature. In their home environment, hydrodaemons swim the sickening rivers and seas of Abaddon and the River Styx, ducking beneath the rivers of pus and bile only to leap out at enemies and rend their flesh with tooth and claw. It is said these are among the few creatures able to survive in the deadly waters of the River Styx. When called to the Material Plane, hydrodaemons serve powerful spellcasters, protecting domains dotted with pools, streams, and even sewer complexes. Associated with death by drowning, these fiends use a favored tactic to draw the most anguish from their victims. Hydrodaemons first attack with their inky black sleep spittle, hoping to render victims unconscious. With their opponents unable to fight back, hydrodaemons drag their enemies into the foul waters they call home and delight as the liquid fills their victims' gasping lungs. If unable to drown a victim, they finish the job with jaws and claws.

Hydrodaemons possess an awkward gait, springing back on their heels and leaping about like humanoid frogs. Even so, they move in an unpredictable manner, twisting their bodies with each hopping movement. Hydrodaemons can also unfurl flaps of skin that allow them to glide through the air. Hydrodaemons stand 10 feet tall and weigh upward of 3,000 pounds.



DAEMON, LEUKODAEMON

This human-shaped beast has a horse's skull for a head. It walks on cracked hooves and bears the rotting wings of a carrion bird.

LEUKODAEMON

CR 9



XP 6,400

NE Large outsider (daemon, evil, extraplanar)

Init +11; **Senses** darkvision 60 ft., *deathwatch*, *detect good*; Perception +22

Aura infectious aura (50 ft.)

DEFENSE

AC 23, touch 16, flat-footed 16 (+7 Dex, +7 natural, -1 size)

hp 115 (10d10+60)

Fort +9, **Ref** +14, **Will** +12

DR 10/good or silver; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 20

OFFENSE

Speed 30 ft., fly 60 ft. (average)

Melee bite +16 (1d8+7), 2 claws +16 (1d6+7)

Ranged +1 *composite longbow* +18/+13 (1d8+8/x3 plus contagion)

Space 10 ft.; **Reach** 10 ft.

Special Attacks breath of flies

Spell-Like Abilities (CL 10th; concentration +13)

Constant—*deathwatch*, *detect good*

At will—*contagion* (DC 17), *dispel magic*, *greater teleport* (self plus 50 lbs. of objects only)

1/day—*harm* (DC 19), *summon* (level 3, 1 leukodaemon only, 35%)

STATISTICS

Str 25, **Dex** 24, **Con** 23,

Int 16, **Wis** 21, **Cha** 16

Base Atk +10; **CMB** +15;

CMD 32

Feats Alertness,

Hover, Improved

Initiative, Point-

Blank Shot,

Weapon Focus

(longbow)

Skills Fly +18, Heal +18,

Intimidate +16,

Knowledge (planes)

+16, Perception +22,

Sense Motive +22,

Stealth +16, Survival +15,

Use Magic Device +16

Languages Abyssal,

Draconic, Infernal;

telepathy 100 ft.

ECOLOGY

Environment any (Abaddon)

Organization solitary or wake (2–10)

Treasure standard

SPECIAL ABILITIES

Breath of Flies (Su) Once per minute as a standard action, a leukodaemon can unleash a cloud of corpse-bloated, biting black flies in a 20-foot cone. Those caught in the cone take 8d6 points of slashing damage. A DC 21 Reflex save halves this damage. Those who take any damage are also sickened for 1 minute. In addition, the flies linger for 1d4+1 rounds, congealing into a buzzing 20-foot-square cloud centered on the cone's original point of origin. Any creature that ends its turn in this cloud must make a DC 21 Reflex save to avoid taking 4d6 points of damage and becoming sickened for 1 minute. This cloud of flies may be dispersed by any area effect that does damage or creates wind of at least strong wind force. All daemons are immune to this effect. The save DCs are Constitution-based.

Contagion (Su) Any arrow a leukodaemon fires from a bow is tainted with disease. If a creature is damaged by a leukodaemon's arrow, it must make a DC 19 Fortitude save or be affected as if by the spell *contagion*. A leukodaemon can manifest arrows at will and never runs out of ammunition.

Infectious Aura (Su) All creatures within 50 feet of a leukodaemon take a -4 penalty on Fortitude saves against disease effects.

Deacons of the Horseman of Pestilence, leukodaemons serve their lord in Abaddon as well as across the planes by spreading plagues and pandemics.

Leukodaemons stand upward of 14 feet tall but weigh just over 200 pounds. The skulls that serve as their heads can be replaced with any skulls, yet these creatures choose horse skulls to show their loyalty to the Horsemen. The creature's true head is merely a blistered knob between its shoulders.



DAEMON, LEUKODAEMON-DAEMON, MELADAEMON

DAEMON, MELADAEMON

This foul creature looks like an emaciated humanoid with the head of a jackal.

MELADAEMON

CR 11



XP 12,800

NE Large outsider (daemon, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft., *detect good*, *detect magic*;

Perception +20

Aura consumptive aura (20 ft.)

DEFENSE

AC 25, touch 15, flat-footed 19 (+6 Dex, +10 natural, -1 size)

hp 147 (14d10+70)

Fort +11, **Ref** +15, **Will** +14

DR 10/good; **Immune** acid, critical hits, death effects, disease, poison, sneak attack; **Resist** cold 10, electricity 10, fire 10; **SR** 22

OFFENSE

Speed 30 ft., fly 60 ft. (average)

Melee bite +20 (2d8+6/19-20 plus disease), 2 claws +19 (2d6+6 plus hunger)

Space 10 ft.; **Reach** 10 ft.

Spell-Like Abilities (CL 11th; concentration +15)

Constant—*detect good*, *detect magic*, *fly*, *see invisibility*

At will—*fear* (DC 15), *deeper darkness*, *greater teleport* (self plus 50 lbs. of objects only)

3/day—*blight* (DC 18), *diminish plants*, quickened *magic missile*

1/day—*horrid wilting* (DC 22), *waves of fatigue*

STATISTICS

Str 22, **Dex** 22, **Con** 21, **Int** 21, **Wis** 17, **Cha** 18

Base Atk +14; **CMB** +19; **CMD** 35

Feats Blind-Fight, Combat Reflexes, Great Fortitude, Improved Critical (bite), Iron Will, Quicken Spell-Like Ability (*magic missile*), Weapon Focus (bite)

Skills Bluff +21, Fly +19, Heal +11, Intimidate +21, Knowledge (planes) +22, Knowledge (religion) +22, Perception +20, Sense Motive +20, Spellcraft +22, Stealth +19, Survival +20, Use Magic Device +14

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Abaddon)

Organization solitary, pack (2-5), or cabal (6-12)

Treasure standard

SPECIAL ABILITIES

Consumptive Aura (Su) A meladaemon radiates an aura of hunger to a radius of 20 feet. Every round a creature begins its turn within this aura, it must succeed on a DC 23 Fortitude save or take 1d6 nonlethal damage and become fatigued from extreme hunger. Creatures that do not need to eat are immune to this effect. The save DC is Constitution-based.

Disease (Ex) *Daemonic wasting*: Bite—injury; save Fort DC 23; onset 1 day; frequency 1/day; effect 1d4 Con and 1d4 Cha damage; cure 2 consecutive saves. The save DC is Constitution-based.

Hunger (Su) A meladaemon's claw attack deals an additional 1d6 points of nonlethal damage as it causes sudden pangs of horrific hunger in its foe. Creatures that do not need to eat are immune to this effect.

As personifications of death from starvation and thirst, these withered fiends spend their time destroying resources and spreading hunger. Deacons of the Horseman of Famine, these creatures visit worlds throughout the planes, destroying acres of crops and slaughtering livestock in order to harvest souls for their honored master. Meladaemons delight in the slow death of starvation, going so far as to experiment with various bodily deficiencies and mortal weaknesses. Arrogant and utterly bound to their patron, meladaemons rarely work with others of their kind and never serve any of the other three Horsemen except in the rarest of circumstances.

Meladaemons stand approximately 12 feet tall and weigh 350 pounds.



Illustration by Tyler Walpole



DAEMON, OLETHRODAEMON

Crowned with a wicked array of twisted horns, this wide-mouthed, spherical behemoth stands on four stout legs.

OLETHRODAEMON CR 20 

XP 307,200

NE Gargantuan outsider (daemon, evil, extraplanar)

Init +12; **Senses** darkvision 60 ft., *true seeing*; Perception +31

Aura unholy aura

DEFENSE

AC 38, touch 18, flat-footed 30 (+4 deflection, +8 Dex, +20 natural, -4 size)

hp 370 (20d10+260)

Fort +29, **Ref** +18, **Will** +26

DR 10/good and silver; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 31

OFFENSE

Speed 40 ft., burrow 50 ft.

Melee 2 bites +28 (2d8+12/19–20 plus grab), 4 claws +28 (2d6+12 plus grab), gore +28 (2d8+12)

Space 20 ft.; **Reach** 20 ft.

Special Attacks drain soul, soul-drained breath, trample (2d8+18, DC 22)

Spell-Like Abilities (CL 20th; concentration +27)

Constant—*air walk*, *true seeing*, *unholy aura* (DC 25)

At will—*greater teleport* (self plus 50 lbs. objects only), *telekinesis*, *wall of fire*, *wall of ice*

3/day—quicken *disintegrate* (DC 23), *wall of force*

1/day—*blasphemy* (DC 24), *summon* (any 1 CR 19 or lower daemon, 100%), *wail of the banshee* (DC 26)

STATISTICS

Str 35, **Dex** 26, **Con** 37, **Int** 12, **Wis** 26, **Cha** 25

Base Atk +20; **CMB** +36 (+40 grapple); **CMD** 54

Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Sunder, Iron Will, Power Attack, Quicken Spell-Like Ability (*disintegrate*)

Skills Climb +35, Intimidate +30, Knowledge (planes) +24, Perception +31, Sense Motive +31, Stealth +19, Survival +31

Languages Abyssal, Infernal; telepathy 100 ft.

SQ adamantine claws

ECOLOGY

Environment any (Abaddon)

Organization solitary, pair, or apocalypse (3–5)

Treasure standard

SPECIAL ABILITIES

Adamantine Claws (Ex) Able to tear through stone, an olethrodaemon's claws are treated as though they were adamantine. This ability also allows an olethrodaemon to make use of its burrow speed through stone.

Drain Soul (Su) A creature grappled by an olethrodaemon's grab attack from its claws can be transferred to its mouth

as a move action requiring no combat maneuver check. As a standard action, an olethrodaemon that begins its turn with an opponent grappled in either of its mouths can swallow the opponent by succeeding on another grapple check. If successful, the creature is swallowed into one of the olethrodaemon's many stomachs. These stomachs grind their contents and drain the life force from living creatures. Every round a creature remains in an olethrodaemon's stomach, it takes 4d8+18 points of damage and gains 1d4 negative levels. The creature can attempt to cut its way out of the olethrodaemon's stomach, but it suffers the chance of just cutting into another stomach chamber. An olethrodaemon's stomach is AC 20 and has 40 hit points. Once a creature deals enough damage to allow escape, it has a 50% chance to end up in another stomach chamber instead of escaping. Due to the multiple stomach chambers, an olethrodaemon can house and drain up to four medium creatures at one time. This ability otherwise functions as the swallow whole special attack. It is a DC 32 Fortitude save to remove negative levels gained in this fashion.

Soul-Drained Breath (Su) An olethrodaemon can convert life energy it has consumed into a potent breath weapon. Up to three times per day, but no more often than once every 1d4 rounds, an olethrodaemon can expel a 120-foot line or a 60-foot cone of shrieking black smoke and wind from one of its mouths as a standard action. Any living creature in the area of this attack takes 20d10 points of damage from negative energy, or half on a successful DC 27 Reflex save. Undead creatures caught in this negative energy are healed for the same amount instead of damaged. The save DC for this effect is Charisma-based.

While some of the more powerful daemons are servitors to one of the Four Horsemen, olethrodaemons serve as juggernauts for all of the Four. These massive creatures are the embodiment of death and destruction—the very vessels of apocalypse that daemons wish to see wrought upon the multiverse. These nihilistic behemoths roam the gray expanses of Abaddon, feasting on the souls of evil mortals damned to their realm. When on the Material Plane, olethrodaemons act as agents of destruction, spreading ruin and devouring mortal souls as they plow through cities and countrysides, bent on devastation. It's rare for a mortal to be able to control such a potent force, but sometimes mad spellcasters utilize effects like *gate* to urge an olethrodaemon to visit a devastating holocaust upon an enemy region—the olethrodaemon generally does not hold a grudge against a mortal that asks such a service from it.

These immense creatures stand over 25 feet tall and weigh close to 12,000 pounds, their powerful, muscular bodies covered by durable plates and head thronged with dangerous, twisted horns. Olethrodaemons stand

on four stout legs, and possess an equal number of arms, each ending in wickedly sharp claws able to tear through stone as easily as flesh. The creature's eyes, as well as its two mouths, glow like coals in a kiln. The creature feeds on souls and has multiple stomachs to digest mortal essences.

While not as intelligent or scheming as many other powerful daemons (or other fiends who match their power, for that matter), olethrodaemons remain dangerous foes. They do not generally wish to lead armies and gain power by control, but rather to revel in the evil purity of annihilation. Among olethrodaemons, the greatest desire is to be the one to devour the very last mortal soul. They angle and shove for this honor, often ceding a city or group of victims to a rival if they believe that, in so doing, they might gain the advantage of positioning to consume the final soul once the multiverse has been devoured.

OLETHRODAEMON PARAGONS

Just as powerful balors become lords and pit fiends clamor for positions as infernal dukes, olethrodaemons can achieve a unique level of power among their kin. These creatures are known as paragons, and gain this level of power by pledging their loyalty to one of the Four Horsemen as a chosen agent of apocalypse. These advanced olethrodaemons specialize in their patron's particular method of annihilation, their abilities evolving to suit the method of ruin. An olethrodaemon paragon generally has from 4 to 8 additional Hit Dice, and is usually a CR 22 to CR 24 creature.

Some planar scholars postulate that olethrodaemons are actually the creations of the Four Horsemen, and that the Four worked foul rites upon a fifth Horseman, with these interactions spawning olethrodaemons to serve their will and spread oblivion throughout the multiverse. The abilities of these chosen spawn warp to the tendencies of their daemoniac lords.

Olethrodaemons serving the Horseman of Pestilence can infect their victims with

a powerful disease by means of all their natural attacks. Creatures who succumb to this attack are affected as if by a maximized *contagion* spell, heightened to 9th level.

Olethrodaemons serving the Horseman of War can imbue their natural attacks with additional properties. As a free action, an olethrodaemon can apply any special weapon property equivalent to a +2 enhancement to its bite, claw, gore, or trample attacks for 1 round—most of these olethrodaemon paragons elect to grant their natural weapons the unholy enhancement.

Olethrodaemons serving the Horseman of Famine gain the consumptive aura ability of the meladaemon, but the nonlethal damage dealt increases to 6d6 and victims who succumb become exhausted rather than merely fatigued.

Olethrodaemons serving the Horseman of Death gain the ability to inflict a negative level on a foe each time they strike with a claw attack, or else gain the ability to cause those they damage to age rapidly and grow old and frail with hideous speed.

