

# DARK STALKER

*This tall humanoid's pale brow and black, soulless eyes are all that can be seen above a black scarf wrapped around its face.*

## DARK STALKER

CR 4



XP 1,200

CN Medium humanoid (dark folk)

Init +4; Senses see in darkness; Perception +8

### DEFENSE

AC 18, touch 14, flat-footed 14 (+2 armor, +4 Dex, +2 natural)

hp 39 (6d8+12)

Fort +4, Ref +9, Will +2

Weaknesses light blindness

### OFFENSE

Speed 30 ft.

Melee 2 short swords +6/+6 (1d6+2 plus poison/19–20)

Special Attacks death throes, sneak attack (+3d6)

Spell-Like Abilities (CL 6th)

At will—*deeper darkness*, *detect magic*, *fog cloud*

### STATISTICS

Str 14, Dex 18, Con 14, Int 9, Wis 11, Cha 13

Base Atk +4; CMB +6; CMD 20

Feats Double Slice, Two-Weapon

Fighting, Weapon Finesse

Skills Climb +10, Perception +8,

Sleight of Hand +5, Stealth +8;

Racial Modifiers +4 Climb, +4

Perception, +4 Stealth

Languages Dark Folk,

Undercommon

SQ poison use

### ECOLOGY

Environment any

underground

Organization solitary, gang

(1 dark stalker and 2–5 dark

creepers), or clan (20–80

dark creepers plus 1 dark

stalker per 20 dark creepers)

Treasure NPC gear (leather

armor, short swords [2], black

smear [6], other treasure)

### SPECIAL ABILITIES

**Death Throes (Su)** When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a *fireball* that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A DC 15 Reflex save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion. This save is Constitution-based.

**Poison Use (Ex)** Dark stalkers are skilled in the use of poison and never risk accidentally poisoning themselves. Like

their diminutive kin, the dark creepers, dark stalkers use black poison on their weapons and generally carry six doses on them.

**Black Smear**—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save. The poison DC is Constitution-based.

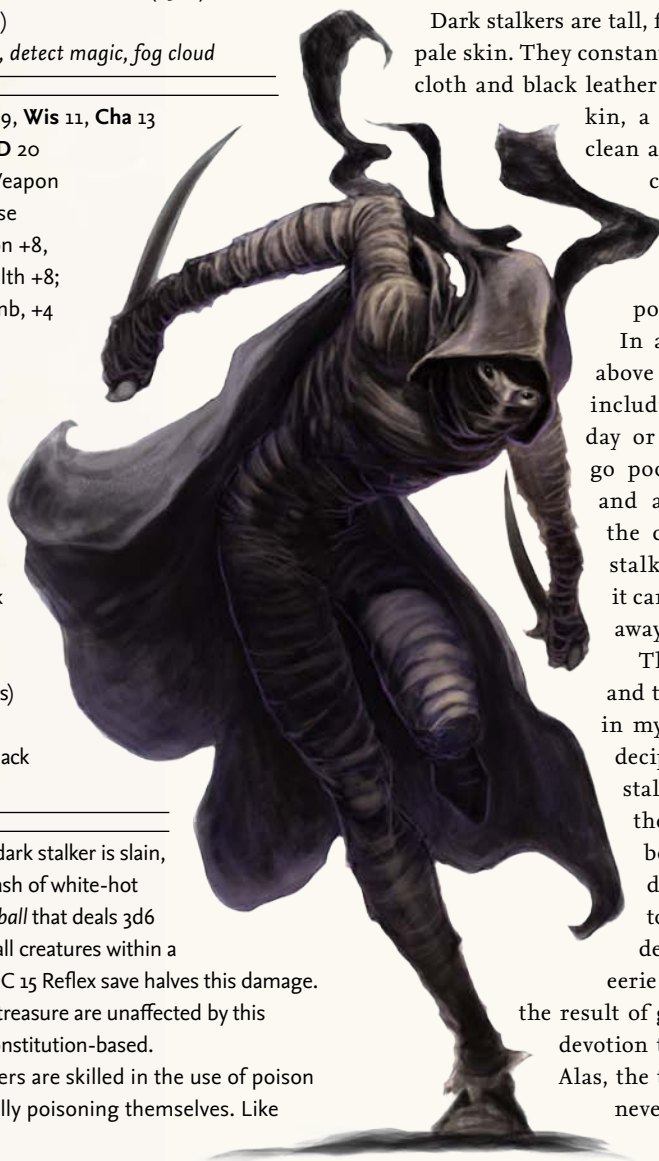
**See in Darkness (Su)** A dark stalker can see perfectly in darkness of any kind, including that created by *deeper darkness*.

The strange and mysterious dark stalkers are the undisputed leaders of dark folk society. Deep underground, these creatures dwell in strange villages (some rumors suggest entire cities) built of stone and fungus in remote caverns where they are served and worshiped by their coarser, diminutive kin, the dark creepers. Dark stalkers come to the surface rarely, but when they do it is on a mission, and with a force of creatures such that it never ends well for those they seek to rob or torment.

Dark stalkers are tall, frail humanoids with incredibly pale skin. They constantly wear multiple layers of dark cloth and black leather armor, yet unlike their lesser kin, a dark stalker's garb is always clean and spotless. Each dark stalker carries a pair of short swords—they prefer these weapons to all others. Dark stalkers are 6 feet tall and weigh 100 pounds.

In a fight, dark stalkers are not above sacrificing lesser creatures, including dark creepers, to win the day or cover their retreat if things go poorly. They hate well-lit areas and always prefer to fight under the cover of *deeper darkness*. Dark stalkers rarely fight to the death if it can be avoided, preferring to slip away if things begin to look grim.

The origins of the dark stalkers and the dark creepers are shrouded in mystery, made more difficult to decipher by the fact that the dark stalkers do not keep records of their history. Many scholars believe that, just as the drow descended from elves, so too must the dark folk have descended from humanity, their eerie powers and spell-like abilities the result of generation upon generation of devotion to profane and sinister magic. Alas, the truth of the race's history may never be known.



## DARKMANTLE

*As this creature falls from the cavern roof, it opens like a hideous octopus, its thin, hook-lined tentacles connected by a fleshy web.*

### DARKMANTLE

CR 1



XP 400

N Small magical beast

**Init** +6; **Senses** blindsight 90 ft., darkvision 60 ft., low-light vision; Perception +4

### DEFENSE

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

**hp** 15 (2d10+4)

**Fort** +5, **Ref** +5, **Will** +0

### OFFENSE

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

**Melee** slam +3 (1d4+4 plus grab)

**Special Attacks** constrict (1d4+4), grab (any size)

**Spell-Like Abilities** (CL 5th)

1/day—darkness

### STATISTICS

**Str** 11, **Dex** 15, **Con** 14, **Int** 2, **Wis** 11, **Cha** 10

**Base Atk** +2; **CMB** +1 (+5 grapple); **CMD** 13 (can't be tripped)

**Feats** Improved Initiative

**Skills** Fly +5, Perception +4, Stealth +10; **Racial Modifiers** +4

Perception, +4 Stealth

### ECOLOGY

**Environment** any underground

**Organization** solitary, pair, or clutch (3–12)

**Treasure** none

A darkmantle's tentacle-span measures just under 5 feet—when attached to a cave roof and disguised as a stalactite, its length varies from 2 to 3 feet. A typical darkmantle weighs 40 pounds. The creatures' heads and bodies are usually the color of basalt or dark granite, but their webbed tentacles can change color to match their surroundings.

The darkmantle isn't a particularly good climber, but it can cling to a cave roof like a bat, hanging by the hooks at the ends of its tentacles so that its dangling body looks nearly indistinguishable from a stalactite. In this hidden position, the darkmantle waits for prey to pass beneath, at which point it drops and swoops down to attack its victim, slamming its body against the foe and attempting to wrap its webbed tentacles around the target. If the darkmantle misses its prey, it swoops back up and drops again until its prey is vanquished or the darkmantle is grievously injured (in which case the creature flutters back up to the roof to hide and hope its "prey" leaves it alone). The darkmantle's

inborn ability to cloak the area around it in magical darkness gives it an additional advantage over foes that rely upon light to see.

Darkmantles prefer to dwell and hunt in the caves and passageways that are closest to the surface, as these tend to possess more traffic for the monsters to feed upon. Yet they do not confine themselves to these dark caverns, and can sometimes be found dwelling in ruined fortresses or even in the sewers of bustling cities. Anywhere food is plentiful and there's a ceiling to cling to is a possible den for a darkmantle.

A darkmantle's life cycle is swift—young grow to maturity in a matter of months, and most die of old age after only a few years. As a result, generations of darkmantles quickly accrue, and over the years the evolution of these creatures is similarly swift. In this manner, a cavern's ecosystem can have a significant effect on a group of darkmantles' appearance, abilities, and tactics. Aquatic caverns might develop darkmantles that can swim, while those beset with volcanism might generate darkmantles with a resistance to fire. Other darkmantle variants might develop much stonier hides, and instead of swooping down to crush prey might simply drop and pierce them through with their stalactite-like lengths. The deepest, darkest caverns are rumored to host darkmantles of incredible size, capable of smothering multiple human-sized foes at once in their leathery folds.

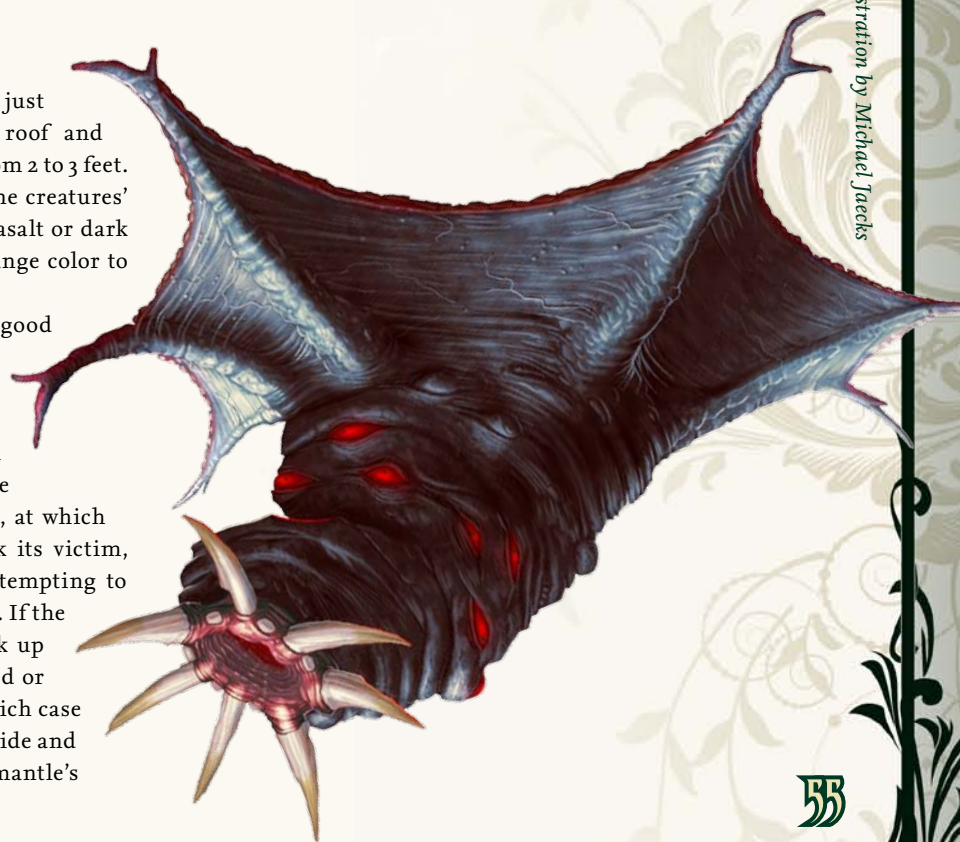


Illustration by Michael Jaeks



## DEMON

Demons exist for one reason—to destroy. Where their more lawful counterparts, the devils of Hell, seek to twist mortal minds and values to remake and reshape them into reflections of their own evil, demons seek only to maim, ruin, and feed. They recruit mortal life only if such cohorts speed along the eventual destruction of hope and goodness. Death is, in some ways, their enemy—for a mortal who dies can often escape a demon's depredations and flee to his just reward in the afterlife. It is the prolonging of mortal pain and suffering that fuels a demon's lusts and desires, for it is partially from mortal sin and cruelty that these monstrous fiends were born.

Demons are the most prolific and among the most destructive of the fiendish races, yet despite what some lore might preach, they were not the first forms of life to rise in the stinking pits of ruin and cruelty known across the multiverse as the Abyss. Before the first fledgling deity gazed upon reality, before mortal life drew its breath, before even the Material Plane itself had fully formed, the Abyss was infested with life.

Known to many scholars as “proto-demons,” these wretched and deadly beings were the qliploth. Today, because of the influence of sinful mortal souls upon the Abyss, mixed with unholy tamperings at the hands of the daemonic keepers of Abaddon and the cruel whims of fate and evolution, the rule of the qliploth has receded. The proto-demons dwell now in the noxious and forgotten corners of the Abyss, and the far more fecund and prolific demons rule now in their stead. With each evil mortal soul that finds its way into the Abyss, the ranks of the demonic hordes grows—a single soul can fuel the manifestation of dozens or even hundreds of demons, with the exact nature of the sins carried by the soul guiding the shapes and roles of the newly formed fiends.

The Abyss is a vast (some say infinite) realm, far larger than any other plane save possibly the primal chaos of the Maelstrom itself. As befits such a vast and varied realm, the demonic host is likewise diverse. Some carry in their frames humanoid shapes, while others are twisted beasts. Some flop on land while others flap in air or sea. Some are schemers and manipulators of emotion and politics, others are destructive engines of ruin. Yet all demons work to the same goal—pain and suffering for mortal life in all its forms.

Yet despite this, mortals have sought demonic aid since the start. Be it an instinctual draw to self-destruction or a misguided lust for power, conjurers to this day continue to draw forth demons with forbidden magic. Some conjure demons for lore, while others call upon them to serve as assassins or guards. Demons view such summoners with a mix of hatred and thanks, for most demons lack

## DEMON LORDS

Demon lords are the most powerful of their kind—and as with the demonic horde itself, they are countless and varied. Although mighty, and in some cases gods themselves, no demon lord can claim rule of the Abyss as a whole—the best one can attain is rulership over a handful of Abyssal realms, and most can barely maintain sway over even one layer of the Abyss. Another category of unique demons exists between the mighty balor race and the demon lords—these are nascent demon lords, powerful entities that, in time, might achieve enough power that the Abyss takes note and elevates them to the status of actual demon lords.

The following list of demon lords is by no means complete, but it does enumerate many whose influence can be felt across countless worlds.

Abraxas, Master of the Final Incantation  
Baphomet, Lord of the Minotaurs  
Dagon, the Shadow in the Sea  
Demogorgon, the Maws of Madness  
Flauros, the Burning Maw  
Haagenti, the Whispers Within  
Jubilex, the Faceless Lord  
Kostchtchie, the Deathless Frost  
Lamashtu, the Demon Queen  
Noctacula, Our Lady in Shadow  
Orcus, Prince of Undeath  
Pazuzu, King of the Wind Demons  
Shax, the Blood Marquis  
Socothbenoth, the Silken Sin

the ability to come to the Material Plane to wreak havoc on their own. They depend on the mad to call them up from the Abyss, and while they gnash their fangs and rail against the commands and strictures enforced, most demons find ways to twist their summoners' demands so that even the most tightly controlled demonic slave leaves a trace of ruin and despair in its wake. More often than not, a foolish spellcaster makes a fatal mistake in the conjuring and pays for it with blood, unwittingly releasing a terrible blight upon the world as his conjuration breaks free of his control.

The truly mad call upon demons to offer themselves, both body and soul, in the misguided belief that alliance with the demonic can buy salvation and protection when the demonic apocalypse finally comes to call. Tales of desperate kings who sought to engage demons to serve as generals for their armies or of lunatics who seek demonic sires to gift them with horrific children are common enough, yet worst are those mortals who worship the most powerful demons as gods, and who pledge their lives in support of that which would bring destruction to all.

## DEMON, BABAU

*This emaciated figure looks like a horned human skeleton smothered within a bone-tight hide of slimy leather.*

### BABAU

CR 6



XP 2,400

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

**Init** +5; **Senses** darkvision 60 ft., *see invisibility*; **Perception** +19

### DEFENSE

**AC** 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

**hp** 73 (7d10+35)

**Fort** +10, **Ref** +6, **Will** +5

**Defensive Abilities** protective slime; **DR** 10/cold iron or good;

**Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 17

### OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +12 (1d6+5), bite +12 (1d6+5) or longspear +12/+7 (1d8+7/x3), bite +7 (1d6+2)

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

**Special Attacks** sneak attack +2d6

**Spell-Like Abilities** (CL 7th)

Constant—*see invisibility*

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

1/day—*summon* (level 3, 1 babau at 40%)

### STATISTICS

**Str** 21, **Dex** 13, **Con** 20, **Int** 14, **Wis** 13, **Cha** 16

**Base Atk** +7; **CMB** +12; **CMD** 23

**Feats** Combat Reflexes, Improved Initiative, Iron Will, Skill

Focus (Stealth)

**Skills** Acrobatics +11, Climb +12, Disable Device +11, Escape

Artist +11, Perception +19, Sense Motive +11, Sleight of Hand +11, Stealth +22; **Racial Modifiers** +8 Perception, +8 Stealth

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

### ECOLOGY

**Environment** any (Abyss)

**Organization** solitary, pair, or gang (3–8)

**Treasure** standard

(longspear, other treasure)

### SPECIAL ABILITIES

**Protective Slime (Su)** A layer of acidic slime

coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes 1d8 points of acid damage from this slime if it fails a DC 18 Reflex save. A creature that strikes a babau with a melee weapon must make a DC 18 Reflex save or the weapon takes 1d8 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed after it inflicts its damage.

The babau is an assassin, a murderer, and a sadist—certainly not traits unusual in the demons, yet the babau's penchant for stealth and surprise sets it apart from its generally less-subtle kin. With no need to eat (although most babaus relish the flavor of mortal meat on their thin, raspy tongues), a babau can wait in ambush for years or decades—their inhuman patience in anticipating a well-conceived murder also setting them apart from the other denizens of the Abyss. Babaus obsess over the act of killing and take great pride in their grisly art, often leaving behind some form of grim marker or obscure signature, whether it be a distinctive *modus operandi*, an unnerving token, or other profane evidence.

A babau typically carries a longspear or other weapon with which it can strike at foes beyond its normal reach, but given the opportunity, a babau prefers to fight with its teeth or claws. The foul, caustic sludge that constantly seeps from their flesh prevents them from wearing armor unless it is specially treated or resistant to acid.

A babau is 6 feet tall but weighs only 140 pounds. They form from mortal souls of lone killers—those who, in life, took pleasure in more personal and intimate murders. Loosed upon the Material Plane, a babau often finds itself in the same role, haunting the shadowy corners of the world as remorseless assassins.





# DEMON, BALOR

*This winged fiend's horned head and fanged visage present the perfection of the demonic form, fire spurting from its flesh.*

## BALOR

CR 20



XP 307,200

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

**Init** +11; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Perception +38

**Aura** flaming body, *unholy aura* (DC 26)

## DEFENSE

**AC** 36, touch 20, flat-footed 29 (+4 deflection, +7 Dex, +16 natural, -1 size)

**hp** 370 (20d10+260)

**Fort** +29, **Ref** +17, **Will** +25

**DR** 15/cold iron and good; **Immune** electricity, fire, poison;

**Resist** acid 10, cold 10; **SR** 31

## OFFENSE

**Speed** 40 ft., fly 90 ft. (good)

**Melee** +1 *vorpal unholy longsword* +31/+26/+21/+16 (2d6+13), +1 *vorpal flaming whip* +30/+25/+20 (1d4+7 plus 1d6 fire and entangle) or 2 slams +31 (1d10+12)

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

**Spell-Like Abilities** (CL 20th)

Constant—*true seeing*, *unholy aura* (DC 26)

At will—*dominate monster* (DC 27), *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *power word stun*, *telekinesis* (DC 23)

3/day—quicken *telekinesis* (DC 23)

1/day—*blasphemy* (DC 25), *fire storm* (DC 26), *implosion* (DC 27), *summon* (level 9, any 1 CR 19 or lower demon 100%)

## STATISTICS

**Str** 35, **Dex** 25, **Con** 36, **Int** 24, **Wis** 24, **Cha** 27

**Base Atk** +20; **CMB** +33; **CMD** 54

**Feats** Cleave, Combat Reflexes, Greater Two-Weapon Fighting, Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Power Attack, Quicken Spell-Like Ability (*telekinesis*), Two-Weapon Fighting, Weapon Focus (longsword)

**Skills** Acrobatics +27, Bluff +31, Diplomacy +31, Fly +32, Intimidate +31, Knowledge (history) +27, Knowledge (nobility) +27, Knowledge (planes) +30, Knowledge (religion) +27, Perception +38, Sense Motive +30, Stealth +26, Use Magic Device +31; **Racial Modifiers** +8 Perception

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

**SQ** death throes, vorpal strike, whip mastery

## ECOLOGY

**Environment** any (Abyss)

**Organization** solitary or warband (1 balor and 2–5 glabrezus)

**Treasure** standard (+1 *unholy longsword*, +1 *flaming whip*, other treasure)

## SPECIAL ABILITIES

**Death Throes (Su)** When killed, a balor explodes in a blinding flash of fire that deals 100 points of damage (half fire, half unholy damage) to anything within 100 feet (Reflex DC 33 halves). The save DC is Constitution-based.

**Entangle (Ex)** If a balor strikes a Medium or smaller foe with its whip, the balor can immediately attempt a grapple check without provoking an attack of opportunity. If the balor wins the check, it draws the foe into an adjacent square. The foe gains the grappled condition, but the balor does not.

**Flaming Body (Su)** A balor's body is covered in dancing flames.

Anyone striking a balor with a natural weapon or unarmed strike takes 1d6 points of fire damage. A creature that grapples a balor or is grappled by one takes 6d6 points of fire damage each round the grapple persists.

**Vorpal Strike (Su)** Any slashing weapon a balor wields (including its standard longsword and whip) gains the vorpal weapon quality. Weapons retain this quality for one hour after the balor releases the weapon, but after this the weapon reverts to its standard magical qualities, if any.

**Whip Mastery (Ex)** A balor treats a whip as a light weapon for the purposes of two-weapon fighting, and can inflict lethal damage on a foe regardless of the foe's armor.

When folk whisper frightened tales of the demonic, what most envision is a towering figure of fire and flesh, a horned nightmare armed with flaming whip and sword flying through the night in search of its latest victim. The demon these folk fear is the balor, and that fear is justly placed, for few demons can match the mighty balor in strength or brutality.

On the Abyss, most balors serve demon lords as generals or captains (those balors who don't are even more potent, and are known as balor lords—see below). A balor typically commands vast legions of demons, and while it often lets these slaving and eager minions fight its battles, the balor is far from a coward. If presented with an opportunity to join a fight, few balors choose to resist.

In combat, a balor relies upon its spell-like abilities to fight foes wise enough to avoid melee range, favoring destructive powers like *fire storm* or *implosion* and saving *dominate monster* for use against the rare foe it would prefer to capture alive. A balor usually uses *telekinesis* to disarm ranged weapons or pull foes into melee—with the use of a quickened *telekinesis*, a balor can use the latter tactic and still inflict a full-round attack on a hapless foe. A balor reduced to fewer than 50 hit points almost always seeks to flee via teleportation, but if that and flight prove impossible it seeks to position itself such that, if it is slain, its death throes are as devastating as possible to the enemy host.

A balor stands 14 feet in height and weighs 4,500 pounds. Only the cruelest mortal souls can fuel the creation of a balor—unlike in the cases of most other demons, it often takes multiple souls of powerful villains to trigger the birthing of a new balor.

## Balor Lords

Even more terrible than the typical balor are those who do not call a demon lord their master, but instead are masters themselves. A balor lord typically rules over a region no larger than half the size of the realm in which it resides (as only full demon lords can command the rule of an entire Abyssal realm), and even though most balor lords rule much smaller regions (generally areas comparable in size to a single continent), their power is vast indeed.

A balor lord is typically a CR 21 to CR 25 monster (a range shared with the various unique nascent demon lords, with the range of CR 26 and above being the domain of the demon lords themselves), and as such serves quite well as the final villain in a long-running campaign. The majority of balor lords have several levels of barbarian, fighter, or ranger (although ranger balor lords never form bonds with animals), but some instead have levels of bard, rogue, sorcerer, or wizard. Cleric balor lords are

unknown, as they see themselves as objects of worship, not the other way around, although rumors persist of powerful balor clerics that directly serve demon lords or even evil gods.

In addition to any benefits a balor lord might gain from its class levels, all balor lords possess one additional unique ability over and above those granted by its race and class. Listed here are three sample balor lord abilities, but these samples are by no means the entirety of the strange powers a balor lord might wield.

**Lifedrinker (Su)** Whenever the balor lord slays a living foe, it receives the benefits of a *heal* spell (CL 20th). This ability can activate up to once per round.

**Master of Magic (Su)** The balor lord has additional spell-like abilities (20 spell levels' worth of 1st–4th level spells usable at will and 20 spell levels' worth of 5th–8th level spells usable 3 times a day).

**Soul Swallow (Su)** As a standard action, the balor lord can inhale the soul of a living creature within 30 feet. The target must make a Fortitude save (DC 10 + 1/2 balor lord's racial HD + the balor lord's Charisma modifier) or die. The body of a humanoid creature killed in this manner immediately transforms into a demon under the balor lord's command (a babau, succubus, or shadow demon, according to the balor lord's whim).





# DEMON, DRETCH

*This creature's bloated frame shudders with each heaving step, yet despite its shape, the thing moves with surprising quickness.*

## DRETCH

CR 2



XP 600

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

Init +0; Senses darkvision 60 ft.; Perception +5

### DEFENSE

AC 14, touch 11, flat-footed 14 (+3 natural, +1 size)

hp 18 (2d10+7)

Fort +5, Ref +0, Will +3

DR 5/cold iron or good; Immune electricity, poison; Resist acid 10, cold 10, fire 10

### OFFENSE

Speed 20 ft.

Melee 2 claws +4 (1d4+1), bite +4 (1d4+1)

Spell-Like Abilities (CL 2nd)

1/day—*cause fear* (DC 11), *stinking cloud* (DC 13), summon (level 1, 1 dretch 35%)

### STATISTICS

Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 11

Base Atk +2; CMB +2; CMD 12

Feats Toughness

Skills Escape Artist +5, Perception +5, Stealth +9

Languages Abyssal (cannot speak); telepathy 100 ft. (limited to Abyssal-speaking targets)

### ECOLOGY

Environment any (Abyss)

Organization solitary, pair, gang (3–5), crowd (6–12), or mob (13+)

Treasure none

Even the lowest demons of the Abyss are dangerous and filled with a driving need to spread ruin and dismay. The lowly dretch is as hideous and foul as it is cruel, even if it lacks the strength and power to realize its need to brutalize others in its native realm. The lot of the dretch's existence is to serve more powerful demons as victims, and only the lucky few survive long enough to evolve.

The dretch is a favorite target for dabblers in Abyssal summonings to call forth. Relatively weak and easy to bully, dretches can often be pressured into long periods of servitude with only vague promises of the opportunity to vent their frustrations and anger on softer foes. Yet the prospective dretch-summoner would do well to remember that these demons are as craven and untrustworthy as they come. A dretch faced with a more powerful foe is only too eager to trade what it knows for its pitiful excuse for a life.

Unlike most demons, a dretch's slovenly personality and disdain for prolonged physical labor rarely result in success. Advanced dretches are rare, but those who do find it within themselves to be more than they were at creation often become the pauper-kings of the Abyss, cruel and bitter in their rule over vermin, broken souls, mindless undead, and other dretches. Their empires are confined to abandoned stretches of sewers under backwater cities, unstable reaches of swampland avoided by more sensible minds, and other undesirable corners of the Abyss that even demons find uncomfortable or foul. Yet to the dretch lords, these realms are their empires, and they defend them with a pitiful tenacity.

A dretch stands 4 feet tall and weighs 180 pounds. Dretches typically form from the souls of slothful, evil mortals—yet it only takes a small fragment of a soul to trigger such a hideous birth. A single soul can often trigger the manifestation of a small army of dretches, and the sight of a horde of fresh-birthed dretches pulling free from the heaving protomatter of the Abyss is a nauseating and terrifying one indeed.



## DEMON, GLABREZU

*Four arms grace the torso of this towering monstrosity. The monster's eyes shine with a mix of intelligence and cruelty.*

### GLABREZU

CR 13



XP 25,600

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

**Init** +0; **Senses** darkvision 60 ft., *true seeing*; **Perception** +26

#### DEFENSE

**AC** 28, touch 8, flat-footed 28 (+20 natural, -2 size)

**hp** 186 (12d10+120)

**Fort** +18, **Ref** +4, **Will** +11

**DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 24

#### OFFENSE

**Speed** 40 ft.

**Melee** 2 pincers +20 (2d8+10/19-20), 2 claws +20 (1d6+10), bite +20 (1d8+10)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** rend (2 pincers, 2d8+15)

**Spell-Like Abilities** (CL 14th)

Constant—*true seeing*

At will—*chaos hammer* (DC 19), *confusion* (DC 19), *dispel magic*, *mirror image*, *reverse gravity* (DC 22), *greater teleport* (self plus 50 lbs. of objects only), *veil* (self only), *unholy blight*

1/day—*power word stun*, *summon* (level 4, 1 glabrezu 20% or 1d2 vrock 50%)

1/month—*wish* (granted to a mortal humanoid only)

#### STATISTICS

**Str** 31, **Dex** 11, **Con** 31, **Int** 16, **Wis** 16, **Cha** 20

**Base Atk** +12; **CMB** +24; **CMD** 34

**Feats** Cleave, Great Cleave, Improved Critical (pincer), Persuasive, Power Attack, Vital Strike

**Skills** Bluff +28, Diplomacy +22, Intimidate +22, Knowledge (history) +18, Knowledge (local) +18, Perception +26, Sense Motive +18, Stealth +7, Use Magic Device +17; **Racial Modifiers** +8 Bluff, +8 Perception

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

#### ECOLOGY

**Environment** any (Abyss)

**Organization** solitary or troop (1 glabrezu, 1 succubus, and 2-5 vrock)

**Treasure** standard

Whereas the succubus is a demon that works her wiles by exploiting the physical lusts and needs of her prey, the glabrezu is a tempter of a different sort. Ferocious and bestial in form, the glabrezu is in fact a master of trickery and lies. With its ability to cloak its true form in pleasant illusions, the glabrezu uses its magic to grant

wishes to mortal humanoids as a method of rewarding those who succumb to its guile and deceit. A wish granted by a glabrezu always fulfills the wisher's need in the most destructive way possible—although such methods might not be immediately apparent. A struggling weaponsmith might wish for fame and skill at his craft, only to find that his best patron is a cruel and sadistic murderer who uses the weapons to further his destructive desires. A lonely man who wishes for a companion might have his wish granted in the form of a lost love returned to “life” as a vampire, and so on—the glabrezu is nothing if not creative in addressing a mortal's desires.

A glabrezu stands 18 feet tall and weighs just over 6,000 pounds. These treacherous demons form from the souls of the treasonous, the false, and the subversive—souls of mortals who, in life, bore false witness or used treachery and deceit to ruin the lives of others.



Illustration by Tyler Walpole



# DEMON, HEZROU

*This fiend's armored flesh is scaly and moist. Its large, toothy mouth gapes below a pair of hungry, reptilian eyes.*

## HEZROU

CR 11



XP 12,800

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

**Init** +4; **Senses** darkvision 60 ft.; Perception +23

**Aura** stench (DC 24, 10 rounds)

### DEFENSE

**AC** 25, touch 9, flat-footed 25 (+16 natural, –1 size)

**hp** 145 (10d10+90)

**Fort** +16, **Ref** +3, **Will** +9

**DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 22

### OFFENSE

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

**Melee** bite +17 (4d4+8 plus grab), 2 claws +17 (1d8+8 plus grab)

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

**Special Attacks** nausea

**Spell-Like Abilities** (CL 13th)

At will—*chaos hammer* (DC 18), *greater teleport* (self plus 50 lbs. of objects only), *unholy blight* (DC 18)

3/day—*gaseous form*

1/day—*blasphemy* (DC 21), *summon* (level 4, 1 hezrou 35%)

### STATISTICS

**Str** 27, **Dex** 11, **Con** 29, **Int** 14, **Wis** 14, **Cha** 18

**Base Atk** +10; **CMB** +19 (+23 grapple); **CMD** 29

**Feats** Blind-Fight, Cleave, Great Cleave, Improved Initiative, Power Attack

**Skills** Climb +21, Escape Artist +10, Intimidate +14, Knowledge (arcana) +15, Perception +23, Spellcraft +15, Stealth +9, Swim +29; **Racial Modifiers** +8 Perception

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

**SQ** amphibious

### ECOLOGY

**Environment** any swamp (Abyss)

**Organization** solitary or gang (2–4)

**Treasure** standard

### SPECIAL ABILITIES

**Nausea (Ex)** The noxious vapors and foul fluids that constantly weep and seethe from a hezrou's body are particularly heinous to those the creature grapples. Each round a creature is grappled by a hezrou, the grappled foe must make a DC 24 Fortitude save to avoid becoming nauseated. A creature nauseated in this manner remains nauseated until he succeeds on a DC 24 Fortitude save, or until a minute has passed during which he is not grappled by the hezrou, whichever condition comes first. The save DC is Constitution-based.

The hezrou dwells in the vast Abyssal swamps, mires, and waterways, equally at home on land and in the water. The presence of a hezrou has an obvious effect on the nearby flora and water, causing plant life to twist and knurl and infusing water with a foul odor and brackish taste—signs much easier to spot on the Material Plane than the Abyss. Long exposure to this corruption can cause vile transformations and hideous deformities. Often, entire backwater communities of deformed mutants owe their twisted countenances not as much to incest and poor breeding as they do to a hezrou's proximity.

Although quite intelligent, a hezrou can fairly be said to waste its intellect. They prefer the simple pleasures—slumber, the thrill of torture, the bliss of feasting on a living meal, or the joy of feeling something beautiful breaking and crumbling in a clenched fist. They do not often seek to build empires or lead cults—although few hezrous would turn away prospective minions who came to serve the demon on their own.

These monstrous and bestial creatures form from the souls of evil mortals who poisoned themselves, their kin, or their surroundings, such as drug addicts, assassins, and alchemists who cared not how their experiments polluted the environment.



# DEMON, HEZROU-DEMON, MARILITH

## DEMON, MARILITH

*This snake-bodied fiend has a six-armed woman's torso, pointed ears, and glittering, otherworldly eyes.*

### MARILITH

CR 17



XP 102,400

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

**Init** +4; **Senses** darkvision 60 ft., *true seeing*; Perception +31

**Aura** unholy aura (DC 25)

#### DEFENSE

**AC** 32, touch 17, flat-footed 28 (+4 deflection, +4 Dex, +15 natural, -1 size)

**hp** 264 (16d10+176)

**Fort** +25, **Ref** +18, **Will** +13

**DR** 10/cold iron and good; **Immune** electricity and poison;

**Resist** acid 10, cold 10, fire 10; **SR** 28

#### OFFENSE

**Speed** 40 ft.

**Melee** +1 *longsword* +24/+19/+14/+9 (2d6+8/17-20), 5 +1 *longswords* +24 (2d6+4/17-20), tail slap +17 (2d6+3 plus grab) or 6 slams +22 (1d8+7), tail slap +17 (2d6+3 plus grab)

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

**Special Attacks** constrict (tail slap, 2d6+10 plus crushing coils), *infuse weapon*, *multiweapon mastery*

**Spell-Like Abilities** (CL 16th)

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

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

*project image* (DC 24), *telekinesis* (DC 22)

3/day—*blade barrier* (DC 23), *fly*

1/day—*summon* (level 5, 1 marilith 20%, 1 nalfeshnee at 35%, or 1d4 hezrous at 60%)

#### STATISTICS

**Str** 25, **Dex** 19, **Con** 32, **Int** 18, **Wis** 18, **Cha** 25

**Base Atk** +16; **CMB** +24 (+28 grapple); **CMD** 42 (can't be tripped)

**Feats** Bleeding Critical, Combat Expertise, Combat Reflexes,

Critical Focus, Improved Critical (*longsword*), Improved Disarm, Power Attack, Weapon Focus (*longsword*)

**Skills** Acrobatics +23, Bluff +26, Diplomacy +26, Fly +18, Intimidate +26, Knowledge (engineering) +20, Perception +31, Sense Motive +23, Stealth +19, Use Magic Device +26;

**Racial Modifiers** +8 Perception

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

#### ECOLOGY

**Environment** any (Abyss)

**Organization** solitary, pair, or platoon (1 marilith, 1-3 glabrezus, and 3-14 babaus)

**Treasure** double (6 mwk longswords, other treasure)

#### SPECIAL ABILITIES

**Crushing Coils (Ex)** A creature that takes damage from a marilith's constrict attack must succeed on a DC 25 Fortitude save or lose consciousness for 1d8 rounds. The save DC is Strength-based.

**Infuse Weapon (Su)** Any weapon a marilith wields gains a +1 enhancement bonus to attack and damage, and strikes as if it were a chaotic and evil cold iron weapon (in addition to retaining the qualities of its actual composition).

**Multiweapon Mastery (Ex)** A marilith never takes penalties to her attack roll when fighting with multiple weapons.

The leaders of Abyssal hordes and queens of Abyssal nations, the dreaded mariliths serve demon lords as governesses, advisors, and even lovers, yet their brilliance as tacticians makes them most sought after as generals and commanders of armies. The most powerful mariliths serve no one, and instead command ravenous fiendish legions.

A marilith is 6 to 9 feet tall and measures 20 feet from head to tail tip. It weighs 4,000 pounds. Only the most arrogant and proud evil souls, typically those of cruel kings, sadistic generals, and exceptionally violent warlords, can trigger the manifestation of a marilith.



Illustration by Eva Widemann





# DEMON, NABASU

*This lanky fiend's mouth is filled with sharp fangs, while great bat-like wings stretch from its scaly hide.*

## NABASU

CR 8



XP 4,800

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

**Init** +7; **Senses** darkvision 60 ft.; Perception +23

### DEFENSE

**AC** 22, touch 14, flat-footed 18 (+3 Dex, +1 dodge, +8 natural)

**hp** 103 (9d10+54)

**Fort** +9, **Ref** +9, **Will** +9

**DR** 10/cold iron or good; **Immune** death effects, electricity, paralysis, poison; **Resist** acid 10, cold 10, fire 10; **SR** 19

### OFFENSE

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

**Melee** 2 claws +15 (1d6+6), bite +15 (1d8+6)

**Special Attacks** consume life, death-stealing gaze, sneak attack +2d6

**Spell-Like Abilities** (CL 8th)

At will—*deeper darkness*, *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 19)

3/day—*enervation*, *silence* (DC 16), *vampiric touch*

1/day—*mass hold person* (DC 21), *regenerate*, *summon* (level 4, 1 nabasu 30% or 1d4 babaus 30%)

### STATISTICS

**Str** 22, **Dex** 17, **Con** 22, **Int** 15, **Wis** 16, **Cha** 19

**Base Atk** +9; **CMB** +15; **CMD** 29

**Feats** Cleave, Combat Expertise, Dodge, Improved Initiative, Power Attack

**Skills** Acrobatics +15, Fly +15, Knowledge (arcana) +14, Knowledge (planes) +14, Perception +23, Sense Motive +15, Stealth +15 (+23 in shadowy conditions), Survival +15; **Racial Modifiers** +8 Perception, +8 Stealth in shadowy areas

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

### ECOLOGY

**Environment** any (Abyss)

**Organization** solitary

**Treasure** standard

### SPECIAL ABILITIES

**Consume Life (Su)** When a nabasu creates a ghoul with its gaze attack, it gains a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, saving throws, caster level checks, and skill checks. Its maximum hit points increase by 10 for each growth point, and its caster level for spell-like abilities increases by 1. For every 2 growth points, its natural armor bonus, SR, and CR increase by 1. Every time it gains a growth point it makes a DC 30 caster level check—success indicates it matures (gaining both the advanced and the giant simple templates) and *plane shifts* to the Abyss in a

burst of smoke. A nabasu can have a maximum of 20 growth points—it automatically matures if it has not done so already when it reaches 20 growth points.

**Death-Stealing Gaze (Su)** As a free action once per day per growth point (minimum of 1/day), a nabasu can activate its death-stealing gaze for a full round. All living creatures within 30 feet must succeed on a DC 18 Fortitude save or gain a negative level. A humanoid slain in this manner immediately transforms into a ghoul under the nabasu's control. A nabasu's gaze can only create one ghoul per round—if multiple humans perish from the gaze in a round, the nabasu picks which human becomes a ghoul. The save DC is Charisma-based.

Nabasus are birthed directly into the Material Plane from the Abyss, where they feed on innocent souls to mature. Only when finally sated can a nabasu return to the Abyss. Rumor holds that even then the nabasu's lifecycle does not change, and that further developments await them as they continue to grow. These vile demons form from the souls of evil gluttons, particularly from cannibals, blood-drinkers, and those who prefer the tang of undead flesh.



## DEMON, NALFESHNEE

*A towering, corpulent beast, this fiend has the hideous head of a boar and arms ending in fatty, four-fingered hands.*

### NALFESHNEE

CR 14



XP 38,400

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

**Init** +5; **Senses** darkvision 60 ft., *true seeing*; Perception +31

**Aura** unholy aura (DC 23)

### DEFENSE

**AC** 29, touch 13, flat-footed 28 (+4 deflection, +1 Dex, +16 natural, -2 size)

**hp** 203 (14d10+126)

**Fort** +22, **Ref** +9, **Will** +21

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

### OFFENSE

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

**Melee** bite +23 (3d8+11/19-20), 2 claws +23 (2d6+11)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** unholy nimbus

**Spell-Like Abilities** (CL 12th)

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

At will—*call lightning* (DC 18), *feeblemind* (DC 20),

*greater dispel magic*, *slow* (DC 18), *greater teleport* (self plus 50 lbs. of objects only)

1/day—*summon* (level 5, 1 nalfeshnee 20%, 1d4 hezrous 40%, or 1d4 vrocks 50%)

### STATISTICS

**Str** 32, **Dex** 13, **Con** 29, **Int** 23, **Wis** 22, **Cha** 20

**Base Atk** +14; **CMB** +27; **CMD** 42

**Feats** Awesome Blow, Cleave, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Iron Will, Power Attack

**Skills** Bluff +22, Diplomacy +22, Fly +10, Intimidate +19, Knowledge (arcana) +23, Knowledge (planes) +23, Knowledge (any one other) +20, Perception +31, Sense Motive +23, Spellcraft +23, Stealth +10, Use Magic Device +22; **Racial Modifier** +8 on Perception

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

### ECOLOGY

**Environment** any (Abyss)

**Organization** solitary or warband (1 nalfeshnee, 1 hezrou, and 2-5 vrocks)

**Treasure** standard

### SPECIAL ABILITIES

**Unholy Nimbus (Su)** Three times per day as a free action a nalfeshnee can create a nimbus of unholy light, causing nauseating beams of writhing color to play around its body. One round later, the light bursts in a 60-foot radius. Any non-demon creature caught within this area must succeed on a DC 22 Will save or be dazed for 1d10 rounds as visions

of madness hound it. The save DC is Charisma-based.

Few demons understand the inner workings of the Abyss like the nalfeshnee, and it is not unusual to see a nalfeshnee seeming to serve the Abyss itself rather than a demon lord. Some claim stewardship over the fleshy realms that birth new demons, while others guard sites of particular significance deep in the plane's secret reaches. Often, a nalfeshnee's realm in the Abyss surpasses the strength and size of the largest of mortal kingdoms, for nalfeshnees display a singular gift for managing and ordering the chaos of the Abyss. Mortal summoners often seek them out for their unparalleled yet mad intellects, ever taking care to comb through bargains with such demons for hidden and unwanted consequences, for there is little a nalfeshnee will agree to do that does not, in some sinister way, advance the needs and desires of the Abyss.

Nalfeshnees stand 20 feet tall and weigh 8,000 pounds. They form from the souls of greedy or avaricious evil mortals, particularly those who ruled over empires of slavery, theft, banditry, and more violent vices.





# DEMON, QUASIT

*Ram horns curl back from the twisted head of this tiny winged demon, and its body is thin and wiry.*

## QUASIT

CR 2



XP 600

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

**Init** +6; **Senses** darkvision 60 ft.; **Perception** +7

### DEFENSE

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

**hp** 16 (3d10); **fast healing** 2

**Fort** +1, **Ref** +5, **Will** +4

**DR** 5/cold iron or

good; **Immune**

electricity, poison;

**Resist** acid 10, cold

10, fire 10

### OFFENSE

**Speed** 20 ft., fly 50 ft. (perfect)

**Melee** 2 claws +7 (1d3–1 plus  
poison), bite +7 (1d4–1)

**Space** 2–1/2 ft.; **Reach** 0 ft.

**Spell-Like Abilities** (CL 6th)

At will—*detect good*, *detect  
magic*, *invisibility* (self only)

1/day—*cause fear* (30-foot  
radius, DC 11)

1/week—*commune* (six  
questions)

### STATISTICS

**Str** 8, **Dex** 14, **Con** 11, **Int** 11,

**Wis** 12, **Cha** 11

**Base Atk** +3; **CMB** +0; **CMD** 12

**Feats** Improved Initiative,  
Weapon Finesse

**Skills** Bluff +6, Fly +20, Intimidate +6,  
Knowledge (planes) +6, Perception  
+7, Stealth +16

**Languages** Abyssal, Common;  
telepathy (touch)

**SQ** change shape (2 of the  
following forms: bat,  
Small centipede, toad, or  
wolf; polymorph)

### ECOLOGY

**Environment** any (Abyss)

**Organization** solitary or flock (2–12)

**Treasure** standard

### SPECIAL ABILITIES

**Poison (Ex)** Claw—injury; *save* Fortitude DC 13 (includes  
a +2 racial bonus); *frequency* 1/round for 6 rounds;  
*effect* 1d2 Dexterity; *cure* 2 consecutive saves.

The quasit is perhaps the least powerful demon, yet it is not the least respected—even quasits hold themselves above the dretch horde, and true to their natures, dretches lack the courage or drive to prove the quasits wrong. A quasit's first role in life is that of a familiar to a spellcasting master, but those quasits who escape from this humiliating servitude become free-willed and much more dangerous.

A typical quasit stands a foot and a half tall, and weighs only 8 pounds. Alone among the demonic horde, quasits do not form from the dead souls of evil mortals. Instead, they form from living souls—when a spellcaster seeks out a quasit to serve him as a familiar, his soul brushes against the Abyss and it reacts, carving from itself a quasit linked to that spellcaster's soul and forming a powerful bond between the two. Newly created quasits are birthed directly into the Material Plane, where they become familiars, and while bonded to their masters' wills, all quasits hate and loathe their lieges, as they can feel the pulse of their lords' souls and know that they could have been more. A quasit serves, yet it watches and waits for mistakes that might cost its master's life,

or even better, an error that might let the quasit turn against its master.

When a quasit's master dies, the quasit can attempt to follow the master's soul into the Great Beyond by making a DC 15 Will save.

This functions as *plane shift*, but affects only the quasit and transports it into the Abyss and places its master's soul in the quasit's possession as a writhing larvae rather than using the evil master's soul to create new demonic life. In this manner, a quasit can use its newly captured soul to bargain with more powerful denizens of the lower planes, and perhaps secure a vile transformative “promotion” to a more powerful form of life in the process.

Rarely, a quasit elects to ignore its master's death and instead remains on the Material Plane to seek other ways to entertain itself—usually settling in an urban area where there are plenty of folk to torment.



Illustration by Tyler Walpole

## DEMON, SHADOW

Only this shadowy bat-winged demon's teeth and claws have any sense of physicality to them—the rest is lost in darkness.

### SHADOW DEMON

CR 7



XP 3,200

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

**Init** +8; **Senses** darkvision 60 ft.; Perception +20

#### DEFENSE

**AC** 18, touch 18, flat-footed 14 (+4 deflection, +4 Dex)

**hp** 59 (7d10+21)

**Fort** +5, **Ref** +11, **Will** +7

**Defensive Abilities** incorporeal; **DR** 10/cold iron or good;

**Immune** cold, electricity, poison; **Resist** acid 10, fire 10; **SR** 17

**Weaknesses** sunlight powerlessness

#### OFFENSE

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

**Melee** 2 claws +11 touch (1d6 plus 1d6 cold), bite +11 touch (1d8 plus 1d6 cold)

**Special Attacks** pounce, sprint, shadow blend

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

At will—*deeper darkness*, *fear* (DC 18), *greater teleport* (self only), *telekinesis* (DC 19)

3/day—*shadow conjuration* (DC 18), *shadow evocation* (DC 19)

1/day—*magic jar* (DC 19), *summon* (level 3, 1 shadow demon 50%)

#### STATISTICS

**Str** —, **Dex** 18, **Con** 17, **Int** 14, **Wis** 14, **Cha** 19

**Base Atk** +7; **CMB** +11; **CMD** 25

**Feats** Blind-Fight, Combat Reflexes, Improved

Initiative, Lightning Reflexes,

**Skills** Acrobatics +14, Bluff +14, Fly +22,

Knowledge (local) +12, Knowledge (planes) +12,

Perception +20, Sense Motive +12, Stealth +14;

**Racial Modifiers** +8 Perception

**Languages** Abyssal, Common; telepathy 100 ft.

#### ECOLOGY

**Environment** any (Abyss)

**Organization** solitary, pair, or haunt (3–8)

**Treasure** standard

#### SPECIAL ABILITIES

**Sprint (Ex)** Once per minute, a shadow demon increase its fly speed to 240 feet for 1 round.

**Shadow Blend (Su)** During any conditions other than bright light, a shadow demon can disappear into the shadows as a move-equivalent action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability.

**Sunlight Powerlessness (Ex)** A shadow demon is utterly powerless in bright light or natural sunlight

and flees from it. A shadow demon caught in such light cannot attack and can take only a single move or standard action. A shadow demon that is possessing a creature using *magic jar* is not harmed by sunlight, but if it is struck by a *sunbeam* or *sunburst* spell while possessing a creature, the shadow demon is driven out of its host automatically.

Tales of demonic possession are common, used often by the ignorant to explain strange or violent behavior. While the majority of such cases are merely manifestations of madness or derangement, those that are legitimate possessions are often the work of shadow demons.

Unlike many demons, shadow demons are incorporeal. When a particularly envious and evil mortal soul is pulled into the Abyss, it is transformed, split apart, and combined with other souls until what emerges is little more than jealous malevolence without the impediment of a physical body.



Illustration by Ben Wooten



# DEMON, SUCCUBUS

*Tiny horns, bat-like wings, and a sinuous tail betray the demonic nature of this alluring woman.*

## SUCCUBUS

CR 7



XP 3,200

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

**Init** +3; **Senses** darkvision 60 ft., detect good; Perception +21,

### DEFENSE

**AC** 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)

**hp** 84 (8d10+40)

**Fort** +7, **Ref** +9, **Will** +10

**DR** 10/cold iron or good; **Immune** electricity, fire, poison;

**Resist** acid 10, cold 10; **SR** 18

### OFFENSE

**Speed** 30 ft., fly 50 ft. (average)

**Melee** 2 claws +11 (1d6+1)

**Special Attacks** energy drain, profane gift

**Spell-Like Abilities** (CL 12th)

Constant—*detect good*, *tongues*

At will—*charm monster* (DC 22), *detect thoughts* (DC 20),  
*ethereal jaunt* (self plus 50 lbs. of objects only), *suggestion*  
(DC 21), *greater teleport* (self plus 50 lbs. of objects only),  
*vampiric touch*

1/day—*dominate person* (DC 23), *summon* (level 3, 1 babau  
50%)

### STATISTICS

**Str** 13, **Dex** 17, **Con** 20, **Int** 18, **Wis** 14, **Cha** 27

**Base Atk** +8; **CMB** +11; **CMD** 22

**Feats** Agile Maneuvers, Combat Reflexes, Iron Will,  
Weapon Finesse

**Skills** Bluff +27, Diplomacy +19, Disguise +19, Escape Artist  
+11, Fly +14, Intimidate +16, Knowledge (local) +15,  
Perception +21, Sense Motive +13, Stealth +14; **Racial**

**Modifiers** +8 Bluff, +8 Perception

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

**SQ** change shape (*alter self*, Small or Medium humanoid)

### ECOLOGY

**Environment** any (Abyss)

**Organization** solitary, pair, or harem (3–12)

**Treasure** double

### SPECIAL ABILITIES

**Energy Drain (Su)** A succubus drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the succubus can use this ability. The succubus's kiss bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another act of passion from the succubus. The victim must succeed on a DC 22 Will save to negate the *suggestion*. The DC is 22 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.




**Profane Gift (Su)** Once per day as a full-round action, a succubus may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a succubus at a time. As long as the profane gift persists, the succubus can communicate telepathically with the target across any distance (and may use her *suggestion* spell-like ability through it). A profane gift is removed by *dispel evil* or *dispel chaos*. The succubus can remove it as well as a free action (causing 2d6 Charisma drain to the victim, no save).

Among the demon hordes, a succubus can often rise to incredible heights of power through her manipulations and sensual charms, and many a demonic war has raged due to the subtle machinations of such creatures. A succubus is formed from the souls of particularly lustful and rapacious evil mortals.



## DEMON, VROCK

*A cloud of spores and a trail of feathers surrounds this twisted cross between a man and a gigantic vulture.*

<b>VROCK</b>	<b>CR 9</b>	  
<b>XP 6,400</b>		
CE Large outsider (chaotic, demon, evil, extraplanar)		
<b>Init</b> +6; <b>Senses</b> darkvision 60 ft.; Perception +23		
<b>DEFENSE</b>		
<b>AC</b> 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, -1 size)		
<b>hp</b> 112 (9d10+63)		
<b>Fort</b> +13, <b>Ref</b> +10, <b>Will</b> +6		
<b>DR</b> 10/good; <b>Immune</b> electricity, poison; <b>Resist</b> acid 10, cold 10, fire 10; <b>SR</b> 20		
<b>OFFENSE</b>		
<b>Speed</b> 30 ft., fly 50 ft. (average)		
<b>Melee</b> 2 claws +13 (2d6+5), bite +13 (1d8+5), 2 talons +13 (1d6+5)		
<b>Space</b> 10 ft.; <b>Reach</b> 10 ft.		
<b>Special Attacks</b> dance of ruin, spores, stunning screech		
<b>Spell-Like Abilities</b> (CL 12th)		
At will— <i>greater teleport</i> (self plus 50 lbs. of objects only), <i>telekinesis</i> (DC 18)		
1/day— <i>heroism</i> , <i>mirror image</i> , <i>summon</i> (level 3, 1 vrock 35%)		
<b>STATISTICS</b>		
<b>Str</b> 21, <b>Dex</b> 15, <b>Con</b> 25, <b>Int</b> 14, <b>Wis</b> 16, <b>Cha</b> 16		
<b>Base Atk</b> +9; <b>CMB</b> +15; <b>CMD</b> 27		
<b>Feats</b> Cleave, Combat Reflexes, Improved Initiative, Lightning Reflexes, Power Attack		
<b>Skills</b> Fly +12, Intimidate +15, Knowledge (planes) +14, Perception +23, Sense Motive +15, Spellcraft +14, Stealth +10, Survival +15; <b>Racial Modifiers</b> +8 Perception		
<b>Languages</b> Abyssal, Celestial, Common; telepathy 100 ft.		
<b>ECOLOGY</b>		
<b>Environment</b> any (Abyss)		
<b>Organization</b> solitary, pair, or gang (3–10)		
<b>Treasure</b> standard		
<b>SPECIAL ABILITIES</b>		
<b>Dance of Ruin (Su)</b> A vrock can dance and chant as a full-round action—at the end of 3 rounds, a crackling wave of energy explodes from the vrock, dealing 5d6 points of electricity damage to all creatures within 100 feet. A DC 17 Reflex save halves this damage. For each additional vrock that joins in the dance, the damage increases by 5d6 and the DC to avoid the effect increases by +1, to a maximum of 20d6 when four or more vlocks are dancing (the DC continues to increase with additional vlocks, but the damage does not). The dance immediately ends and must be started anew if any of the participating vlocks is slain, stunned, or otherwise prevented from dancing. The save DC is Charisma-based.		

**Spores (Ex)** A vrock can release a cloud of spores from its body once every 3 rounds as a free action. Adjacent creatures take 1d8 points of damage from the spores, plus 1d4 points of damage per round for 10 rounds as the spores grow into thick green vines. Although ugly, the vines are harmless and wither away in 1d4 days if not shaved off before then. The spores can be destroyed by casting *bleed* on the affected creatures or by sprinkling them with holy water. This attack can also be halted by effects that remove or provide immunity to disease.

**Stunning Screech (Su)** Once per hour, a vrock can emit a shrill screech. All creatures except demons within a 30-foot-radius spread must succeed on a DC 21 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

Profane champions of the Abyss, vlocks embody all the rage, hatred, and violence of that despicable realm. As ravenous and grotesquely opportunistic as the scavengers they resemble, vlocks delight in bloodshed, relishing the sounds and sensations of ripping the still-pulsing entrails from a living husk.

A typical vrock stands 8 feet tall and weighs 400 pounds. Vlocks generally form from the evil souls of hateful and wrathful mortals, particularly those who were career criminals, mercenaries, or assassins.



Illustration by Ben Wootten