

# DAEMON, PISCODAEMON

*This hideous cross between a lobster, an octopus, and a human threatens enemies with powerful claws and writhing tentacles.*

## PISCODAEMON

CR 10



XP 9,600

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

**Init** +8; **Senses** darkvision 60 ft., *detect good*, *detect magic*, *see invisibility*; **Perception** +16

### DEFENSE

**AC** 24, touch 14, flat-footed 20 (+4 Dex, +10 natural)

**hp** 137 (11d10+77)

**Fort** +14, **Ref** +7, **Will** +9

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

**Resist** cold 10, electricity 10, fire 10; **SR** 21

### OFFENSE

**Speed** 30 ft., swim 50 ft.

**Melee** 2 claws +19 (2d6+7/18-20/x3 plus grab and 1d6 bleed), tentacles +17 (1d10+3 plus poison)

**Special Attacks** constrict (2d6+10)

**Spell-Like Abilities** (CL 11th; concentration +14)

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

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

3/day—*fly*, *stinking cloud* (DC 16)

1/day—*summon* (level 4, 1d3 hydrodaemons 35%)

### STATISTICS

**Str** 25, **Dex** 18, **Con** 24, **Int** 14, **Wis** 15, **Cha** 17

**Base Atk** +11; **CMB** +18 (+22 grapple); **CMD** 32

**Feats** Critical Focus, Improved Initiative, Multiattack, Power Attack, Sickening Critical, Vital Strike

**Skills** Escape Artist +18, Intimidate +17, Knowledge (planes) +16, Perception +16, Sense Motive +16, Stealth +18, Survival +16, Swim +29

**Languages** Abyssal, Draconic, Infernal; telepathy 100 ft.

**SQ** amphibious, augmented critical

### ECOLOGY

**Environment** any (Abaddon)

**Organization** solitary, pair, or knot (3–5)

**Treasure** standard

### SPECIAL ABILITIES

**Augmented Critical (Ex)** A piscodaemon's claws threaten a critical hit on an 18–20 and inflict x3 damage on a successful critical hit.

**Poison (Ex)** Tentacles—*injury*; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d2 Con plus staggered for 1 round; *cure* 2 consecutive saves.

These aquatic daemons roam the lower planes sowing misery and blight. They delight in drawn-out deaths, poisoning creatures or dismembering victims to watch

them slowly bleed out. On their home plane of Abaddon, piscodaemons gravitate toward the same aquatic regions inhabited by hydrodaemons, and often the stronger among their ranks end up leading armies of hydrodaemons against their enemies. These creatures serve as sergeants in the hierarchy of Abaddon, and run their units with an excess of cruelty and violence.

Instead of preying on the weak, piscodaemons enjoy targeting strong, well-armored warriors, knowing the pain of their weakening poison rests poorly on shoulders accustomed to bearing heavy weights and delivering devastating blows.

Piscodaemons are 7 feet tall and weigh 400 pounds.



# DAEMON, PISCODAEMON-DAEMON, PURRODAEMON

## DAEMON, PURRODAEMON

*Dozens of weapons pierce this massive monster's body. Red eyes glow with wickedness in its vulture-like head.*

### PURRODAEMON

CR 18



XP 153,600

NE Large outsider (daemon, evil, extraplanar)

**Init** +10; **Senses** darkvision 60 ft., *true seeing*; Perception +26

**Aura** fear (15 ft., DC 24), *unholy aura*

#### DEFENSE

**AC** 35, touch 19, flat-footed 29 (+4 deflection, +6 Dex, +16 natural, -1 size)

**hp** 294 (19d10+190)

**Fort** +16, **Ref** +12, **Will** +10

**DR** 10/good and silver; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 29

#### OFFENSE

**Speed** 30 ft., fly 60 ft. (good)

**Melee** +2 *wounding* halberd

+32/+27/+22/+17 (2d8+18), bite +24 (1d8+5)

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

**Special Attacks** weapon steep

**Spell-Like Abilities** (CL 18th;

concentration +23)

Constant—*fly*, *true seeing*, *unholy aura* (DC 23)

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

3/day—*chain lightning* (DC 21), *cone of cold* (DC 20), *flame strike* (DC 19)

1/day—*summon* (level 5, 2 derghodaemons 50%)

#### STATISTICS

**Str** 32, **Dex** 23, **Con** 30, **Int** 17, **Wis** 18, **Cha** 21

**Base Atk** +19; **CMB** +31; **CMD** 47

**Feats** Combat Expertise, Combat Reflexes,

Greater Vital Strike, Improved Critical<sup>B</sup>

(halberd), Improved Initiative, Improved Sunder,

Improved Vital Strike, Lunge, Power Attack, Quick

Draw, Vital Strike, Weapon Focus<sup>B</sup> (halberd)

**Skills** Acrobatics +28, Bluff +21, Diplomacy +17,

Fly +16, Intimidate +27, Knowledge (planes) +25,

Perception +26, Sense Motive +26, Spellcraft +23,

Stealth +24, Survival +17

**Languages** Abyssal, Draconic, Infernal; telepathy 100 ft.

#### ECOLOGY

**Environment** any (Abaddon)

**Organization** solitary, patrol (2–5), or unit (6–12)

**Treasure** standard

#### SPECIAL ABILITIES

**Weapon Steep (Su)** A purrodaemon can sheathe

a weapon in its flesh as a swift action. This does no damage to the daemon. If a weapon remains sheathed in its body for at least 24 hours, the weapon absorbs some of its essence and gains magical enhancements. A purrodaemon can have up to a dozen weapons lodged in its body at a time, but only one can possess magical enhancements at a time. The total enhancements cannot exceed a +4 effective enhancement—most purrodaemons opt to create +2 *wounding* weapons in this manner. A weapon's enhancements vanish as soon as the purrodaemon dies or releases the weapon. A purrodaemon gains Weapon Focus and Improved Critical as bonus feats as long as it wields a weapon benefiting from its weapon steep ability.

Deacons of War, purrodaemons ravage the planes as generals of massive battles. They employ creative tactics and never launch an assault without carefully looking over the plans or surveying the battlefield themselves. A purrodaemon is 12 feet tall and weighs 1,300 pounds.



Illustration by Tyler Walpole





# DAEMON, THANADAEMON

*Rattling with each stride, this looming, horned, skeletal figure clutches a wicked staff. A seething glow burns in its eye sockets.*

## THANADAEMON

CR 13



XP 25,600

NE Medium outsider (daemon, evil, extraplanar)

**Init** +7; **Senses** darkvision 60 ft., *true seeing*; Perception +25

### DEFENSE

**AC** 27, touch 14, flat-footed 23 (+3 Dex, +1 dodge, +13 natural)

**hp** 172 (15d10+90)

**Fort** +11, **Ref** +12, **Will** +14

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

**Resist** cold 10, electricity 10, fire 10; **SR** 24

### OFFENSE

**Speed** 30 ft.

**Melee** +2 *quarterstaff* +22/+17/+12 (1d6+9 plus energy drain) or  
2 claws +20 (1d4+5 plus energy drain)

**Special Attacks** draining weapon, energy drain (1 level,  
DC 21), fear gaze, soul crush

**Spell-Like Abilities** (CL 15th; concentration +19)

Constant—*air walk*, *true seeing*

At will—*greater teleport* (self plus skiff  
and passengers only), *plane shift* (self  
plus skiff and passengers only, Astral,  
Ethereal, and evil-aligned planes only)

3/day—*animate dead*, *desecrate*, *enervation*

1/day—*summon* (level 4, 1d4 hydrodaemons  
80% or 1 thanadaemon 35%)

### STATISTICS

**Str** 21, **Dex** 16, **Con** 23, **Int** 17, **Wis** 17, **Cha** 18

**Base Atk** +15; **CMB** +20; **CMD** 34

**Feats** Alertness, Blind-Fight, Dodge, Improved

Initiative, Iron Will, Lunge, Mobility, Power Attack

**Skills** Acrobatics +21, Bluff +22, Diplomacy +22,

Intimidate +22, Knowledge (planes) +21, Knowledge

(religion) +21, Perception +25, Sense Motive +25,

Stealth +14, Survival +10

**Languages** Abyssal, Draconic, Infernal; telepathy 100 ft.

### ECOLOGY

**Environment** any (Abaddon)

**Organization** solitary, pair, or council (3–11)

**Treasure** standard (+2 quarterstaff, other treasure)

### SPECIAL ABILITIES

**Draining Weapon (Su)** A thanadaemon's energy drain attack  
functions through any melee weapon it wields.

**Fear Gaze (Su)** Cower in fear for 1d6 rounds, 30 feet, Will DC  
21 negates. This is a mind-affecting fear effect. The save  
DC is Charisma-based.

**Soul Crush (Su)** A thanadaemon can crush a soul gem  
(see *cacodaemon*) as a standard action to gain fast  
healing 15 for 15 rounds (this is a standard action).

This action condemns the crushed soul to Abaddon—  
resurrecting this victim requires a DC 28 caster level check.

While all daemons represent death in some fashion, thanadaemons, the Deacons of Death, represent the inevitable death through old age. Thanadaemons effortlessly work eerie skiffs along every pus- and bile-choked river in Abaddon, including the legendary River Styx. For the right price (typically 50 pp or 2 gems worth at least 300 gp each), a thanadaemon will even carry passengers on its skiff, yet those who travel with these fiends should beware—they frequently renegotiate the terms once they've got their passengers in dangerous realms.



# DAEMON, THADADAEMON-DARK SLAYER

## DARK SLAYER

*This small humanoid is clothed in tattered rags from head to foot. Only its sinister eyes and pale hands are visible.*

### DARK SLAYER

CR 3



XP 800

CE Small humanoid (dark folk)

**Init** +4; **Senses** *detect magic*, see in darkness; Perception +4

### DEFENSE

**AC** 15, touch 15, flat-footed 11 (+4 Dex, +1 size)

**hp** 22 (4d8+4)

**Fort** +2, **Ref** +5, **Will** +1

**Weaknesses** light blindness

### OFFENSE

**Speed** 30 ft.

**Melee** kukri +8 (1d3–1/18–20 plus black smear poison)

**Special Attacks** death throes, poison use, sneak attack +2d6, soul harvest

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

Constant—*detect magic*

At will—*bleed* (DC 12), *chill touch* (DC 13), *darkness*, *spectral hand*

3/day—*daze monster* (DC 14), *death knell* (DC 14), *inflict moderate wounds* (DC 14)

### STATISTICS

**Str** 9, **Dex** 18, **Con** 12, **Int** 10, **Wis** 11, **Cha** 15

**Base Atk** +3; **CMB** +1; **CMD** 15

**Feats** Skill Focus (Use Magic Device),  
Weapon Finesse

**Skills** Climb +3, Perception +4,

Spellcraft +7, Stealth +12,

Use Magic Device +12;

**Racial Modifiers** +4 Climb,

+4 Stealth, +4 Perception

**Languages** Dark Folk

**SQ** magical knack

### ECOLOGY

**Environment** any  
underground

**Organization** solitary, gang (1 dark slayer and 2–5 dark stalkers), or clan (20–80 dark creepers plus 1 dark stalker or dark slayer per 20 dark creepers)

**Treasure** standard (kukri, black smear [2 doses] [see *Bestiary* 54], other gear)

### SPECIAL ABILITIES

**Death Throes (Su)** When a dark slayer is slain, its body implodes violently into nothingness, leaving its gear in a heap on the ground. All creatures within a 10-foot

burst take 1d8 points of sonic damage and must make a DC 13 Fortitude save or be deafened for 2d4 rounds. The save DC is Constitution-based.

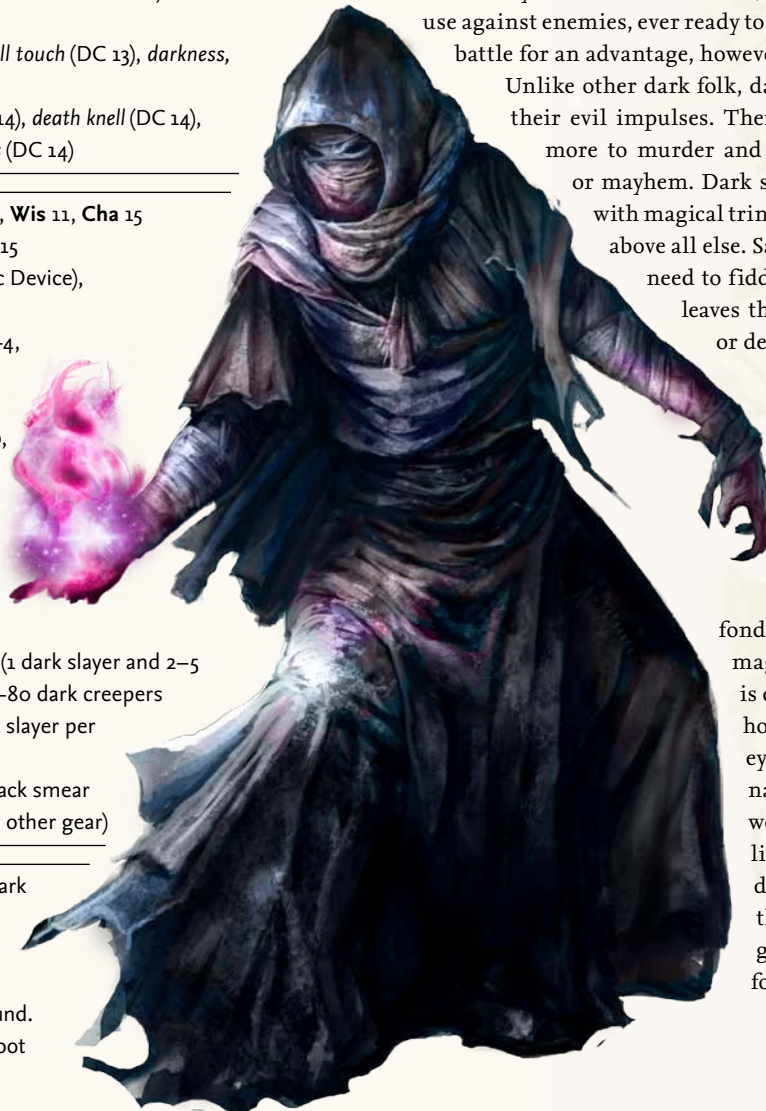
**Magical Knack (Ex)** Spellcraft and Use Magic Device are always class skills for dark slayers.

**Soul Harvest (Su)** When a dark slayer damages a flat-footed foe or a foe it is flanking with a melee touch spell or spell-like ability that deals hit point damage, the spell does an additional 1d6 points of damage and the dark slayer gains an equal amount of temporary hit points. These temporary hit points last for a maximum of 1 hour.

Dark slayers are a relatively rare sub-race of the dark folk imbued with malign energies that grant them a suite of deadly spell-like abilities beyond those normally accessible to their kin. They are usually encountered leading small bands of dark creepers, and seethe with barely concealed envy of the dark stalkers, ever scheming to displace them and claim a dark folk tribe of their own. Dark stalkers direct the slayers for their own ends, grooming them for use against enemies, ever ready to sacrifice a slayer in battle for an advantage, however temporary.

Unlike other dark folk, dark slayers embrace their evil impulses. Their pleasures extend more to murder and pain than to theft or mayhem. Dark slayers are obsessed with magical trinkets, coveting them above all else. Sadly, their obsessive need to fiddle and tinker often leaves their pretties broken or depleted.

Dark slayers stand just short of 4 feet tall and weigh 50 pounds. Most have a persistent tremor visible in their hands, stilled only when fondling a newfound magic item. Their skin is dead white, dry, and hot to the touch; their eyes are dark and narrow. Dark slayers wear salvaged rags like dark creepers do, but they discard the rags when they grow too tattered or foul-smelling.



Illustrations by Alberto Dal Lago





# DEATH WORM

*This large worm's body is muscular and scaly, its mouth a nightmare of row upon row of triangular teeth.*

## DEATH WORM

CR 6



XP 2,400

N Large magical beast

**Init** +1; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +11

### DEFENSE

**AC** 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)

**hp** 68 (8d10+24)

**Fort** +9, **Ref** +7, **Will** +4

**Defensive Abilities** corrosive blood, venomous skin; **Immune** acid, electricity, poison

### OFFENSE

**Speed** 20 ft., burrow 20 ft.

**Melee** bite +11 (2d8+6 plus poison)

**Ranged** electrical jolt +8 ranged touch (4d6 electricity)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** breath weapon (30-ft. line, 8d6 acid damage, Reflex DC 17 for half, usable every 1d4 rounds)

### STATISTICS

**Str** 18, **Dex** 13, **Con** 16, **Int** 3, **Wis** 11, **Cha** 5

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

**Feats** Cleave, Improved Overrun, Iron Will, Power Attack

**Skills** Perception +11, Stealth -3 (+13 in deserts); **Racial**

**Modifiers** +16 Stealth in deserts or rocky areas

**Languages** Terran

### ECOLOGY

**Environment** warm deserts, plains, or hills

**Organization** solitary

**Treasure** none

### SPECIAL ABILITIES

**Corrosive Blood (Ex)** A death worm's blood can corrode metal on contact. If a creature damages a death worm with a piercing or slashing weapon made of metal, the creature's blood deals 3d6 points of acid damage to the metal weapon (unlike most forms of energy damage, this damage is not halved when applied to a metal object, although it does still have to penetrate the metal's hardness). The weapon's wielder can halve the damage the weapon takes by making a successful DC 17 Reflex save. Creatures made of metal that deal slashing or piercing damage to a death worm with a natural attack take 3d6 points of acid damage (a DC 17 Reflex save

halves this damage). The corrosive elements of the blood fade 1 round after it leaves the worm's body or the worm dies. The save DC is Constitution-based.

**Electrical Jolt (Su)** A death worm can fire a jolt of electricity from its mouth as a standard action. The range increment for this ranged touch attack is 60 feet.

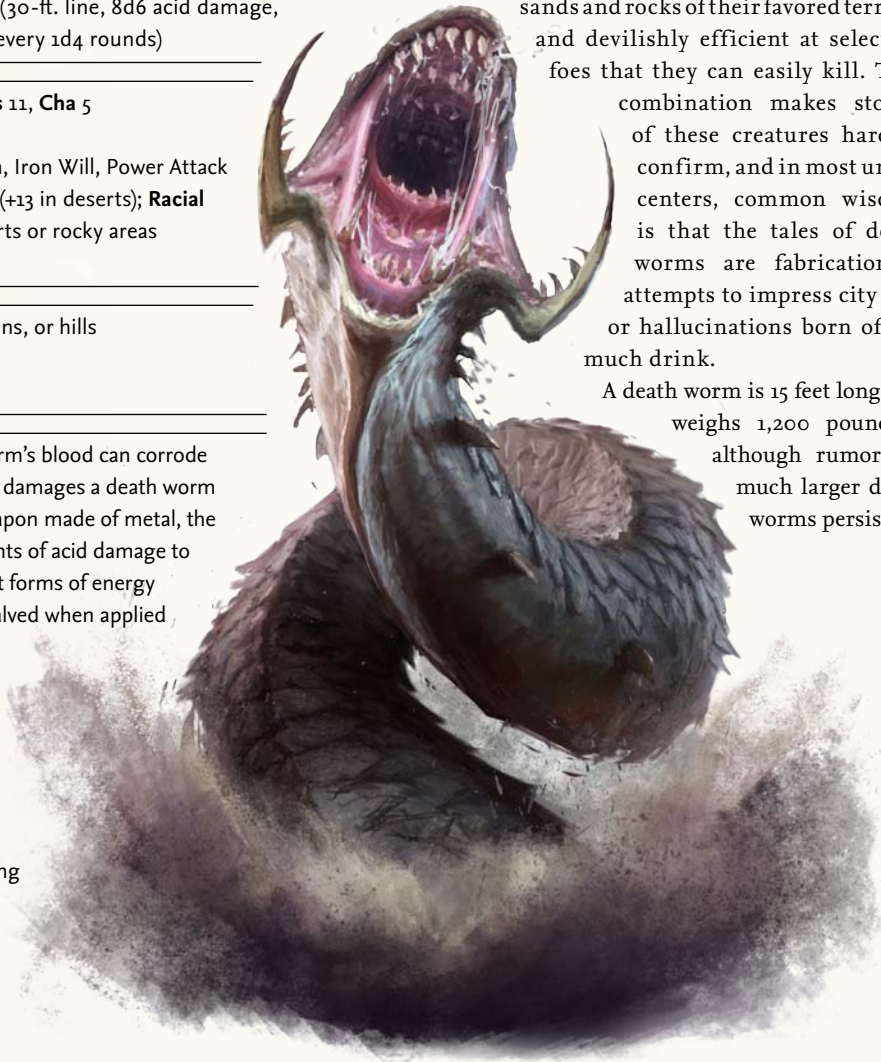
**Poison (Ex)** Bite—injury, or skin—contact; save Fort DC 17; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 2 saves.

**Venomous Skin (Ex)** A death worm's skin secretes a noxious, waxy substance. This venomous sheen poisons any creature that touches a death worm, either by making a successful attack with an unarmed strike or natural weapon or with a touch attack. A creature that grapples a death worm is also exposed to the creature's venomous skin.

The reclusive death worm is much feared in the deserts, badlands, and steppes in which it dwells, for it brings to a battle multiple harrowing ways of inflicting death upon its foes—acid, lightning, poison, and its ravenous jaws. The creatures are remarkably good at hiding amid the sands and rocks of their favored terrain, and devilishly efficient at selecting foes that they can easily kill. This

combination makes stories of these creatures hard to confirm, and in most urban centers, common wisdom is that the tales of death worms are fabrications—attempts to impress city folk or hallucinations born of too much drink.

A death worm is 15 feet long and weighs 1,200 pounds—although rumors of much larger death worms persist.



## DECAPUS

*This swollen cephalopod has ten writhing tentacles and a hideously monstrous face with pale, milky eyes on its bulbous body.*

### DECAPUS

CR 4



XP 1,200

CE Medium aberration

**Init** +1; **Senses** darkvision 60 ft.; Perception +11

#### DEFENSE

**AC** 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

**hp** 45 (6d8+18)

**Fort** +4, **Ref** +3, **Will** +5

#### OFFENSE

**Speed** 10 ft., climb 30 ft.

**Melee** bite +7 (1d6+3), tentacles +8 (2d4+3 plus grab)

**Space** 5 ft.; **Reach** 5 ft.

**Special Attacks** constrict (2d4+4)

**Spell-Like Abilities** (CL 6th; concentration +7)  
At will—*minor image* (DC 12)

#### STATISTICS

**Str** 16, **Dex** 13, **Con** 15,

**Int** 10, **Wis** 11, **Cha** 12

**Base Atk** +4; **CMB** +5

(+9 grapple); **CMD** 16 (can't be tripped)

**Feats** Skill Focus (Bluff), Toughness, Weapon Focus (tentacles)

**Skills** Acrobatics +7 (–1 jump), Bluff +7, Climb +16, Escape Artist +5, Intimidate +7, Perception +11, Spellcraft +6, Stealth +7;

**Racial Modifiers** +4 Perception

**Languages** Aklo

**SQ** sound mimicry (voices), tentacles

#### ECOLOGY

**Environment** temperate forests or underground

**Organization** solitary or mated pair

**Treasure** standard

#### SPECIAL ABILITIES

**Tentacles (Ex)** A decapus's tentacles must all strike at a single target, but they do so as a primary attack.

Named for its resemblance to a 10-armed octopus, the strange decapus is one of many bizarre creatures that hail from the deepest caverns of the world. When they are encountered aboveground, their affinity for forests (they particularly enjoy clambering around in tangled canopies) suggests that their original source might be some strange, deep underground cavern wherein magical jungles grow.

The decapus is a fairly intelligent creature—an ambush predator that makes excellent use of its ability to weave magical visual illusions and to imitate the voices of other creatures it has heard speaking. Typical decapuses know only the Aklo tongue, but when they use their sound mimicry ability to imitate creatures speaking in other languages, they can typically form short (up to three words long) sentences even when imitating a language they don't actually know.

The decapus's physical structure most resembles that of a bloated octopus with 10 tentacles. It lacks bones and takes its shape from its rubbery, muscular flesh. Most have sickly, olive skin patched with scraggly tangles of hair, with darker blue or purple coloration around their faces and crimson or orange tips to their tentacles. These tentacles are covered with tiny suction cups and hooks, affording them great skill at climbing or clutching prey. On the ground, though, they are slow, plodding creatures that flop and wriggle relatively inefficiently. As a result, they prefer regions like forest canopies, narrow fissures, stalactite forests, or other regions where they can use their climb speed.

The decapus favors humanoid flesh over all other food; most are quite fond of gnome flesh in particular. This creature has an enormous appetite that often drives it to consume whatever food is available—the decapus is not above cannibalism when other food sources are scarce. For this reason, these monsters are largely solitary creatures, except when the urge to mate overwhelms their urge to feed. Females give birth to small litters of 2–4 live offspring. The females often need to defend them from the males, which, if left unsupervised, typically eat the newborn decapuses. The young mature rapidly, growing to full size after a mere 7 to 11 months, after which they depart to claim their own territories. Once a decapus reaches maturity, it can live to 100 years old—although their violent natures usually result in much shorter lifespans.

A typical decapus has a lifespan of 8 feet and weighs 200 pounds.



Illustration by Scott Purdy



# DEMON, KALAVAKUS

*This muscular, violet demon walks upon elephantine feet. Large, razor-sharp horns cover its body.*

## KALAVAKUS

CR 10



XP 9,600

CE Medium outsider (chaotic, demon, evil, extraplanar)

**Init** +1; **Senses** darkvision 60 ft.; **Perception** +24

### DEFENSE

**AC** 25, touch 11, flat-footed 24 (+1 Dex, +14 natural)

**hp** 125 (10d10+70)

**Fort** +10, **Ref** +8, **Will** +10

**DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 21

### OFFENSE

**Speed** 30 ft.

**Melee** bite +16 (1d6+6), 2 claws +16 (1d8+6), gore +16 (2d6+6)

**Special Attacks** enslave soul, horns, powerful charge (gore, 4d6+12)

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

At will—*command* (DC 14), *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 18)

3/day—*air walk*, *dominate person* (DC 18), *haste*

1/day—*greater command* (DC 18), *summon* (level 4,

1 kalavakus 40%), *symbol of persuasion* (DC 19)

### STATISTICS

**Str** 22, **Dex** 13, **Con** 24, **Int** 15, **Wis** 17, **Cha** 16

**Base Atk** +10; **CMB** +16 (+22 disarm); **CMD** 27

**Feats** Combat Expertise, Improved Bull Rush, Improved Disarm, Improved Trip, Power Attack

**Skills** Acrobatics +14, Climb +19, Intimidate +16,

Knowledge (planes) +15, Perception +24,

Sense Motive +16, Stealth +14,

Use Magic Device +16; **Racial**

**Modifiers** +8 Perception

**Languages** Abyssal, Celestial,

Common, Draconic;

telepathy 100 ft.

### ECOLOGY

**Environment** any (the Abyss)

**Organization** solitary, pair, or slaver gang (3–6 kalavakuses plus 10–20 slaves)

**Treasure** standard

### SPECIAL ABILITIES

**Enslave Soul (Su)** A kalavakus can attempt to enslave the soul of any mortal creature within 60 feet as a swift action. The kalavakus must have line of sight to the target.

The target can resist this special attack with a DC 18 Will save, but is staggered for 1 round even if the save is successful. If the save is successful, the

creature is immune to this ability for 24 hours. If the save is a failure, the target's soul is enslaved—this creature takes a –6 penalty on all attack rolls and saving throws against that kalavakus. If a creature with an enslaved soul is slain by that kalavakus, the soul immediately infuses the demon's body, affecting it with a *heal* spell (CL 12th). A kalavakus can have only one mortal soul enslaved at a time—if it enslaves a second soul, the first is released. This is a mind-affecting death effect. The save DC is Charisma-based.

**Horns (Ex)** The kalavakus's numerous horns can easily catch weapons and yank them away from opponents. The demon gains a +4 racial bonus on all disarm attempts as a result.

Known to some as “horned demons,” the kalavakus demons are hulking, muscled beasts. They work as slavers on the Abyss, sometimes as harem keepers or captains of the guard for a more powerful demon, and at other times as mercenaries who sell their captured victims for profit to anyone with the funds to pay.

A kalavakus is 7 feet tall and weighs 450 pounds. They form from the souls of evil mortals who were slavers in their mortal lives.



## DEMON, OMOX

*This rancid-smelling mound of animated ooze has about its shifting countenance the hideous shape of a half-melted man.*

### OMOX

CR 12



XP 19,200

CE Medium outsider (aquatic, chaotic, demon, evil, extraplanar)

Init +11; Senses darkvision 120 ft.; Perception +28

### DEFENSE

AC 28, touch 18, flat-footed 20 (+7 Dex, +1 dodge, +10 natural)

hp 162 (13d10+91)

Fort +15, Ref +13, Will +12

DR 10/good; Immune acid, critical hits, disease, electricity, paralysis, poison, polymorph, sleep effects, stunning; Resist cold 10, fire 10; SR 23

### OFFENSE

Speed 40 ft., climb 20 ft., swim 80 ft.

Melee 2 slams +21 (1d6+8 plus 3d6 acid and grab)

Ranged slime +20 (1d6 plus 3d6 acid and entangle)

Special Attacks smothering

Spell-Like Abilities (CL 12th; concentration +16)

At will—*create water*, *greater teleport* (self plus 50 lbs. of objects only), *liquid leap* (see below), *telekinesis* (DC 19)  
3/day—*gaseous form*, *control water*, *poison* (DC 18), *stinking cloud* (DC 17)

1/day—*acid fog*, summon (level 4, 1 omox 30% or 1d4 babaus 60%)

### STATISTICS

Str 26, Dex 25, Con 24, Int 15, Wis 19, Cha 18

Base Atk +13; CMB +21; CMD 39 (can't be tripped)

Feats Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Spring Attack, Vital Strike

Skills Acrobatics +23 (+27 jump), Climb +32, Escape Artist +23, Knowledge (dungeoneering) +18, Knowledge (planes) +18, Perception +28, Sense Motive +20, Stealth +23 (+33 when submerged), Swim +32; Racial Modifiers +16 Escape Artist, +8 Perception, +10 Stealth when submerged

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ amorphous, amphibious, compression

### ECOLOGY

Environment any (the Abyss)

Organization solitary or clot (2–6)

Treasure standard

### SPECIAL ABILITIES

**Liquid Leap (Sp)** As long as an omox is in contact with liquid, it can use *dimension door* as a swift action (CL 12th); its starting and ending points must be connected by a contiguous mass of liquid.

**Slime (Su)** An omox's nauseating body is composed of sticky, acidic slime. As an attack action, it can hurl a glob of slime (range increment 20 feet). Any creature that is struck by the glob must make a DC 23 Reflex

save or become entangled for 1d6 rounds. The save DC is Constitution-based.

**Smothering (Ex)** An omox can use its grab ability against a creature of any size. When it grabs a foe, it attempts to flow over and into the victim's mouth and nose to smother it. Each round the omox maintains its grapple, its victim cannot breathe or speak. See page 445 of the *Pathfinder RPG Core Rulebook* for rules on how long a victim can hold its breath and the consequences of suffocation.

Amorphous beings of living slime, these repulsive demons lurk in fetid pools and lakes of filth, eager to drown unwary passersby. When summoned to the Material Plane, omoxes typically guard places of sacred filth or waters watched over by cults of Jubilex, the demon lord with which these foul demons are most commonly associated.

A typical omox stands 7 feet tall and weighs 1,200 pounds. They form from the souls of those who destroyed beautiful things in life, or who befouled and desecrated objects of purity.





# DEMON, SHEMHAZIAN

*This enormous, bestial demon combines the worst aspects of a bear, a mantis, a wolf, and a reptilian humanoid.*

## SHEMHAZIAN

CR 16

XP 76,800

CE Gargantuan outsider (chaotic, demon, evil, extraplanar)

**Init** +4; **Senses** darkvision 60 ft., *detect good*, scent, *true seeing*;

Perception +36

### DEFENSE

**AC** 31, touch 11, flat-footed 26 (+4 Dex, +1 dodge, +20 natural, –4 size)

**hp** 246 (17d10+153)

**Fort** +19, **Ref** +11, **Will** +18

**DR** 10/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 27

### OFFENSE

**Speed** 40 ft., climb 20 ft., fly 60 ft. (good)

**Melee** bite +25 (2d6+12 plus 2d4 Strength drain), 2 claws +25 (2d6+12), 2 pincers +23 (1d12+6), tail slap +23 (2d6+6)

**Space** 20 ft.; **Reach** 20 ft. (30 ft. with tail slap)

**Special Attacks** paralyzing gaze, rend (2 claws, 2d6+18)

**Spell-Like Abilities** (CL 15th; concentration +18)

Constant—*detect good*, fly, *true seeing*

At will—*greater teleport* (self plus 50 lbs. of objects only), *invisibility*, *telekinesis* (DC 18)

3/day—*clairaudience/clairvoyance*, *mass inflict serious wounds* (DC 20), *prying eyes*

1/day—*blasphemy* (DC 20), *summon* (level 5, 1 shemhazian 30% or 1d4 rocks 60%)

### STATISTICS

**Str** 35, **Dex** 19, **Con** 29, **Int** 10, **Wis** 26, **Cha** 16

**Base Atk** +17; **CMB** +33; **CMD** 48

**Feats** Awesome Blow, Combat Reflexes, Dodge, Improved Bull Rush, Improved Vital Strike, Lightning Reflexes, Multiattack, Power Attack, Vital Strike

**Skills** Bluff +23, Climb +20, Fly +2, Heal +28, Intimidate +23, Knowledge (religion) +20, Perception +36, Sense Motive +28; **Racial Modifiers** +8 Perception

**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.

### ECOLOGY

**Environment** any (the Abyss)

**Organization** solitary

**Treasure** standard

### SPECIAL ABILITIES

**Paralyzing Gaze (Su)** Paralysis for 1 round, 30 feet, Fortitude DC 21 negates. Evil creatures are immune to this effect. The save DC is Charisma-based.

**Strength Drain (Su)** A shemhazian demon deals 2d4 points of Strength drain with each successful bite. A DC 27 Fortitude save reduces this amount to 1d4 points of Strength damage. The save DC is Constitution-based.

Although nearly all the horrors of the Abyss prey upon one another in an endless, eternal bloodbath, shemhazians are predators among predators. They are more intimidating and physically powerful than most demons, combining the features of numerous insectile and bestial hunters into one massive, deadly form. Although they don't require sustenance, shemhazians take perverse delight in mutilating and eating their victims.

A shemhazian stands 35 feet tall and weighs 12,000 pounds. They form from the sinful souls of torturers and those who enjoyed mutilating living victims to death.





# DEMON, SHEMAZIAN-DEMON, VROLIKAI

## DEMON, VROLIKAI

This black-skinned, bat-winged demon has four arms; a long, thin tail; and a leering, fanged face with dead, white eyes.

### VROLIKAI

CR 19



XP 204,800

CE Large outsider (chaotic, demon, evil, extraplanar)

**Init** +10; **Senses** darkvision 120 ft., low-light vision, *true seeing*; Perception +36

### DEFENSE

**AC** 35, touch 16, flat-footed 28 (+6 Dex, +1 dodge, +19 natural, –1 size)

**hp** 332 (19d10+228)

**Fort** +18, **Ref** +17, **Will** +17

**DR** 15/cold iron and good; **Immune** death effects, electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 30

### OFFENSE

**Speed** 40 ft., fly 60 ft. (perfect)

**Melee** +1 *black flame knife* +29/+24/+19/+14 (1d6+11/19–20 plus energy drain), 3 +1 *black flame knives* +29 (1d6+6/19–20 plus energy drain), bite +23 (1d8+5), sting +23 (1d6+5 plus madness) or bite +28 (1d8+10), 4 claws +28 (1d6+10), sting +28 (1d6+10 plus madness)

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

**Special Attacks** black flame knives, death-stealing gaze, multiweapon mastery

**Spell-Like Abilities** (CL 19th; concentration +27)

Constant—*true seeing*

At will—*deeper darkness*, *enervation*, *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 23)

3/day—*quickenen enervation*, *regenerate*, *silence* (DC 20), *vampiric touch*

1/day—*mass hold monster* (DC 27), *summon* (level 6, 1 marilith 50% or 1d4 glabrezus 75%), *symbol of death* (DC 27)

### STATISTICS

**Str** 30, **Dex** 23, **Con** 35, **Int** 22, **Wis** 23, **Cha** 26

**Base Atk** +19; **CMB** +30; **CMD** 47

**Feats** Cleave, Combat Expertise, Dodge, Flyby Attack, Improved Initiative, Improved Vital Strike, Mobility, Power Attack, Quicken Spell-Like Ability (*enervation*), Vital Strike

**Skills** Acrobatics +25 (+29 jump), Bluff +30, Fly +34, Intimidate +27, Knowledge (arcana) +25, Knowledge (planes) +28, Perception +36, Sense Motive +28, Spellcraft +25, Stealth +24 (+32 in shadowy areas), Survival +25, Use Magic Device +27; **Racial Modifiers** +8 Perception, +8 Stealth in shadowy areas

**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.

### ECOLOGY

**Environment** any (the Abyss)

**Organization** solitary

**Treasure** double

### SPECIAL ABILITIES

**Black Flame Knives (Su)** A vrolikai can manifest daggers made of crystallized black flames in each of its four hands as a free action. These weapons function as +1 *daggers* that bestow one permanent negative level on a successful hit. A DC 27 Fortitude negates the negative level, although on a critical hit, no save is allowed. The save DC is Charisma-based.

**Death-Stealing Gaze (Su)** 1 permanent negative level, 30 ft., DC 27 negates. Creatures slain by these negative levels become juju zombies (see page 291) under the vrolikai's control. The save DC is Charisma-based.

**Madness (Su)** A creature stung by a vrolikai's tail must make a DC 27 Will save to resist taking 1d6 points of Charisma drain and becoming confused for 1d4 rounds. On a successful save, the victim is instead staggered for 1d4 rounds as strange visions assault its mind. This is a mind-affecting effect. The save DC is Charisma-based.

**Multiweapon Mastery (Ex)** A vrolikai never takes penalties on its attack roll when fighting with multiple weapons.

A vrolikai is 14 feet tall but weighs only 500 pounds. Unlike other demons, it does not form from a sinful soul—it instead manifests from a nabasu demon that returns to the Abyss after growing to maturity on the Material Plane. Not all nabasus survive this transformation, but those who do become powerful indeed—vrolikai usually rule large regions of unclaimed Abyssal land, and often serve as assassins or ambassadors to demon lords in need of an agent in a distant realm.

Illustration by Tyler Walpole





# DENIZEN OF LENG

*Shrouded in tattered leather robes, this strange humanoid looks more alien and horrific the more one studies its twitching visage.*

## DENIZEN OF LENG

CR 8



XP 4,800

CE Medium outsider (chaotic, evil, extraplanar)

**Init** +4; **Senses** darkvision 60 ft.; Perception +16

### DEFENSE

**AC** 21, touch 15, flat-footed 16 (+4 Dex, +1 dodge, +6 natural)

**hp** 95 (10d10+40); planar fast healing 5

**Fort** +11, **Ref** +11, **Will** +6

**Defensive Abilities** no breath, unusual anatomy; **Immune** poison; **Resist** cold 30, electricity 30; **SR** 19

### OFFENSE

**Speed** 40 ft.

**Melee** bite +14 (1d6+2 plus 1d6 Dexterity drain),  
2 claws +14 (1d4+2)

**Special Attacks** sneak attack +5d6

**Spell-Like Abilities** (CL 10th;

concentration +15)

Constant—*tongues*

3/day—*detect thoughts* (DC 17),

*hypnotic pattern* (DC 17), *levitate*,

*minor image* (DC 17)

1/day—*locate object*, *plane shift*

(DC 20, self only)

### STATISTICS

**Str** 14, **Dex** 18, **Con** 19, **Int** 18,

**Wis** 17, **Cha** 21

**Base Atk** +10; **CMB** +12; **CMD** 27

**Feats** Deceitful, Dodge, Mobility,  
Persuasive, Weapon Finesse

**Skills** Bluff +22, Diplomacy +7, Disable

Device +14, Disguise +12 (+16

as humanoid), Intimidate +12,

Knowledge (any one) +17,

Perception +16, Profession

(sailor) +8, Sense Motive +16,

Sleight of Hand +17, Spellcraft +12,

Stealth +17, Use Magic Device +18;

**Racial Modifiers** +4 Disguise

when disguised as a

Medium humanoid

**Languages** Aklo; *tongues*

### ECOLOGY

**Environment** any land

**Organization** solitary, gang

(2–5), or crew (6–15)

**Treasure** double (500

to 2,000 gp in rubies,  
other treasure)

### SPECIAL ABILITIES

**Dexterity Drain (Su)** The otherworldly teeth and tongues of a denizen of Leng deal 1d6 points of Dexterity drain with a bite. Constructs, elementals, and other creatures that do not possess flesh are immune to this effect. A successful DC 19 Fortitude save reduces the Dexterity drain to 1 point. The save DC is Constitution-based.

**Planar Fast Healing (Su)** A denizen of Leng maintains a connection to Leng at all times, and when away from Leng, it has fast healing 5. It loses this ability on Leng or in areas where planar connections do not function. If killed, a denizen's body dissolves into nothingness in 1d4 rounds, leaving behind its equipment. A slain denizen reforms in Leng, similar to a slain summoned creature; it can only be permanently killed if its fast healing is negated.

**Unusual Anatomy (Ex)** A denizen's internal anatomy varies from individual to individual, and has a 50% chance to treat any critical hit or sneak attack against it as a normal hit.

These eerie denizens travel the universe from their strange homeland of Leng, walking uncontested only when they disguise themselves as humans by wearing loose-fitting robes and wrappings about the head and face. Under these disguises, they have horned brows, clawed fingers, mouths full of tentacles, and crooked goatish legs with cloven hooves. Many scholars have argued over where the otherworldly realm of Leng lies—some believe it can be found among the Outer Planes, while others are convinced it can only be reached via a dimension of dreams. The denizens of Leng can travel to other planes freely, and often do so in strange, black ships, constantly seeking new breeds of slaves or trading rubies for unusual services or magical treasures.

At other times, their visits are much more violent, focusing on abducting victims for use as slaves or worse. On Leng, these denizens have long fought a war against that realm's monstrous spiders, a war that sometimes spills over into other worlds.

A denizen of Leng weighs 200 pounds and stands roughly 5-1/2 feet tall.





# DETRACHAN

## DESTRACHAN

The hunched, reptilian beast lopes on two clawed feet, its eyeless head dominated by a huge circular maw filled with jagged teeth.

DESTRACHAN	CR 8
XP 4,800	
NE Large aberration	
Init +5; Senses blindsight 100 ft.; Perception +27	
DEFENSE	
AC 19, touch 11, flat-footed 17 (+1 Dex, +1 dodge, +8 natural, -1 size)	
hp 90 (12d8+36)	
Fort +9, Ref +7, Will +12	
Defensive Abilities protection from sonics; Immune gaze attacks, visual effects, illusions, and attacks relying on sight; Resist sonic 30	
OFFENSE	
Speed 30 ft.	
Melee bite +12 (2d6+4), 2 claws +12 (1d8+4)	
Space 10 ft.; Reach 5 ft.	
Special Attacks destructive harmonics	
STATISTICS	
Str 18, Dex 13, Con 16, Int 13, Wis 18, Cha 13	
Base Atk +9; CMB +14; CMD 26	
Feats Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Mobility, Vital Strike	
Skills Climb +19, Perception +27, Sense Motive +16, Stealth +12, Survival +19; Racial Modifiers +8 Perception (hearing only)	
Languages Common (cannot speak)	
ECOLOGY	
Environment underground	
Organization solitary, pair, or pack (3-5)	
Treasure incidental	
SPECIAL ABILITIES	
<b>Destructive Harmonics (Su)</b> A destrachan can project a blast of sonic energy in a cone up to 80 feet long or in a 30-foot-radius burst centered on itself as a standard action. It can adjust the harmonics of its sonic cry to generate one of two different effects on targets within the area of effect, but can only create one of these effects with each use of this ability. The save DCs are Constitution-based.	

**Destruction:** All creatures within the area of effect of the destructive harmonics take 8d6 points of sonic damage—a DC 19 Reflex save halves this damage. If the destrachan wishes, this damage can instead deal nonlethal damage rather than sonic damage. Alternatively, the destrachan can target a single crystal, metal, stone, or wooden object within 80 feet with this attack—that object takes 8d6 points of damage. This damage is not halved when applied to the object's hit points, but is reduced by the object's hardness. A magical or attended object can attempt a DC 19 Reflex save to halve the damage.

**Pain:** Rather than deal damage, the destrachan can cause intense pain and overwhelming sound to affect all creatures within the area. Targets in the area must succeed on a DC 19 Fortitude save to avoid being stunned for 1 round and deafened for 1d6 rounds.

**Protection from Sonics (Ex)** A destrachan gains a +4 racial bonus on all saves against sonic attacks. It is immune to the effects of its own destructive harmonics. A destrachan whose sense of hearing is impaired is effectively blinded, treating all targets as if they had total concealment.

Despite its bestial appearance, the destrachan is in fact a creature of cunning and cruel intellect that enjoys inflicting pain and viciously toying with its prey. It has no eyes, and is completely blind, but possesses a pair of complex, tripartite ears it can adjust to different levels of sensitivity to sound, allowing the destrachan to hunt in absolute darkness as if it were able to see.

Detrachans are carnivores, preferring to stalk and kill live prey, although they also feast on carrion. This habit serves them well, since they often kill more than they can immediately consume. They often hunt in packs, using a complex series of clicks, shrieks, and whistles to communicate with each other. While destrachans cannot speak, they are capable of understanding spoken languages like the common tongue, and often take pleasure in their victims' cries and pleas for mercy.



Illustration by Damien Mammoliti





# DEVIL, ACCUSER

*This childlike blasphemy conjoins the features of a plump human infant and a gigantic, gore-fattened fly.*

## ACCUSER DEVIL (ZEBUB) CR 3



### XP 800

LE Small outsider (devil, evil, extraplanar, lawful)

**Init** +8; **Senses** darkvision 60 ft.; Perception +9

### DEFENSE

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

**hp** 30 (4d10+8)

**Fort** +6, **Ref** +10, **Will** +3

**DR** 5/good or silver; **Immune**

fire, poison; **Resist** acid 10,

cold 10

### OFFENSE

**Speed** 20 ft., fly 60 ft. (perfect)

**Melee** bite +5 (1d6 plus 1d6 acid

and disease)

**Spell-Like Abilities** (CL 8th; concentration +9)

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

3/day—*grease*, *summon swarm*,  
*whispering wind*

1/day—*summon* (level 3, 1 zebub or 1d4  
lemures, 40%)

### STATISTICS

**Str** 11, **Dex** 18, **Con** 14, **Int** 9, **Wis** 15, **Cha** 12

**Base Atk** +4; **CMB** +3; **CMD** 17

**Feats** Improved Initiative, Lightning Reflexes

**Skills** Bluff +8, Fly +21, Knowledge (planes) +6,

Perception +9, Stealth +15

**Languages** Celestial, Draconic, Infernal; telepathy 100 ft.

**SQ** infernal eye

### ECOLOGY

**Environment** any (Hell)

**Organization** solitary, pair, or swarm (3–28)

**Treasure** standard

### SPECIAL ABILITIES

**Disease (Ex)** *Devil Chills*: Bite—injury; *save* Fort DC 14; *onset* 1d4 days; *frequency* 1 day; *effect* 1d4 Str damage; *cure* 3 consecutive saves.

**Infernal Eye (Su)** A zebub records all that it sees and may pass its visions on to another creature. By remaining in contact with a willing creature, it can replay up to 24 hours of witnessed events, or shorter incidents if it so chooses. It takes a zebub 1 round to replay 1 hour of recorded images, which the target receives in a flash of information, without sound or other sensory information. After relaying its findings, the zebub cannot replay its visions of those events again. A zebub cannot replay its visions for an unwilling creature or as an attack, no matter how horrific the events it might have witnessed.

Childlike souls tormented and scoured of innocence by the flames of Hell and then reshaped by the mad whims of the archdevil Baalzebul, accuser devils embody the foul, merciless, and pervasive corruptions of the infernal host. From the depths of the Pit they rise in buzzing, shrieking plagues unleashed to taint the land, despoil weak flesh, and reveal exploitable secrets. En masse they display little of the cunning or subtlety typical of devilkind, spreading ruin at the will of their fiendish masters. Alone, though, a zebub is a craven, deceitful thing, lurking in darkness and filth, endlessly spying and vying for the petty favors of greater evils.

Accuser devils are almost exclusively formed amid the cesspits of frozen Cocytus, the seventh layer of Hell.

Within the Pit they serve countless infernal lords as messengers and spies, with droves being unleashed upon myriad mortal worlds with a mandate to seek out souls ripe for corruption or those whose sins might lead to greater damnations. Many zebubs overstep the freedoms of such vague missions, seeking to manipulate weak-willed or easily intimidated mortals into

all manner of trivial evils, dispensing shrill orders in their buzzing, childlike voices. Despite the fact that many zebub plots end in the zebubs' own revelation and destruction, few diabolical lords allow the slaying of their spies to go unpunished.

The zebub's ability to grant other creatures visions of what it has witnessed makes it an unusually useful creature to many conjurers. Relatively easy to conjure with a spell like *lesser planar ally* or *lesser planar binding*, an accuser devil can be an invaluable spy. One simply orders the foul little devil to become invisible and then infiltrate an area where visual information is hidden, with orders to teleport back to its point of origin to grant visions of what it observed to its master. Those who make use of accuser devils in this manner should take care to watch their own actions or what they reveal, of course, for such a creature can just as easily be bribed or intimidated into revealing visions that some conjurers might not want being made public. It's common practice among conjurers to kill their accuser devils once they've completed their missions of infiltration and observation.

These lesser devils stand just over 2 feet tall and rarely weigh more than 25 pounds.



# DEVIL, ACCUSER-DEVIL, BELIER

## DEVIL, BELIER

This amphisbaenic monstrosity has the body of a slug with a leech's mouth at one end and a knot of three human heads at the other.

**BELIER DEVIL (BDELLAVRITRA) CR 16**

**XP 76,800**

LE Large outsider (devil, evil, extraplanar, lawful)

**Init** +10; **Senses** darkvision 60 ft., see in darkness; **Perception** +28

### DEFENSE

**AC** 33, touch 15, flat-footed 27 (+6 Dex, +18 natural, -1 size)

**hp** 212 (17d10+119)

**Fort** +17, **Ref** +11, **Will** +20

**DR** 10/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 28

### OFFENSE

**Speed** 20 ft., fly 60 ft. (perfect)

**Melee** bite +23 (4d8+7), 3 tongues +23 (2d6+7/19-20 plus grab)

**Space** 10 ft.; **Reach** 10 ft. (20 ft. with tongues)

**Special Attacks** blood drain (1d4 Con damage), constrict (1d6+7), possession, strangle

**Spell-Like Abilities** (CL 17th; concentration +24)

At will—*acid arrow*, *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *persistent image* (DC 22)  
3/day—*acid fog*, *dimensional anchor*, *dominate person* (DC 22), *greater scrying* (DC 24), *mass suggestion* (DC 23)  
1/day—*blasphemy* (DC 24), *demand* (DC 25), *magic jar* (DC 22), *plane shift* (DC 22), *summon* (level 6, 3 barbed devils 45%), *waves of exhaustion*

### STATISTICS

**Str** 24, **Dex** 23, **Con** 25, **Int** 25, **Wis** 26, **Cha** 24

**Base Atk** +17; **CMB** +25 (+29 grapple); **CMD** 41 (can't be tripped)

**Feats** Combat Expertise, Combat Reflexes, Greater Disarm, Greater Trip, Improved Critical (tongue), Improved Disarm, Improved Initiative, Improved Trip, Iron Will

**Skills** Appraise +24, Bluff +27, Diplomacy +27, Fly +32, Intimidate +24, Knowledge (arcana, local, nobility, and planes) +27, Perception +28, Sense Motive +28, Spellcraft +24, Stealth +22

### Languages

Celestial, Common, Draconic, Infernal; telepathy 100 ft.

### ECOLOGY

**Environment** any (Hell)

**Organization** solitary

**Treasure** double

### SPECIAL ABILITIES

**Possession (Su)** When a belier devil uses its *magic jar* spell-like ability, it can identify and pinpoint life forces accurately, allowing it to select its victims with ease. It does not require a receptacle to use *magic jar*. If it uses *magic jar* on a host while on the Material Plane, its own body becomes ethereal for the duration of the possession and the *magic jar* effect lasts until the effect is dispelled, the devil ends the effect, it is forced out of its host body, or it or its host body is slain.

Masterful possessors and foul manipulators, belier devils are among the most feared masterminds of Hell. Known as bdellavritras to devilkind, these worm-like fiends avoid physical confrontation. Instead, they target influential individuals for possession, using them to manipulate events by proxy. If their schemes are uncovered, the devils retaliate with all the power at their host bodies' disposal.

A bdellavritra's voice can emanate from its worm-like maw, from any of its human-like mouths, or from all four at once, as it desires. Each mouth has its own distinct voice, often pleasing to the human ear. Bdelevritras typically reach lengths of 16 feet from worm-mouth to human heads, and weigh 3,000 pounds.



Illustration by Kekai Kotaki





# DEVIL, HANDMAIDEN

*Twin tentacles stretch from the crown of this feminine fiend's head, while her lower body blooms in a gown of writhing tendrils.*

## HANDMAIDEN DEVIL (GYLOU) CR 14



**XP 38,400**

LE Medium outsider (devil, evil, extraplanar, lawful)

**Init** +11; **Senses** darkvision 60 ft., *true seeing*; **Perception** +23

### DEFENSE

**AC** 31, touch 17, flat-footed 24 (+7 Dex, +14 natural)

**hp** 187 (15d10+105)

**Fort** +16, **Ref** +16, **Will** +10

**DR** 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 25

### OFFENSE

**Speed** 40 ft., fly 60 ft. (average)

**Melee** 2 claws +22 (2d8+7/19–20/x3), 2 tentacles +20 (1d6+3 plus grab)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with tentacle)

**Special Attacks** tentacle cage (4d8+10 bludgeoning, AC 17, 18 hp)

**Spell-Like Abilities** (CL 14th; concentration +19)

Constant—*fly*, *spider climb*, *true seeing*

At will—*alter self*, *dispel good* (DC 20), *enthrall* (DC 17), *greater teleport* (self plus 1 entrapped creature and 50 lbs. of goods only), *persistent image* (DC 20)

3/day—*black tentacles*, *charm monster* (DC 19)

1/day—*summon* (level 5, 3 erinyes 65%)

### STATISTICS

**Str** 24, **Dex** 25, **Con** 25, **Int** 22, **Wis** 21, **Cha** 20

**Base Atk** +15; **CMB** +22 (+26 grapple); **CMD** 39 (can't be tripped)

**Feats** Acrobatic Steps, Combat Expertise, Combat Reflexes, Improved Initiative, Improved Trip, Multiattack, Nimble Moves, Strike Back

**Skills** Acrobatics +25 (+29 jump), Bluff +23, Diplomacy +23, Disguise +23, Escape Artist +22, Fly +14, Knowledge (arcana) +21, Knowledge (planes) +24, Perception +23, Perform (sing) +23, Sense Motive +23, Spellcraft +21, Stealth +25

**Languages** Celestial, Common, Draconic, Infernal, telepathy 100 ft.

**SQ** agile grappler

### ECOLOGY

**Environment** any (Hell)

**Organization** solitary, retinue (1 gylou and 2d4 erinyes), or cortege (1–4 gylous and 2d10 erinyes)

**Treasure** standard

### SPECIAL ABILITIES

**Agile Grapppler (Ex)** A gylou does not gain the grappled condition if she grapples a foe.

**Tentacle Cage (Su)** If a gylou successfully grapples a creature, she transfers that creature into her lower body's nest of cage-like tentacles. This works like swallow whole. The gylou's tentacles are AC 17 and have 18 hp for the purpose of

an entrapped creature cutting itself out. A gylou's tendrils heal quickly, allowing her to use this ability 1 round after a creature cuts itself free.

Known as handmaiden devils, Mothers of Pain, and Maids of Miscarriage, gylous attend to the whims and schemes of Hell's few female overlords. Like manipulative matrons amid decadent mortal courts, these deceivers hide their fathomless evil beneath illusions of beauty, graciousness, and tradition. Gylous particularly loathe children. It's said that the persistent cry of a babe can sometimes cause these fiends to abandon their illusions and viciously attack.

As greater devils, gylous can command many lesser devils, yet harbor an exclusive favoritism for erinyes. A gylou weighs 160 pounds and stands stiffly at 5-1/2 feet—though many wear their head-sprouting tentacles in tall, elaborate coiffures.



## DEVIL, IMMOLATION

Ash and embers encrust the smoldering humanoid frame of this imperious, dragon-winged devil.

**IMMOLATION DEVIL (PURAGAS) CR 19**



**XP 204,800**

LE Large outsider (devil, evil, extraplanar, lawful)

**Init** +8; **Senses** darkvision 60 ft., *true seeing*; **Perception** +27

### DEFENSE

**AC** 36, touch 17, flat-footed 28 (+8 Dex, +19 natural, -1 size)

**hp** 315 (18d10+216); regeneration 5 (good weapons or good spells)

**Fort** +23, **Ref** +19, **Will** +14

**DR** 15/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 30

### OFFENSE

**Speed** 30 ft., fly 80 ft. (good)

**Melee** bite +29 (2d6+12 plus burn), 2 claw +29 (1d8+12 plus burn), gore +29 (2d8+12 plus burn), 2 wings +27 (1d8+6)

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

**Special Attacks** burn (2d6, DC 31), hellfire

**Spell-Like Abilities** (CL 17th; concentration +24)

Constant—*fire shield*, *true seeing*

At will—*fireball* (DC 20), *greater teleport* (self plus 50 lbs. of objects only), *persistent image* (DC 22), *wall of fire*

3/day—*dictum* (DC 24), *firestorm* (DC 25), *mass charm monster* (DC 25)

1/day—*summon* (level 9, any 2d4 devils of CR 10 or lower, 90%)

### STATISTICS

**Str** 34, **Dex** 26, **Con** 35, **Int** 24, **Wis** 23,

**Cha** 24

**Base Atk** +18; **CMB** +31; **CMD** 49

**Feats** Blind-Fight, Blinding

Critical, Combat Expertise, Combat Reflexes, Critical Focus, Iron Will, Multiattack, Power Attack, Stand Still

**Skills** Bluff +28, Diplomacy +28,

Disable Device +26, Fly +31,

Intimidate +28, Knowledge

(arcana, nobility) +25,

Knowledge (engineering, planes) +28,

Perception +27, Sense Motive +27,

Spellcraft +28, Stealth +25

**Languages** Celestial, Common, Draconic,

Infernal; telepathy 100 ft.

### ECOLOGY

**Environment** any (Hell)

**Organization** solitary, pair, or council (3–6)

**Treasure** double

### SPECIAL ABILITIES

**Hellfire (Su)** Any fire damage caused by an immolation devil's abilities and spells is half fire damage, half unholy damage.

Immolation devils are tyrant warlords and terrifying field generals among Hell's legions. While many other greater devils manipulate and corrupt subtly and from afar, puragus surround themselves with lesser diabolical minions, lead interplanar incursions, hold infernal redoubts upon mortal worlds, or strike against any who would defy the will of Hell.

Immolation devils stand just over 10 feet tall, with wingspans nearing 20 feet, and weigh 900 pounds.

