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DEMONS REVISITED

James Jacobs

Scions of Sin and Lords of Destruction



Babau

Blood Demon
Spawned from the soul of a murderer, the babau personifies a very specific sin—the taking of pleasure from artistically executed slaughter.



Marilith

Serpent Demon
Only the proudest and most arrogant of cruel kings, sadistic generals, and violent warlords can fuel the birth of a marilith with her soul.



Balor

Fire Demon
No single mortal soul can fuel the birth of a balor—these mightiest of demons form only from multiple souls of black-hearted dastards.



Nabasu

Death Demon
The dread nabasu is birthed directly into the mortal realm, where it gorges on the living, a gruesome embodiment of ravenous gluttony.



Glabrezu

Treachery Demon
Ferocious and bestial in form, the silver-tongued glabrezu, risen from the treacherous souls of traitors and liars, is a master of lies.



Nalfeshnee

Greed Demon
Self-appointed guardians of the Abyss, the bloated nalfeshnees rise from the souls of avaricious mortals—bandits, thieves, extorters, and kings alike.



Hezrou

Toad Demon
Spawned from the souls of those who in mortal life polluted the land and poisoned the body, the hezrou is among the foulest of demonkind.



Succubus

Lust Demon
As beautiful as she is deadly, the succubus is the most insidious of demons—the very quintessence of mortals' darkest desires.



Invidiak

Shadow Demon
The envious invidiak lacks what it lusts for most—physicality. Only by possessing a mortal can it revel in that which it covets so dear: life.



Vrock

Wrath Demon
The vrock is a living embodiment of rage and violence, a grotesque eidolon of humanity birthed from mortals' capacity for wrath.

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On the Cover



A fearsome and massive balor lays waste to a legion of valiant but ultimately doomed crusaders in this action-packed scene by Jesper Ejsing.



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Reference

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd.

<i>Advanced Player's Guide</i>	APG	<i>Inner Sea Magic</i>	ISM
<i>Lords of Chaos:</i>		<i>Ultimate Combat</i>	UC
<i>Book of the Damned, Vol. 2</i>	BOTD2	<i>Ultimate Magic</i>	UM



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DEALING WITH DEMONS

Demons have existed for as long as humanity has dared wonder about what lies beyond mortal realms. Embodiments of sin, metaphors for religion, and foes to defeat, demons have been a part of the roleplaying gaming tradition from the start. Yet their presence in popular culture certainly doesn't stop at RPGs—they are the antagonists of some of the most successful (and notorious) horror movies (such as *The Exorcist*, *The Evil Dead*, *Hellraiser*, *Sinister*, *Paranormal Activity*) and video games (such as *Devil May Cry*, *Doom*, and *Dragon Age*) of all time, and stories featuring the demonic fill bookstore shelves. Of course, in non-Pathfinder entertainment, the difference between demons and devils becomes largely semantic, but even so, demons are popular bad guys these days!

In Pathfinder, demons are a specific type of fiend from the Abyss—outsiders formed from the unholy synthesis of sinful mortal souls and the raw matter of the Abyss itself. They make great villains for adventures, either as minions summoned by the corrupt, or as the masterminds behind vile cults and evil conjurers. This book examines 10 of the most common and notorious demons to plague the world of Golarion, and provides aid not only in incorporating them into your own tales of demonic adventure, but in teaching valuable lessons to those characters foolhardy enough to think themselves the masters of their demonic “servants.”

Conjuring Demons

Numerous options exist for those foolish or brave enough to summon demons from the Abyss to do their bidding. The various *summon monster* spells bring lesser demons to serve in battle or for other short tasks, but the true conjurer instead relies upon spells such as *planar ally* or *planar binding*, or for the truly powerful, *gate*. Although these more powerful spells, like the less powerful summoning effects, allow the spellcaster to conjure up standard members of each type of demon, their true potential lies in the fact that, if a demon's name is known and a proper offering is granted, the spellcaster may conjure up and traffic with specific and unique demons (often of great power).

Note that, for the purposes of this book, the term “summoning” always refers to temporarily conjuring a demon (such as via a *summon monster* spell)—these demons are not individuals, but rather magical “duplicates” created by the interaction of spell energy and the Abyss, which exist only until their deaths or the end of the spell. “Calling,” on the other hand, refers to spells like *planar ally* or *gate* that bring an individual demon through to the caster's plane permanently—these demons do not

disappear when slain or at the end of a spell, and have their own lives and opinions, making calling them both more useful and more dangerous.

Learning a Demon's Name: A spellcaster can learn a demon's name in numerous ways. One may learn it from the demon itself, through discussion with other spellcasters, or by reading another demonologist's notes. The name may come to the seeker in visions or dreams. A curious spellcaster may attempt to research a particular type of demonic name by spending time in a library with a significant number of tomes on demonology (it's up to the GM to decide whether any one library can be used for this type of research). Typically a spellcaster begins his search with a specific service in mind—he might be seeking a demon to build a powerful weapon for him, to learn a particular secret about a competing spellcaster, or to combat good outsiders. The GM selects an appropriate demon (either one from this book, or one of her own design) to fulfill that requirement. An attempt to research a specific demon to complete such a task takes a full day of study and requires a Knowledge (planes) check with a DC equal to 10 + the researched demon's CR. Note that these names are not true names—discovery of a demon's true name is a much more time-consuming and difficult procedure, but it grants great benefits to the conjuring spellcaster. See pages 101–102 of the *Pathfinder RPG GameMastery Guide* for more details on true names. Using a true name when conjuring a specific demon allows the conjurer to ignore the additional offering required when conjuring the demon.

Researching the Demon's Desires: Once the target demon is known, the spellcaster must incorporate the demon's name, written in Abyssal, into a magic circle inscribed upon a solid surface using inks made from powdered cold iron. A spellcaster may simply use powdered cold iron, but runs the risk of a gust of wind or careless foot breaking the circle. Permanent cold iron inlays are the most effective means of creating such circles, but have the disadvantage of not being portable. Before the spell used to conjure the demon is cast, an offering meeting the specific demon's desires must be placed in the circle and must remain in that circle for the duration of the casting of the spell. Determining an appropriate offering requires a day of research in a proper library and a Knowledge (planes) check (DC = 10 + the demon's CR), and procuring it can be difficult and time-consuming, or even dangerous and illegal. Use the offerings for numerous demons found later in this book as examples when designing new offerings for unique demons of your own design. (Note that these offerings are intended



to be descriptive—while individual demons may certainly demand specific offerings and payments, all spells still function mechanically as described in the standard rules, and a caster may still conjure a generic demon even if he or she doesn't have the specific offerings outlined for a demon of that type. In these cases, the demon conjured is likely to be even angrier than normal about its service.)

Conjuring the Demon: Once the above information is obtained, the spellcaster need only cast the appropriate conjuration spell to make contact with the demon. Each of the chapters in this book presents a number of named demons, along with the Knowledge (planes) DCs to learn their names and preferred offerings. All of the named and unique demons detailed in these sections have more than 12 Hit Dice, and thus require at minimum a *greater planar ally* or *greater planar binding* to conjure them. Many of them have more than 18 Hit Dice, in which case a *gate* spell or other powerful method of conjuring outsiders must be employed. If *gate* is required to conjure the demon, a superscript G (⁶) follows the demon's research DC. Several of the named demons in this book are drawn from adventures or other products published by Paizo—in such cases, the reference for the demon's original appearance in print are listed. (If you wish to avoid spoilers for a particular adventure, make sure to take note of where the demon originally appeared before reading that entry!) If one of these demons is slain in your campaign, it can no longer be conjured for service unless a powerful spellcaster uses *true resurrection* to restore it to life.

Half-Demons

The versatile half-fiend template (see page 71 of the *Pathfinder RPG Bestiary*) can be applied to any living, corporeal creature. While demons themselves do not rely upon reproduction to keep up their numbers, most demons can impregnate mortal creatures or, in some cases, can become pregnant with half-mortal offspring themselves. (See the individual chapters for specific information on this topic.) Of course, other methods can generate half-fiends as well—exposure to fecund Abyssal magic and energy, powerful ancient curses, and certain vile and blasphemous rituals may create half-fiend creatures—but demons in particular among the fiendish races are particularly and horrifically compatible with mortal humanoids. When a demon breeds with a mortal humanoid, the resulting birth is often a specific sub-category of half-fiend—a half-demon. Certain rituals can ensure that the resulting child is a half-demon rather than a half-fiend: such rituals are common in certain demon-worshipping cults, and some demons seek to sire or birth such children for their own sinister purposes.

A half-demon's statistics are generated as if they were half-fiends, save for some modifications dependent on

the type of its demonic parentage. The majority of half-demons are chaotic evil. Each of the following chapters presents adjustments to the half-fiend template when generating a specific half-demon; you can use these 10 examples to generate new half-demon templates for demons not detailed in this book. If an element of the half-fiend template is not mentioned in a particular half-demon sidebar, that element is not adjusted.

Almost all half-demons are half-humanoids. It's exceptionally rare for a non-humanoid to gain this template—most such situations result in a typical half-fiend. While tieflings—humanoids with a smattering of fiendish blood—may trace their lineage back to such a union, true half-demons are far rarer and more powerful than their watered-down descendants.

More Demons

This book provides extensive details on 10 types of demons (11, if you include the vrolikai, the mature version of a nabasu), but there are far more demons in the Abyss. The sins of the mortal mind and soul are legion and in the Abyss, there are worlds of difference between even those sins that seem similar to mortals—murderous sins result in different demons than those burdened with assassinations or regicide, for example.

Note that another category of demons exists beyond the standard of their kind—mythic demons. These demons are more powerful incarnations of standard demons that have been granted or have stolen some legendary source of power or are otherwise a step above others of their kind. Several sample mythic demons are presented in *Pathfinder RPG Mythic Adventures*—more doubtless exist than those detailed in that book's pages, but mythic demons are incredibly rare and unusual cases even among the fecundity of the Abyss.





BABAU

The ignorant call babaus “blood demons” for the crimson gore that seeps from their flesh and drips from their frames, yet none who have experienced a babau’s caress mistake this fluid for blood. More properly, befitting their violent natures and murderous genesis, the name “blood demon” derives from these creatures’ fondness for the fluid when drawn from their victims. The babau doesn’t drink the blood like the vampire, nor draw upon its power like the hemotheurge. It merely enjoys the wet warmth of life flowing from an innocent. To a babau, blood is the ultimate sign of pleasure.

—From the *Book of the Damned*



For ages, the souls of murderers consigned to the Abyss gave rise to demons associated with the sins that drove them to murder, not to a specific demon associated with the act of murder itself. Murderers compelled to their vile acts out of anger became vrockts, those driven by jealousy became invidiaks, those fueled by greed became nalfeshnees, and so on. But Shax, the Blood Marquis of Charnelhome, saw within the act of murder a unique flavor of sin, and when he took the 100 most vile larvae formed from murderous souls and inflicted upon them the same torments they had wrought on their victims, the demon lord created an entirely new race of demon—the babau.

As when the first demons were formed from the interaction of mortal sins, Abyssal energies, and protomatter, the Abyss itself learned this new pattern. New babaus formed from murderous souls with ever-increasing frequency, much to Shax's delight and pride. While the most powerful babaus, known as the Sons of Shax, are still "hand-crafted" by the demon lord of murder, the Abyss also spawns its own fresh babaus to fill the limitless ranks of demonkind. In time, specific types of murderers, such as assassins or child-killers or jealous lovers, would spawn their own kinds of demons—yet the majority of murderous souls continue to spawn babaus, and today they are among the most common demon types found in the Abyss or elsewhere.

The bulk of the babau race serves Shax, toiling in his city-sized palace of Charnelhome to keep the countless deathtraps that fill that structure running and in good repair. A fair number of these traps require some level of direct interaction in order to function, while some even use babau life forces to power their insidious machinations. Babaus can also be found in the armies of most of the demon lords of the Abyss, where they typically serve as commanders of lesser demons like dretches and brimoraks, or as infantry themselves under the command of vrockts or more powerful demons.

Babaus themselves prefer to serve no master, and given the choice spend their time either murdering fresh victims or lying in wait, entertaining themselves with mental exercises in which they devise new methods of killing.

The babau is generally not all that interested in luring mortals into committing murder, and so does relatively little to perpetuate the creation of its own kind. Fortunately for the babau race (and unfortunately for mortals), murderers are never in short supply. And while babaus themselves slay a large number of mortals, their preference for innocent or kind-hearted victims tends to skew the souls of their victims toward other final rewards than transformation into Abyssal larvae. Some sages postulate that the babau's disinterest in providing the Abyss with new sinful souls accounts for the demons'

relative lack of power, yet these same sages are at a loss to explain the vast numbers of new babaus constantly forming in the Outer Rifts.

Physiology

As with most demons, the babau has a generally humanoid shape. The demon's three most identifiable features are its gauntness, the long hooklike horn that protrudes from the back of its head, and the glistening layer of crimson slime that coats its body.

The crimson slime is produced much in the same way as mortal sweat, yet the babau does not excrete it as a result of exertion or overheating. Rather, the thick, bloodlike slime seems to flow from its pores most swiftly in the hours after a fresh kill. Whether it is a natural byproduct of the creature's supernatural excitement from the murder or something else is unclear, but as any adventurer who has faced a babau can vouch, the acidic slime is quite painful to the touch, and any creature that strikes a babau puts its weapons at risk.

Babau slime does not dry, regardless of how long it sits in the hottest and most arid of environments. Deposits dripped from a babau's frame or harvested by curious scholars persist for some time, slowly diminishing in amount in a process similar to evaporation that eventually leaves no trace behind. The slime retains its corrosive qualities until it vanishes, and a vial of the slime thrown as a splash weapon functions identically to a vial of acid, but those who seek babau slime typically do so for other, more nefarious purposes. The stuff can be used as a reagent for all manner of magical items that utilize acidic or demonic features. For example, it can be a significant ingredient in the creation of advanced mandragoras, although in such cases, the mandragora pods must be "incubated" in the corpse of a babau rather than in blighted soil.

Concentrated babau slime can even be treated and refined into a potent toxin when mixed with contact poisons like black lotus extract, dragon bile, malyass root paste, nitharit, sassone leaf residue, tears of death, or terinav root. Combining a dose of the slime with a contact poison requires a day's work, 1,000 gp in alchemical supplies, and a successful Craft (alchemy) check with a DC equal to 10 + the contact poison's save DC. The resulting paste can coat a small object or patch no larger than the width of a human hand, but it dries quickly and clearly. In addition to any effects caused by contact with the poison, it inflicts 2d8 acid damage for 2 rounds after it is touched. The slime does not seem to harm anything it's been allowed to dry on; the acidic damage only affects creatures or objects used to touch it after the fact.

Beyond the acidic slime that coats it and its demonic appearance, the babau's body is strange in other ways.



HALF-BABAU

A half-babau is skeletally thin, often with pointed ears and a single horn-like growth curling up from its skull. Its skin tone tends to be dark red, and the creature's jaws are filled with sharp, jagged teeth. They often become mass murderers, serial killers, or simply sadistic mercenaries or soldiers.

Speed: A half-babau does not gain a fly speed.

Acidic Blood (Su) A creature that attacks a half-babau with a piercing or slashing natural attack takes 1d4 points of acid damage.

Sneak Attack Expert (Ex): A half-babau instinctively knows how to strike foes to maximize pain and agony and gains sneak attack +1d6. This ability stacks with sneak attack gained from other sources.

Alternate Spell-Like Abilities: Replace *desecrate* with *see invisibility*. Replace *contagion* with *keen edge*. Replace *unhallow* with *greater teleport*. Replace *horrid wilting* with *acid fog* 3/day.

Abilities: A half-babau gains Str +4, Dex +2, Con +4, Int +2, Wis +2, and Cha +2.

While the babau's skin is flexible as human flesh, it is supernaturally tough. The creatures are completely hairless, and even without the coating of slime their skin feels unnaturally smooth to the touch. Their muscles and internal organs seem atrophied—in some places, apparently to the point of dissolution—yet they function better than those found in most mortal creatures. The demon's emaciated frame should not be taken as an indication of physical weakness or starvation, for the typical babau is strong enough to smash through a wooden door with ease.

Demonology

The leaders of demonic cults value babaus primarily for their capacity to serve as guardians. A babau is rarely encountered as a cult leader—as a general rule, these demons are too fond of murder to be able to keep anything resembling a following for long, for when forced to go without a victim, a babau cult leader invariably turns to its hapless minions to sate its bloodlust. Far more often, they are encountered as guardians or minions of cult leaders or demonologists, or in regions like the Worldwound or Tanglebriar in larger groups of roving patrollers.

A babau can be summoned via *summon monster V*, but utilizing higher level *summon monster* spells to summon multiple babaus is generally a stronger option, as multiple babaus are adept at working together to flank foes and inflict significant sneak attack damage upon them. Although they loathe being summoned

for uses other than combat, babaus' ability to use *dispel magic* at will makes them excellent choices when faced with undesirable magical effects or traps. The demon's relatively low caster level, compared to the caster level of a spellcaster capable of summoning them in the first place, is more than ameliorated by the fact that the demon can attempt new dispellings each round for the duration of its stay. Ordering a summoned babau to prepare an action to dispel any harmful magical effect that targets you, either via counterspelling as the enemy spell is cast or, more traditionally, once the effect takes place, is an excellent use of this demon's spell-like ability.

To call a babau, the spellcaster must employ *planar ally*, *planar binding*, or more powerful magic. When utilizing *planar ally* or other spells that require costly material components, the components must consist of a combination of rare incense, poisonous herbs, a vial of murderer's blood, and valuables looted from an intelligent creature murdered by the spellcaster no less than a week prior. A typical babau prefers an offering of a living and intelligent creature to murder, either bound and helpless within the magical circle into which the demon is to be summoned, or else offered as an additional reward once the demon agrees to perform a service for the spellcaster. Such offerings have a gp equivalent of 100 gp per HD of the offering for the purposes of payments to the babau for services rendered—this equivalent is doubled if the offering is lawful good, or tripled if the offering is an outsider with both the Lawful and Good subtypes. If the magic circle does not include the blood of a murder victim, then candles made from the fat of a murder victim must be placed at the seven points of the circle itself. Alternately, murdering an intelligent creature as part of the spell's casting and placing the warm blood of the victim in a metal (not cold iron!) bowl that is then placed within the magic circle before the demon's arrival suffices to fill this requirement. Care must be taken that the spilled blood does not flow over the borders of the magic circle, though, lest it enable the babau to escape once conjured. Few babaus that escape a spellcaster in this manner turn on the spellcaster, for they know that a spellcaster capable of summoning one of their ilk is likely quite powerful. Instead, these babaus use *greater teleport* to flee the immediate area if they can, so as to take advantage of their unexpected freedom.

Campaign Role

A babau works well in an adventure as an ambush foe, whether encountered as a guardian of an ancient fane or conjured by an enemy to seek out and murder the PCs. A single babau is at its strongest against victims who can't see in the darkness created by its spell-like abilities, but it is in groups that babaus excel. A pair of babaus flanking a single foe can unleash a terrifying amount of damage



in the form of sneak attacks from their claws and bites. The longspear most babaus carry allow them to reach foes surrounded by their kin, but they typically abandon these weapons when they get up close in melee, favoring two claw attacks over a single spear thrust for the increased damage potential from multiple sneak attacks. More so than most demons, babaus enjoy hit-and-run tactics utilizing *greater teleport*, often appearing in areas of darkness they've created in previous rounds so as to strike at foes from unexpected angles.

Most babaus advance as rogues (this is a key class for the babau, as it directly enhances their racial sneak attack abilities), but a fair number skip the “formalities” and instead advance as assassins. Such babaus require slightly different skill ranks in order to qualify for the Disguise skill requirement by the class—most babaus abandon their ranks in Escape Artist and simply move them over to Disguise.

Treasure

Babaus prefer treasure that helps them do what they do best—kill. Armor and other defensive items are valued only insofar as such protections help to keep them alive when they attack more capable foes. Note that any items worn by a babau, particularly armor, must be protected against the demon's acidic slime. Any item that offers acid resistance can withstand being worn by a babau indefinitely, and thus these demons prefer armor of acid resistance when they must wear armor, even if the armor doesn't grant greater acid resistance than the babau possesses naturally. Black dragonhide is a favorite armor material for babaus.

Magic weapons are much more popular for babaus. Unlike worn gear, weapons (and other wielded objects like rods) need not be immune to acid, for the babau is adept at wielding objects without exposing them to its acidic slime. It's not unusual to encounter babaus whose only possessions are weapons.

Notable Babaus

Babau demons are common sights where demonic influences have encroached upon Golarion. In both the Worldwound and Tanglebriar, these demons dwell in great numbers, serving as skirmishers or mercenary bands of murderers. In the Worldwound in particular, babaus are quite common in the Field of Thrones, where they patrol while mounted upon fiendish death worms—a match made in the Abyss if any ever were, as these two creatures are

unharmed by the others' dangerous flesh. Babau are also not uncommon sights in drow cities, particularly the metropolis of Zirnakaynin, where they are common conjurations by spellcasters eager to try out their powers on a moderately ranked demon, and are put to use as executioners, bounty hunters, jailers, torturers, and assassins.

The babau is the lowest in power and position of the demons discussed in this book, and therefore the least prone to advancing beyond its base capabilities. Yet those who do manage to survive long enough to grow in power tend to have notorious accomplishments or infamous names, for in order to stand out from the babau horde, one must excel in the art of torment, torture, and murder.

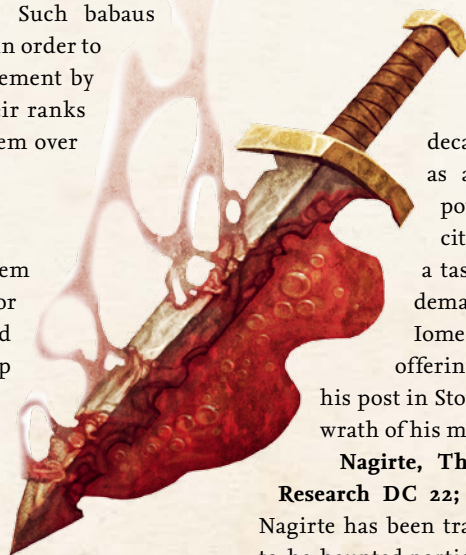
Govostes, Torturer of Storasta (enchanter 8; Research DC 20; *Lost Cities* 29):

Govostes has spent many decades on the Material Plane, serving as a majordomo and torturer for the powerful hezrou Lalizarzadeh in the city of Storasta. Govostes has developed a taste for the screams of crusaders, and demands a living paladin or cleric of Iomedae of a minimum of 5th level as an offering. Note that keeping Govostes from his post in Storasta for longer than a day invites the wrath of his mistress.

Nagirte, The Tapping in the Walls (rogue 6;

Research DC 22; *Cities of Golarion* 20): The demon Nagirte has been trapped within the walls of a thought-to-be-haunted portion of the city of Corentyn for decades, placed there by a pre-Throne diabolist who enjoyed tormenting demons. The long-dead diabolist's name has been lost to Throne's eager revisionist historians, but Nagirte and several less powerful demons remain bound to the Material Plane to this day. Nagirte's research DC is 10 higher than normal due to the diligent work Throne redactors have done on any existing notes about the demon's nature. Note that the *binding* spell that imprisons Nagirte in the Gallows Walls of Corentyn is permanent, and must be removed before Nagirte may be conjured. If freed, Nagirte prefers an offering of a newlywed halfling couple to murder.

Son of Shax (14 HD advanced babau; Research DC 23; *Lords of Chaos* 24): The Sons of Shax are powerful babaus created by the demon lord of murder by skinning a living murderer and then bathing him in a vat of his own blood and other unmentionable reagents. These babaus are particularly loyal to the Blood Marquis, and only conjurers who worship Shax may summon one of these babaus, and even then only by incorporating an offering of someone related to the conjurer by blood (a child is traditional) for the Son of Shax to murder upon its arrival.





DEMONIC SNEAK ATTACKS

Babau demons enjoy the act of inflicting pain and letting blood flow—all are masters of landing particularly deadly blows to unsuspecting or poorly defended targets via sneak attack. Powerful babaus often take advantage of the following feats.

Babau Rogue Talent

Your instinct for combat is much like that of a rogue.

Prerequisite: Dex 17, babau.

Benefit: Choose one rogue talent that adds to sneak attacks (such as bleeding attack or slow reactions).

Special: You may select this feat multiple times. Each time you take the feat, you gain a new rogue talent.

Flensing Strike

Your slashing sneak attacks tend to slice away swaths of skin and natural armor.

Prerequisite: Sneak attack +3d6, bleeding sneak attack rogue trick or bleed universal monster ability.

Benefit: When you successfully inflict sneak attack damage on a foe with a slashing weapon, your attack doesn't go particularly deep, but you do carve away a significant portion of skin and flesh. If this sneak attack inflicts bleed damage, the victim of the sneak attack is sickened by the pain and has its natural armor bonus (if any) reduced by a number of points equal to the number of sneak attack dice you possess. These penalties persist as long as the bleed damage persists. Multiple strikes on the same foe do not stack the bleed damage, but the penalty to natural armor does stack, to a maximum penalty equal to the target's normal full natural armor score.

Vixaverin, Keeper of the Ten Thousand Deaths (cleric of Andirifkhu 17; Research DC 30⁶): The Vault of Ten Thousand Deaths is the Abyssal realm of the demon lord Andirifkhu, patron of sadists, torturers, and illusionists. Her realm is an immense, trap-filled labyrinth rumored to have hidden connections to hundreds of dungeons located throughout the Great Beyond. While the most insidious of these traps were designed by the Razor Princess herself, Andirifkhu also challenges her minions to add their own ruinous inventions and deathtraps to the vault as well. Few of these minions have accomplished as much as the babau priestess Vixaverin, an ivory-skinned albino of her kind whose creativity has earned her a position of honor at Andirifkhu's side. She has kept the title of "Keeper" for several hundred years, with the understanding that any other who out innovates Vixaverin's most devious traps is allowed to replace her. To date, none of Andirifkhu's minions have even come close.

The Temple Hill Slasher

This leering, single-horned demon seems emaciated even clad in black dragonhide armor. A viscous layer of crimson slime glistens on its flesh, dripping over its armor in red rivulets.

MANGVHUNE

CR 16

XP 76,800

Male babau assassin 10 (*Pathfinder RPG Bestiary* 57)

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

Init +8; **Senses** darkvision 60 ft., see invisibility; Perception +21

DEFENSE

AC 31, touch 15, flat-footed 27 (+8 armor, +3 Dex, +1 dodge, +1 insight, +8 natural)

hp 236 (17 HD; 7d10+10d8+153)

Fort +16, **Ref** +14, **Will** +8; +5 vs. poison

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

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

SR 17

OFFENSE

Speed 20 ft.

Melee +2 *corrosive bastard sword* +24/+19/+14 (1d10+10/17–20 plus 1d6 acid), bite +22 (1d6+8), claw +22 (1d6+8)

Special Attacks angel of death 1/day, death attack (DC 23), quiet death, rogue talent (bleeding attack), sneak attack +5d6, swift death 1/day, true death (DC 25)

Spell-Like Abilities (CL 7th; concentration +9)

Constant—*see invisibility*

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

1/day—*summon* (level 3, 1 babau 40%)

STATISTICS

Str 26, **Dex** 18, **Con** 26, **Int** 16, **Wis** 13, **Cha** 14

Base Atk +14; **CMB** +22; **CMD** 39

Feats Babau Sneak Attack, Combat Reflexes, Dodge, Exotic

Weapon Proficiency (bastard sword), Flensing Strike,

Improved Critical (bastard sword), Improved Initiative, Iron

Will, Toughness

Skills Acrobatics +24, Bluff +22, Disguise +16, Knowledge (local)

+20, Knowledge (planes) +16, Knowledge (religion) +13,

Perception +29, Sense Motive +21, Stealth +32

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ hidden weapons, hide in plain sight, improved uncanny dodge, poison use

Other Gear +2 *black dragonhide breastplate*, +2 *corrosive bastard sword*, *dusty rose prism ioun stone*, *pale blue rhomboid ioun stone*, *pink rhomboid ioun stone*

Not all of Shax's favored babaus are those he counts as his sons. Mangvhune is not only one such example, but is also that rarest of demons—one who recalls the specifics of his previous life as a mortal. In that life, Mangvhune was a highly-respected scholar of Kintargo's illustrious Alabaster Academy, an erudite surgeon and accomplished



scholar of humanoid physiology. He was as close as you could get among the Academy's professors to a celebrity. His lectures on anatomy in particular were always standing-room only events that drew far beyond the walls of the Academy itself for audience members. Charming, handsome, and as the Kintargo gossips were so fond of pointing out, quite available, Mangvhune maintained the public facade of the perfect gentleman scholar.

In fact, this facade was nothing more than a construct, for the real Mangvhune was a remorseless and productive murderer. When Mangvhune was revealed to be the notorious Temple Hill Slasher, a brutal serial killer who tormented his victims for days before leaving their mutilated bodies in the vicinity of Temple Hill, the city was stunned. Despite a swift trial and even swifter execution by headsman's axe, the Alabaster Academy's reputation never fully recovered from the scandalous revelation. Mangvhune's murderous soul went swiftly to the Abyss after his death, where he transformed into a babau demon, mind and personality intact. Since then, Mangvhune's notoriety has only grown, and rumors that the Temple Hill Slasher now stalks the streets of dozens of cities throughout the Inner Sea region persist—particularly in Kintargo during the week surrounding the anniversary of his execution so many years ago.

The Temple Hill Slasher prefers to face solitary foes, striking swiftly with a sneak attack if possible to set the victim to bleeding and then holding back, hiding in the cover of darkness and watching until the victim dies or recovers from the bleed damage, at which point he slips in again to start the process anew. The babau isn't afraid to teleport to a nearby hiding place if a foe seems to be particularly strong—he merely hides again and then bides his time for another strike when he can. Mangvhune prefers to use his death attack to paralyze foes rather than kill them outright, affording him a chance to torment the victim telepathically for several rounds before he delivers a coup de grace. The babau prefers to avoid fighting larger groups on his own, but when he must, he abandons his sneak attacks in favor of full-attack actions, focusing on healers first. He saves his angel of death ability for particularly hated foes. Mangvhune delights in gathering the dust remaining after such a kill, and keeps an ever-growing collection of painstakingly-labeled vials of these ashen mortal remains in his Abyssal lair.

This den is called Razorspan, a bridge-like palace built from blades and knives that straddles a deep rift filled with bones near the realm of Shax itself, on a winding route that leads away from the realm of the demon lord of murder into the wilds of unclaimed Abyssal

worlds. The ceilings, walls, and floors of Razorspan are riddled with cutting edges, blades that make exploration of the structure a constant battle against a thousand cuts. The blades themselves are incapable of penetrating Mangvhune's damage reduction (or that of most of his minions, for that matter), but are an impossible to ignore hazard for would-be explorers of the notorious structure.

Mangvhune does not require any additional offering when conjured, but does require that any service he provides to a conjurer includes an equal amount of time allowed in the conjurer's region to stalk new victims of the babau assassin's choice. Wise conjurers take pains to protect themselves from Mangvhune's additional attentions once his services have been carried out. It's a DC 26 check to research the Temple Hill Slasher.





BALOR

There are demons that even other demons fear. Balors straddle the realm between the demonic races and the demon lords themselves, capable of greater evils and feats of strength than the Abyssal rabble, yet not hindered by the unknowable demands of the divine. Fire itself fears the balor, and bends to the mighty fiend's whims, while cutting edges grow supernaturally sharp in their talons, as if in fear of underperforming. Where the balor treads, the heads of angels roll and the blood of the mightiest heroes runs in torrents across the violated earth.

—From the *Book of the Damned*

The balor does not form from a single sin. Very few mortals can carry powerful enough stains upon their souls to result in the formation of such a supreme demon. Only when a villain of epic magnitude perishes and the resulting sin-heavy soul settles into the Abyss is the formation of a balor even possible—indeed, most of these demons appear as the result of not one but multiple sinful souls coalescing into a particularly vile pit or trench in one of the deepest fissures of the Abyss. Here, larvae in the thousands can become wedged, turning on each other and feeding on their fellows' flesh until the concentration of wickedness is finally potent enough to birth the mightiest of demons.

Balors only willingly serve demon lords, and even then, treachery is never far from their minds. Balors are highly valued by demon lords for their power and the devastation they bring to any battlefield, yet their commanders take care to keep them constantly distracted with easier prey than themselves, lest their potent minions find the time to plot and plan a betrayal.

Balors do not react well to the idea of competition, and as such they do not extend any encouragement to the Abyss's generation of new balors, lest the newcomers someday stand against them. Some balors go so far as to patrol sites within the Abyss from which their kind have been known to erupt, and often when a new balor is birthed from the Abyss, its first act is to try to destroy the site that gave it life. Likewise, balors prefer to murder their mortal allies and minions before their power and wickedness grows to the point where their soul has even the slightest chance of triggering a transition into a balor—this practice also has the added benefit of preventing powerful allies from reaching a point where they could stand a chance of usurping their balor master's reign.

Physiology

Even though the balor looms more than twice as large as the average human, it is far from the largest of demons spawned in the Abyss. Yet only fools mistake this for a sign of weakness, for a balor's might is matched by few. Their greatest strengths lie in their weaponry: any slashing weapon wielded by a balor gains a supernaturally sharp edge eager to behead any who stand against it, and their favorite weapons are the mighty whips they use to entangle and lash. In a balor's hands, a whip is a brutal weapon indeed, capable of severing heads and drawing victims into an incinerating embrace.

In full battle, a balor's very flesh ignites, seeming to transform the creature into a being composed of Abyssal flames. These flames can be extinguished as the balor wills, but those unfortunate enough to be seized by the creature face a searing death in its clutches. Balors are aptly known as fire demons on many worlds, not only for

their flaming flesh or their ability to call down storms of fire, but for the fact that a final blazing cruelty awaits any of those lucky or skillful enough to down a balor in battle.

Demonology

Balors do not serve at a cult's whim unless a particularly powerful spellcaster forces their compliance with a *binding* or *gate* spell. More often, it is the balor itself that rules the cult, either as an intermediary for a demon lord, or as the object of the cult's fear and adoration. In the Abyss, they often command entire legions of demonic armies, and on Golarion one need look no further than the demon-haunted Worldwound to see evidence of such activity.

Conjuring a balor is possible for mortal spellcasters only through the use of a *gate* spell. The reasons for doing so are myriad, for having so powerful a creature under one's command is more than just a boost to the ego. A spellcaster who manages to obtain the aid or servitude of a balor has secured a mighty weapon indeed, but it is one that can cut both ways if it is not handled with the utmost care. Using a subjugated balor to gain additional minions by ordering the balor to dominate foes is effective but doubly risky in that if the balor manages to escape the spellcaster's command, those dominated creatures remain under its control, not the spellcaster's. Using the balor to dispel magical effects or to scan regions for illusions is effective as well, but such options are child's play compared to the power a balor wields in combat. Even a spellcaster who is unwilling to use the balor itself in combat can command the demon to momentarily wield any provided slashing weapons to grant them vorpal qualities for an hour, quickly arming other minions with powerful weapons for as long as the effect lasts.

When a spellcaster conjures a balor via *gate*, he must supply no less than 10,000 gp in additional material components such as offerings and rare incense—these costs are part of the spell, and do not include any additional offerings or sacrifices required to call upon a specific balor. At least half of this 10,000 gp must be used to enhance the magic circle into which the demon is to be summoned in the form of ruby dust mixed with angel's blood; this mixture is used to inscribe additional runes along the circle's rim. In addition, seven severed heads of lawful good creatures must be placed at the junctions where candles are normally burned—these heads are then in turn used as bases for the candles themselves, which must be made from the fat of the same creatures who gave their heads for the bases. A portion of the remaining cost to cast the spell can be defrayed by organizing a mass sacrifice in the demon's honor—every lawful or good intelligent creature sacrificed in the hour immediately preceding the casting of the *gate* spell (doing so properly requires a DC 30 Knowledge [religion] check by the person





HALF-BALOR

A half-balor is a hulking, muscular figure that generally stands a foot or two taller than the base creature's normal height. Half-balors possess great horns, hooved feet, horned scales, and massive wings, and as their anger flares or as they attack, bursts of fire pulse from their frames to blast their foes. Half-balors typically rise to positions of power—they are often generals, rulers, or archvillains of the highest magnitude.

CR: A half-balor's CR is 1 higher than a half-fiend of its Hit Dice would normally be.

Natural Armor: Improves by 3.

Defensive Abilities: A half balor is immune to fire, and adds good to the qualities needed to bypass its damage reduction.

Melee: A half-balor deals +1d6 fire damage with every attack.

Alternate Spell-Like Abilities: Replace *desecrate* with *scorching ray* 3/day. Replace *contagion* with *telekinesis*. Replace *unhallow* with *greater teleport*. Replace *horrid wilting* with *fire storm*.

Abilities: A half-balor gains Str +6, Dex +4, Con +6,, Int +4, Wis +4, and Cha +4.

performing the sacrifice) reduces the 10,000 gp cost by 100 gp, to a maximum reduction of 5,000 gp for the sacrifice of 50 creatures. The power of the victims is irrelevant—this is a case of quantity over quality.

Campaign Role

A fight with a balor should be a significant event. Unless the party is composed of mythic characters, the balor should be a foe that the PCs anticipate meeting long before the actual conflict occurs. A balor lord in particular makes an excellent end-of-the-adventure foe, or even a primary antagonist of an entire campaign. A balor is only rarely encountered alone, but even then it is a deadly foe. Balors are quick to make use of their ability to summon demons to their aid—they are particularly fond of calling upon mariliths or vrolikais. Their ability to use quickened *telekinesis* allows them additional chances to attempt to disarm foes of particularly troublesome weapons or simply to hurl victims over cliffs, into lakes of magma, or against any other environmental danger that may exist.

Balors exist at the edge of the core game's power curve. Any balor that exceeds the standard build by taking a class level becomes a balor lord, regardless of the method of its advancement. Try to assign a balor lord power that compliments the demon's personality and class when you create a balor lord. The majority of balor lords do

not advance in pure spellcasting classes, as the potency of the lower-level spells they gain pales in comparison to the synergy of a balor gaining levels of fighter, barbarian, antipaladin, or even alchemist or rogue.

Balor lords almost always have Abyssal lairs, but some of them have been exiled from the Abyss as the result of failed coups or humiliating defeats. Exiled lords have an additional reason to wage war on mortal nations, for they need to stockpile magic and resources if they are to ever succeed in retaking what they've lost.

Treasure

Balors arm themselves with the greatest weapons they can find, but always fight with a magic whip at the very least. Longswords are their favorite companion weapons, but if such weapons are not available, any slashing melee weapon will do for a balor to augment its whip, so that it might utilize its vorpal strike. Note that a balor's ability to grant the vorpal weapon quality to slashing weapons it wields means that a balor can effectively utilize much more powerful weapons than normal, for the vorpal quality granted by the balor's vorpal strike does not count against the maximum number of enhancements a magic weapon can have. A balor that wields a +5 *unholy speed* *longsword* transforms the weapon into a +5 *unholy speed* *vorpal longsword*. Fortunately, even for balors, securing such powerful weapons is a difficult task. Balors generally do not wear armor, since they prefer to utilize all of their resources on securing weapons instead, but when they do, their flaming bodies do not harm their armor provided the armor is magical—likewise, other worn magical items are not incinerated by the demon's fire.

Beyond its gear, a balor who keeps a lair on the Abyss keeps sizable hoards of treasure in its vaults—hoards that can easily rival those of the greatest dragons in size and value.

Notable Balor Lords

Balors are the most powerful of the demonic races, and upon the Abyss, the Material Plane, and all planes in between, they are almost always encountered as the lords of cults, nations, or empires. Those who deign to serve a master almost invariably serve a demon lord (nascent or otherwise). It is rare indeed to find a balor in servitude to anything less powerful, but it can happen in the case of a powerful spellcaster who manages to bend one of these mighty fire demons to their will.

Acizmun, The Boiling Tide (fighter 4, Research DC 34⁶): When Aroden slew Ibdurengian, the Lord of the Red Tide, he did so before he was fully a god and thus avoided arousing the Abyss in wrath against the divine. Ibdurengian's realm of brackish tidepools and sea caves, the Slithering Pools, stretched unclaimed along the

shores of the Abyssal sea of Ishiar for many centuries before the balor lord Acizmun laid claim to the largest of its caverns and towering sea stacks. Acizmun's rule over the remote realm has gone largely unnoticed so far, and he has been quite adept at building his power toward ascension to nascent demon lord without interference from interlopers. Acizmun possesses the lifedrinker balor lord power. When conjured, he demands an offering of a powerful aquatic outsider like an advanced cetaceal—he prefers these offerings to be boiled alive in the blood of several high-level paladins.

Diurgez, Broodlord (rogue 8; Research DC 34^G; *Lost Kingdoms* 49): The Storm King is but one balor lord who serves the demon lord Deskari. Scheming Diurgez has long plotted against the more powerful Khorramzadeh, but has never quite managed to get the upper hand on the other demon. For the past century, Diurgez has dwelt in the Threshold at the heart of the Worldwound, charged with guarding the first and greatest of the rifts between the Material Plane and Deskari's Rasping Rifts on the Abyss. Few contest this entrance, leaving Diurgez plenty of time to plot and research methods by which he might someday displace the Storm King in power. Diurgez possesses the swarm-infested balor lord power. He prefers an offering of an angel of at least CR 15 in power, and won't be satisfied until he watches one of his swarms consume the angel whole.

Goriath, The Soul Drinker (barbarian 1; Research DC 31^G; *The Demon Within* 24): The balor lord Goriath has only recently ascended to this level of power, having spent the last several decades imprisoned within an artifact called the *Demonscope*. After a fallen paladin nearly released him, a group of heroes managed to banish Goriath back to the Abyss. This act destroyed the *Demonscope* as well, for as Goriath was hurled back to the Outer Rifts, he took the magical power within the artifact with him and used it to ascend to the status of balor lord. Since that day, Goriath has been working to build his own domain on the Abyss. For now, the Soul Drinker has pledged his servitude to Orcus, who has tasked Goriath with retaking a remote city-fortress on the outskirts of the Abyssal realm of Uligor that fell long ago to a pair of subversive thanatotic titans.

Goriath has the soul swallow balor lord power, and prefers offerings of powerful holy magic items worth no less than 100,000 gp that he can corrupt.

Khorramzadeh, The Storm King (mythic balor lord; Research DC 36^G; *The Inner Sea World Guide* 201): Arguably the most powerful demon currently operating in the Worldwound (although not the most powerful entity among Deskari's minions), Khorramzadeh the Storm King commands the vast demon armies of Deskari that operate in this blasted land. The balor lord led a nearly successful assault on the city of Kenabres in 4692 AR and came close to destroying that city's *wardstone* before he was driven off by the silver dragon Terendelev. This defeat as much as anything else has fueled the Storm King's wrath in the years since, and from his throne in the crumbling city of Iz, he continues to plot the downfall of Kenabres, the *wardstones*, and the entire Mendevian Crusade. Rumors abound that Khorramzadeh has recently grown even more powerful after being infused with a new source of mythic power. He possesses the stormlord balor lord power. When conjured, Khorramzadeh demands an offering of a paladin or cleric of Iomedae of at least 16th level, or an offering of no fewer than a dozen worshipers of Iomedae (non of whom can be less than CR 11).

Ungortu, The Rapturous Flame (bard 6; Research DC 33; *Lords of Chaos* 41): Of the 13 powerful demons who bicker over the outlying territories of the Abyssal realm of Sekatar-Seraktis, eight are balor lords. Among those eight, Ungortu is the most ferocious and dangerous. Her realm's size rivals that of Sekatar-Seraktis's true master, Yamasoth. Ungortu hopes to crush the other 12 demons who squabble over the table scraps of Yamasoth's twisted realm so that she can turn her attentions toward defeating Yamasoth himself and becoming a nascent demon lord of domination and hallucinations. Ungortu possess the master of magic balor lord power. She has the following additional spell-like abilities usable at will: *confusion*, *detect thoughts*, *hallucinatory terrain*, *major image*, *phantasmal killer*, and *suggestion*. She also has the following additional spell-like abilities, usable three times a day each: *insanity*, *project image*, and *veil*. She prefers sacrifices of particularly beautiful or handsome lawful good bards or enchanters, or of powerful lillends of no less than CR 15.





BALOR LORD POWERS

The most powerful balors are the balor lords. As described on page 59 of the *Pathfinder RPG Bestiary*, each balor lord gains an additional supernatural power above and beyond the norm for most balors. New balor lord powers are presented below.

Angelslayer (Su): All weapon damage the balor lord inflicts, be it via natural weapons or wielded weapons, is treated as chaotic, evil, and epic for the purposes of overcoming damage reduction and halting regeneration. The balor lord automatically confirms all critical hits against angels, and gains a +4 profane bonus to its AC and on all saving throws against attacks made by angels.

Stormlord (Su): The balor's spell-like abilities, death throes, and flaming body abilities can inflict electricity damage instead of fire damage, as appropriate—the balor lord can decide to adjust its fire damage in this way instantaneously. Electricity resistance is halved against this electricity damage, and electricity immunity is treated as resist electricity 20. Up to once per round when the balor lord is targeted by electricity damage, it can choose to heal damage equal to the amount of electricity damage caused rather than simply be immune to the damage.

Swarm-Infested (Su): The balor lord is immune to damage and effects caused by swarms, and can elect to exclude swarms from taking any damage from its energy-based attacks. It can direct the actions of any mindless swarm within 90 feet as a free action. Three times per day as a swift action, the balor can expel a fiendish advanced tick swarm from its body; the swarm appears in any four contiguous 10-foot squares adjacent to the balor, has a fly speed of 50 feet (perfect), and lasts until it is slain.

The Scourge of Heaven

This towering, burning demon wears black, spiky armor and carries two weapons—a jagged sword and a whip of flames.

GALUNDARI **CR 25**

XP 1,638,400

Male balor lord fighter 5 (*Pathfinder RPG Bestiary* 59)

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

Init +6; **Senses** darkvision 60 ft., *true seeing*; Perception +43

Aura flaming body, unholy aura (DC 27)

DEFENSE

AC 44, touch 17, flat-footed 40 (+11 armor, +4 deflection, +4 Dex, +16 natural, -1 size)

hp 542 (25 HD; 25d10+405)

Fort +35, **Ref** +19, **Will** +24 (+1 vs. fear)

Defensive Abilities bravery +1; **DR** 15/epic, cold iron, and good;

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

SR 31

OFFENSE

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

Melee +5 vorpal good outsider-bane flaming burst unholy longsword +44/+39/+34/+29 (2d6+23/19-20 plus 1d6 fire), +5 vorpal good outsider-bane flaming burst unholy whip +42/+37/+32 (1d4+12 plus 1d6 fire and entangle)

Ranged +5 unholy good outsider-bane flaming burst composite longbow +35/+30/+25/+20 (2d6+20/x3)

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

Special Attacks Abyssal rift, angelslayer, weapon training (heavy blades +1)

Spell-Like Abilities (CL 20th; concentration +29)

Constant—*true seeing*, *unholy aura* (DC 27)

At will—*dominate monster* (DC 28), *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *power word stun*, *telekinesis* (DC 24)

3/day—quicken *telekinesis* (DC 24)

1/day—*blasphemy* (DC 26), *fire storm* (DC 27), *implosion* (DC 28), *summon* (level 9, any one CR 19 or lower demon 100%)

STATISTICS

Str 40, **Dex** 23, **Con** 40, **Int** 26, **Wis** 24, **Cha** 29

Base Atk +25; **CMB** +41; **CMD** 61

Feats Craft Magic Arms and Armor, Craft Wondrous Item, Critical Focus, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Improved Vital Strike, Lightning Reflexes, Master Craftsman, Power Attack, Quicken Spell-Like Ability (*telekinesis*), Staggering Critical, Toughness, Two-Weapon Fighting, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Acrobatics +32 (+36 when jumping), Bluff +37, Craft (weaponsmith) +38, Diplomacy +37, Fly +34, Intimidate +37, Knowledge (history) +28, Knowledge (nobility) +28, Knowledge (planes) +31, Knowledge (religion) +31, Perception +43, Sense Motive +35, Stealth +28, Use Magic Device +37

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ armor training 1, death throes, vorpal strike, whip mastery

Gear +5 adamantite spiked heavy fortification breastplate, +3 good outsider-bane flaming burst unholy longsword, +4 good outsider-bane flaming burst unholy whip, +5 good outsider-bane flaming burst unholy composite longbow (20 greater good outsider slaying arrows, 10 greater human slaying arrows, and 30 cold iron arrows), *efficient quiver*, *ring of freedom of movement*, *ring of spell turning*

SPECIAL ABILITIES

Abyssal Rift (Su) The first time Galundari slays a creature in a round (but no more than once per round), a rift tears open between the plane he currently occupies and the Abyss. The slain creature must immediately make a DC 29 Will save or his body and gear are drawn through the rift, transported to Galundari's trophy room in his palace on the Abyss. Regardless of whether the creature's body is drawn through the rift, the rift immediately slams shut a moment after

it forms, creating a 20-foot-radius burst of chaotic energy that staggers all non-demons in the area of effect for 1d10 rounds—a DC 29 Fortitude save reduces the staggering effect to 1 round. If Galundari slays multiple creatures simultaneously, the body targeted by the rift is determined randomly. If the body targeted by the rift was a good outsider, all creatures (including the dead creature in danger of being pulled through the rift) take a –2 penalty on all saving throws against that specific Abyssal rift. This is a teleportation effect. The save DC is Charisma-based.

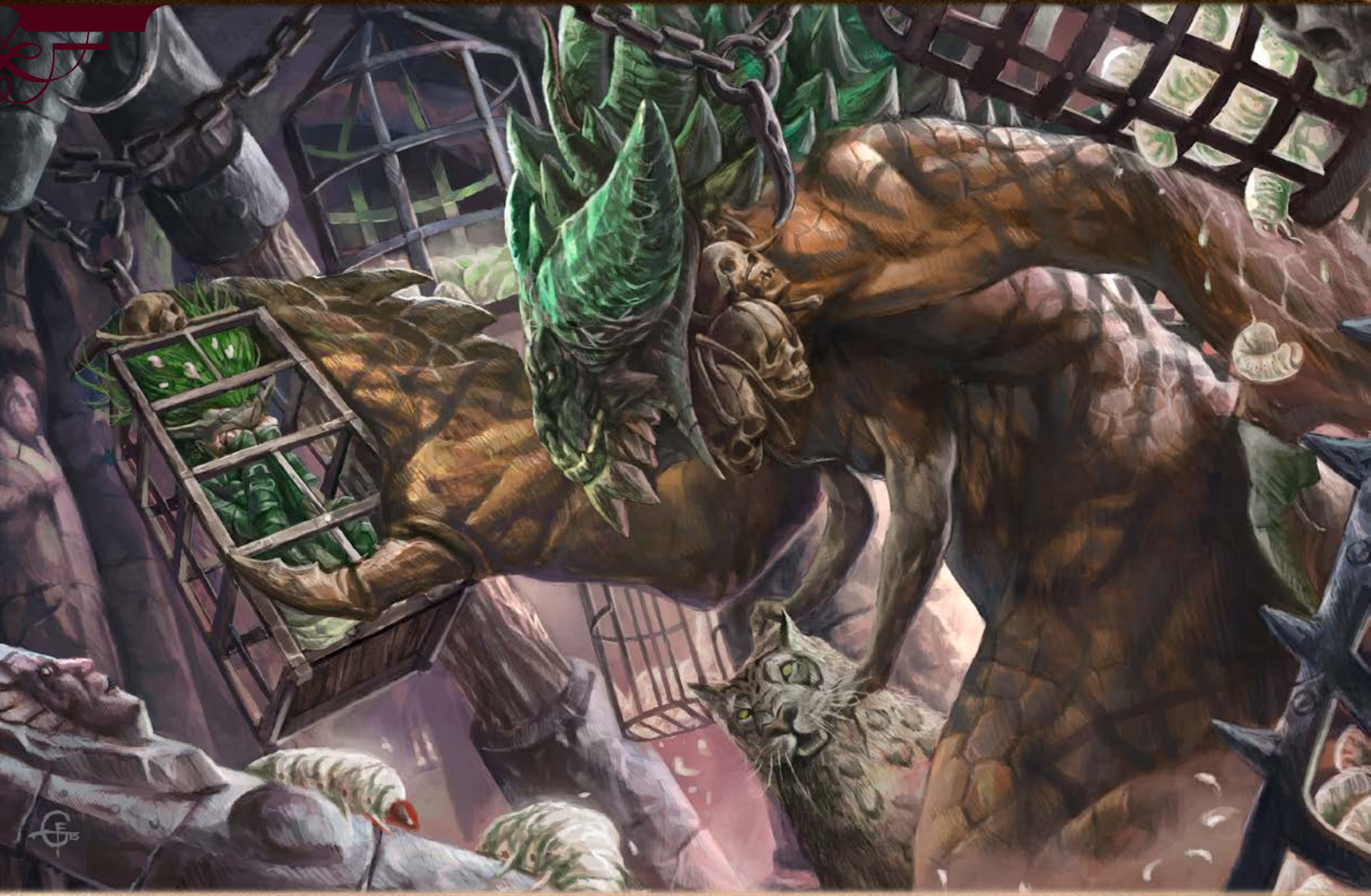
Few balor lords have achieved the notoriety and power of Galundari, even though it has been centuries since the balor lord was lost to the Nemesis Well and longer still since he was imprisoned in the artifact that now bears his name. Indeed, it was this notoriety that compelled Nex to seek the balor's aid, over 56 centuries ago, in the creation of the *Lens of Galundari* (*Pathfinder Campaign Setting: Artifacts & Legends* 30)—a magical lens akin to others that powered the wizard's demon ships, but that would be much more potent than its lesser copies. Nex lured Galundari into the lens with lies and false promises, and the balor has remained trapped within the lens ever since.

When Pathfinder Durvin Gest threw the *Lens of Galundari* into the Nemesis Well in 4332 AR, many believed that the time of the mighty balor lord had passed forever. Yet Galundari still lives, and even now the last few of his still-loyal minions toil in far corners of the Great Beyond and elsewhere in the universe, seeking the location of the far side of the Nemesis Well so that their master may be released. In his time, Galundari was even more powerful than the creature presented above, but over the centuries of imprisonment within the lens, he has lost all of his mythic power. What remains is still a formidable foe, and the Scourge of Heaven is one of the few of his kind to possess multiple unique balor lord powers. Galundari earned his appellation for his countless successful raids

against the fortresses of Heaven itself. Some demonologists maintain that Nex was only able to deceive Galundari with the hidden aid of a vengeful solar, and that in trapping the Scourge of Heaven he pried strange and impossible favors from Heaven itself.

Galundari requires the sacrifice of nothing less than a planetar (minimum CR of 18) when conjured—the murder of the planetar must be performed by the conjurer in Galundari's presence, and the angel must be conscious when the murder is performed. It's a DC 35⁺ check to research Galundari, but as long as he remains imprisoned in the *Lens of Galundari* (itself still lost in the Nemesis Well), he cannot be conjured at all. Assuming the balor lord can be freed, his skill at creating magical armor, weapons, and wondrous items is as significant as his skill in combat.





GLABREZU

To say that demons are treacherous workers of betrayal is to state a fundamental fact, but there are demons who elevate the concept to something of an art. The glabrezus are the most gifted at this subtle game of treachery, something that the narrow-minded might not consider when first he gazes upon the bestial visage of such a fiend. This is, in its own way, a deception, for despite their monstrous shape and towering frame, the glabrezus are among the most calculating and devious of demons, wreaking more havoc than they ever could with their claws and fangs through the simple act of fulfilling a mortal's wish.

—From the *Book of the Damned*

A knight murders his liege in order to woo the queen. An ambassador sells state secrets to the enemy. A brother lures his sister into slavery. A barrister knows his client is innocent but accepts favors to ensure the man goes to prison. On the surface, these acts might seem different. They could even be interpreted by some as the sins of lust, greed, and wrath. Yet these are all examples of treachery, and from the greatest of these false and deceitful souls are born the mighty glabrezus.

A significant number of glabrezus serve the demon lord Baphomet, for the Lord of the Minotaurs has long toiled to increase the power of his cult among humanity. Glabrezus who do not serve Baphomet (or another demon lord) spend the majority of their time seeking ways to contact mortals and lure them into acts of significant treachery, often doing so by tempting them with the promise of *wishes*, or simply using their silver tongues to lead the desperate astray. More so than any other demon, one must take care when conversing with a glabrezu!

Physiology

While multiple limbs are relatively common for the more powerful demons, the glabrezu is one of the few demons to possess multiple arm types. Its relatively normal human arms end in clawed hands, but its primary arms are much larger, ending in razor-sharp pincers. This feature, combined with its canine visage, horned head, and saurian legs would hardly lead the ignorant observer to think that the greatest danger posed by a glabrezu is in listening to it speak rather than engaging it in combat—which is, of course, to the treachery demon's advantage. Many who encounter a glabrezu are only too eager to talk to the demon rather than face its rending pincers and slavering fangs. Those who do speak to it and manage to navigate the encounter without physical harm often think of themselves as having somehow “won” the conflict with the demon, yet in truth, very few walk away from a discussion with a glabrezu unchanged, especially if they are foolish enough to take the demon's offer of a single *wish*...

Demonology

Glabrezus prefer to work alone, approaching new mortal targets on a whim, often disguised via *veil*, in order to tempt them into treacherous acts. They do not enjoy running cults, for followers only slow down their ability to do what they do best—corrupt those who have not yet fallen to temptation.

The glabrezus who serve Baphomet are an exception, and often work with Baphomet's cult. This group, known as the Templars of the Ivory Labyrinth, functions as a secret society that spreads its teachings from one generation to another, all in preparation for great treasonous triumphs

against the societies in which they operate. Baphomet's glabrezus often serve as messengers from Baphomet to these templars, or even establish and lead newer groups. Their ability to grant *wishes* to mortals is much valued by the templars, and those glabrezus who serve Baphomet usually (but not always) grant these *wishes* without strings attached... if somewhat begrudgingly.

A glabrezu can be summoned by *summon monster IX*, but when they are so conjured they cannot utilize their *wish* spell-like abilities. Regardless, the glabrezu's other spell-like abilities and its physical attacks make it an excellent choice for this spell. Beyond combat, the use of unlimited *dispel magic*, *reverse gravity*, *true seeing*, and *mirror image* spell-like abilities make it a strong choice as a defensive ally.

Most who conjure glabrezus, though, prefer to call them so that they may take advantage of the glabrezu's *wish* spell-like ability, and for this no spell less powerful than *planar ally* or *planar binding* will do. The components required for such a conjuration must include a combination of rare incense, the severed tongue of a traitor (or barring that, seven severed tongues harvested from liars) that must be no more than 24 hours removed from the source, and the heart of a creature of the same race as the spellcaster. As with the tongues, this heart must be no older than 24 hours, but it must be harvested from a creature that, at some point during that past 24 hours, trusted the conjurer as a friend, ally, or lover. In addition, the conjurer may incorporate offerings of information on powerful families, nations, or religions that the glabrezu can later use at its whim to undermine society. These secrets must be relatively significant—with the GM's agreement, they can offset some or even all of the gp cost of the spell's offerings or payments to the glabrezu.

Spellcasters who hope to secure a “low-cost” *wish* from a glabrezu by casting a spell like *planar ally* or *planar binding* soon realize their mistake, for glabrezus rankle at being conjured for *wishes*. The simple fact is that spellcasters despicable enough to perform the rituals required for such a conjuring are already likely sinful enough that a glabrezu tempting them into greater sin with the promise of a *wish* won't really have much of an additional effect—the demons much prefer to corrupt unknowing innocents. As a result, the demons generally charge exorbitant fees for their *wish*, demanding amounts in excess of 30,000 gp (and thus making it more cost effective to simply buy a *scroll of wish*) for the service. Of course, these costs can be somewhat defrayed with the offer of particularly important or juicy secrets, or even by supplying the conjured glabrezu with access to an innocent who doesn't realize what situation they may have been placed in for it to work its tempting offers.



Campaign Role

A glabrezu can be a devastating foe in combat. In melee, its natural attacks can inflict horrific damage, particularly if it can rend its foes, but the glabrezu generally prefers to sow chaos in the enemy's defenses and tactics before engaging in melee. *Reverse gravity* is a favorite technique, since it not only immobilizes foes who cannot fly, but can be shaped as the glabrezu wishes to make truly confusing battlefields. The demon uses *power word stun* near the start of every battle, targeting healers when it can. A glabrezu uses *mirror image* just before entering combat and, unless it feels the battle is in hand, replenishes its images by using the spell-like ability again whenever its existing images drop to 2 or fewer.

Most glabrezus, however, count it as something of a disappointment or even a failure if an encounter with a mortal results in a fight. Given the time, the treachery demon uses *veil* to disguise itself as something expected or pleasing to the enemy. In this form, the glabrezu enjoys presenting itself as a benevolent guardian or protective figure who seeks to warn the enemy of something dire in the near future, then offers the victim a chance to stave off this future by granting a *wish*. Of course, as detailed above, accepting a *wish* from a glabrezu can be the worst mistake one can ever make.

Glabrezu don't often bother to improve themselves—when one already has the capability to grant horrifically warped *wishes* to one's prey, it's easy to become comfortable with one's ambitions. When a glabrezu does decide to seek greater power, it prefers to take levels in classes that afford it greater ability and skill at speaking, trickery, and temptation. Levels in bard and rogue are glabrezu favorites, as are levels in wizard or sorcerer which provide illusion and enchantment spells. Although classes like barbarian, fighter, and ranger are strong choices for a glabrezu, the treachery demons often view such options as being somehow below their station, and those treachery demons who do take levels in these more combat-focused classes often find themselves mocked by others of their kind—yet never to their faces, for a glabrezu going berserk is a frightening sight indeed.

Treasure

Glabrezus possess humanoid arms with hands capable of wielding weapons, but the fact that their great pincers are so devastating, particularly when they are capable of rending with them, makes most treachery demons

abstain from fighting with weapons so as to maximize their natural attacks and damage. When a glabrezu does choose to wield a weapon, it prefers magic weapons that cause forms of pain and anguish its natural weapons cannot achieve—*wounding* weapons and *vorpal* weapons, for example, are popular choices, as are swords of *life stealing* or *rods of withering*. Beyond this, glabrezus often focus their resources on acquiring magic rings—they generally have little interest in other types of treasure or magic save for as baubles with which they can tempt mortals.

One notable item associated with glabrezus is the *whispering amulet*. These items are created by the demons for use in spreading their poisoned whispers to new ears. Rarely, a glabrezu takes the Master Craftsman feat or gains levels as a spellcaster specifically to create new *whispering amulets*, but most glabrezus use spellcasting allies to create these items, often in trade for a no-strings-attached *wish*. Through the use of these amulets, a glabrezu can learn an incredible number of secrets.



WHISPERING AMULET

PRICE
70,000 GP

SLOT neck

CL 17th

WEIGHT —

AURA strong evocation

A *whispering amulet* looks like a bejeweled glabrezu head to the person who owns it, but to anyone else appears to be a relatively unremarkable necklace. As long as it is worn, a *whispering amulet* masks the wearer's alignment as if by *undetectable alignment*. Once per day by grasping the amulet in one hand and whispering, as a standard action, the wearer may send a single message of no more than 25 words to another creature as if via *sending*—the message arrives at the intended target in the form of a soft whisper in the left ear, and the recipient can opt to whisper a return message to the wearer of the amulet. A single glabrezu is linked to each *whispering amulet*, and any message sent or received via the amulet can be heard by the demon as well. Finally, by grasping the amulet and whispering the glabrezu's name, the wearer can make a single *wish*. This destroys the *whispering amulet*, and as the *wish* itself is granted by the glabrezu, it likely has unexpected and unintended consequences. If the glabrezu has already used its *wish* ability during that month, the attempt to wish fails and the amulet is not destroyed—there's a 5% chance that this occurs if the GM doesn't already know for sure if the glabrezu's *wish* is available.

CONSTRUCTION REQUIREMENTS

COST 35,000 GP

Craft Wondrous Item, *sending*, *undetectable alignment*, *wish*

Notable Demons

Glabrezus can be found throughout the Inner Sea region—but the opportunities to corrupt and encourage treason are all the greater (and thus glabrezus more common) in areas where warfare and conflict have the strongest holds.

Dolthysuun, The Glaucous Count (standard glabrezu; Research DC 23; *Ashes at Dawn* 43): Centuries ago, Dolthysuun was captured and bound into service by a priest of Urgathoa and forced to serve a humiliating post for a hundred years as a guardian for a hidden treasury under a graveyard. The Glaucous Count eventually broke free of his servitude and savaged the priest, but his need for revenge wasn't sated even then. He turned his anger to the priest's surroundings—the city of Caliphaz in Ustalav. Dolthysuun's end game is to see the city and all within it burn for his humiliation, but he doesn't want to rush this revenge as he did with the Urgathoan who started it all. The Glaucous Count forced a desperate oracle to craft several cursed *scrolls of planar ally* before murdering and eating her. These scrolls purport to summon the Glaucous Count himself to whosoever uses the spell, when in truth the curse causes those who succumb to it to become easily suggestible by the demon when he arrives, giving him ample opportunities to cajole his new “master” to utilize his *wishes* to bring misery upon the city in various subtle but increasingly destructive ways. Now and then someone finds one of these scrolls and manages to resist the curse, but that's a small price to pay for the bitter glabrezu. Dolthysuun prefers offerings of information about Caliphaz that reveal weaknesses in its people or faults in the city's structure upon which he can later capitalize.

Mokravud, The Forbearing One (standard glabrezu; Research DC 23; *A Memory of Darkness* 37): Among glabrezus, the demon Mokravud has developed something of a reputation for patience and restraint, qualities seemingly of little use to a demon. Yet Mokravud has made his patience a weapon, using it to realize long-term plans of great subtlety and devastating effect. When tasked by his patron Treerazer with assassinating a particularly vexing elven ranger who had been hounding the fringes of Tanglebriar, Mokravud did not simply lie in wait and ambush him. Instead, the treachery demon investigated the elf's life and found his lover back in Kyonin. Using his *veil* power, he took on the guise of another elven ranger and delivered a message to the elf's lover, claiming that her beloved had been unfaithful. Over the next several months, Mokravud gradually undermined the lover's trust, and when his target returned home, his lover murdered him in a jealous rage before taking her own life. Mokravud has served in Tanglebriar for centuries, and seems content with his lot, moving from assignment

HALF-GLABREZU

A half-glabrezu is among the most hideous and ferocious-looking of all half-demons, for these creatures inherit their demonic parent's additional pincer arms while retaining their own arms. These pincer arms extend from the half-glabrezu's shoulders. The half-demons also have numerous horns, saurian legs that bend in three places, and patches of scaly green ridges on the shoulders and back. Despite their brutish appearances, half-glabrezus often take on roles as military, political, and even spiritual advisors who work to undermine the status quo.

Speed: A half-glabrezu does not gain a fly speed.

Melee: A half-glabrezu gains two pincer attacks and a bite attack. Damage depends on its size (see page 302 of the *Bestiary*). The two pincer attacks do not replace the half-glabrezu's arms, leaving those arms free to function normally, but these arms do not gain claw attacks of their own.

Alternate Spell-Like Abilities: Replace *deseccate* with *mirror image*. Replace *contagion* with *confusion*. Replace *unhallow* with *greater teleport*. Replace *horrid wilting* with *power word stun*.

Abilities: A half-glabrezu gains Str +4, Con +6, Int +2, Wis +2, and Cha +4.

to assignment as the Lord of the Blasted Tarn requires. Mokravud's *wishes* often seem to come with no strings attached, yet they almost always have long-reaching and tragic repercussions that may not even affect the original wisher—thus, Mokravud encourages those who call upon his power to harm those they may never even meet. He prefers offerings in the form of information about Kyonin's military and magical defenses.

Nahrimaf, The Smiling Sultan (standard glabrezu; Research DC 23; *The Final Wish* 42): One would do well to not take smiling Nahrimaf's apparent good nature at face value, for despite his calm demeanor and a silver tongue quick to compliment others, this glabrezu is equally quick to see insults where none were intended. Known as the Smiling Sultan for his longstanding affiliations with various powerful efreeti and connections in the City of Brass, Nahrimaf has a habit of growing bored with those he calls allies or friends, and often derives enjoyment from granting *wishes* to mortals and using those *wishes* to upset or inconvenience those friends for past insults, real or imagined. Nahrimaf prefers offerings of secrets having to do with the City of Brass, especially those of a political nature.

Yerrin-Ku, Warden of Tharsekti (standard glabrezu; Research DC 23; *Rise of the Runelords Anniversary Edition* 245): Yerrin-ku toils for Lamashtu herself, serving as one of the dozens of wandering wardens who patrol

TREACHEROUS WISHCRAFT

When a glabrezu grants a *wish* to a mortal, the glabrezu can grant the *wish* to the mortal without fulfilling it in the most destructive way possible. By granting the mortal the *wish* in this manner, the glabrezu can also cause one of the following effects to automatically affect the wisher (no save).

Curse: The wisher becomes affected by the effects of *bestow curse*, heightened to 9th level.

Mark of Treachery: The wisher gains a mark of treachery somewhere on her body. This mark appears as a fist-sized tattoo that combines the seven-pointed spiral of the sign of the Abyss (see page 3) and the glabrezu's name (not its true name) written in Abyssal in a circle within the sign. This mark can only be removed by a *miracle* or *wish*, and only then if the caster makes a DC 30 caster level check. As long as the wisher is marked, the glabrezu can observe the world through the marked person's senses and can communicate telepathically with her. At any point thereafter, the glabrezu can demand a service of the marked person—this allows the glabrezu to affect that person with a *geas/quest* to carry out the service if the person agrees to do the service. Agreeing to this causes the mark to fade. If the marked person refuses, she is immediately affected by a *destruction* spell (CL 14th, DC 22) and the glabrezu can demand the service again 1 round later. A mark of treachery persists through death and any resurrections that follow.

Psychosis: The wisher immediately becomes chaotic evil and gains psychosis (*GameMastery Guide* 251).

the gnoll nation of Tharsekti in the Abyssal realm of Kurnugia. As with the other demon wardens, his job is to quash any activities among the tribes that could be considered treason—what constitutes probable treason is left to the glabrezu's experienced judgment. Yerrin-Ku enjoys twisting *wishes* he grants to mortals so that they or someone they love slowly begins to deform in monstrous ways as the effects of the *wish* manifest over time—with greater *wishes* come increasingly debilitating and hideous malformations. Yerrin-Ku prefers offerings in the form of intelligence on the machinations and hidden agendas of other demon lords, particularly those of Pazuzu, Nocticula, or other demons whom he suspects of treachery against the Mother of Monsters.

Zibrigeth, The Mageslaver (enchanter 12; Research DC 29^C): The glabrezu Zibrigeth is a striking demon, with bright sapphire armor plates along its back and what appears to be silver flesh elsewhere, this demon has made a specialty of enslaving arcane spellcasters to aid in the construction of magic items—particularly *whispering amulets*. Zibrigeth rules a large castle-like fortress located

on the edge of Abraxas's spiral city of Diovangia. This fortress is part arcane school and part prison—a place where the demon's charmed and dominated wizards and sorcerers toil until death to craft the items he demands.

The Silken Fang

This towering four-armed demon carries an evil-looking scepter in one of its two human hands—the other arms end in pincers.

BEZILAK

CR 17

XP 102,400

Male glabrezu rogue 8 (*Pathfinder RPG Bestiary* 61)

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

Init +7; **Senses** darkvision 60 ft., *true seeing*; Perception +34

DEFENSE

AC 32, touch 12, flat-footed 28 (+3 Dex, +1 dodge, +20 natural, -2 size)

hp 310 (20 HD; 12d10+8d8+208)

Fort +20, **Ref** +13, **Will** +13

Defensive Abilities evasion, *freedom of movement*, improved uncanny dodge, trap sense +2; **DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 24

OFFENSE

Speed 40 ft.

Melee 2 pincers +25 (2d8+5/19–20), claw +25 (2d8+5), bite +25 (1d6+5), *rod of withering* +28 (1d4 Str and 1d4 Con)

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

Special Attacks sneak attack +4d6, rend (2 pincers, 2d8+16)

Spell-Like Abilities (CL 14th; concentration +21)

Constant—*true seeing*

At will—*chaos hammer* (DC 21), *confusion* (DC 21), *dispel magic*, *mirror image*, *reverse gravity* (DC 24), *greater teleport* (self plus 50 lbs. of objects only), *veil* (self only), *unholy blight* (DC 21)

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

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

STATISTICS

Str 33, **Dex** 16, **Con** 30, **Int** 18, **Wis** 16, **Cha** 24

Base Atk +18; **CMB** +31; **CMD** 45

Feats Combat Expertise, Combat Reflexes, Critical Focus, Dodge, Improved Critical (pincers), Improved Initiative, Mobility, Persuasive, Power Attack, Spring Attack, Staggering Critical

Skills Bluff +30, Climb +19, Diplomacy +34, Disguise +30, Intimidate +34, Knowledge (arcana) +15, Knowledge (local) +15, Knowledge (nobility) +14, Knowledge (planes) +27, Knowledge (religion) +14, Perception +34, Sense Motive +26, Spellcraft +27, Stealth +28

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

SQ rogue talents (bleeding attack +4, combat trick, honeyed words^{APG}, surprise attack), trapfinding +4

Combat Gear *rod of withering*; **Other Gear** *ring of chameleon power*, *ring of freedom of movement*

Bezilik enjoys toying with his enemies, perhaps more so than other glabrezus. The Silken Fang loves nothing more than meeting a foe in combat and taking every opportunity to humiliate him in battle, deliberately making fewer attacks than he can (as if to imply that the foe isn't worth the effort), or taking advantage of a stunned foe and removing his weapons and armor, leaving him naked when the stun effect wears off. Once Bezilik has a victim completely at his mercy, he is fond of stepping back and offering the defeated foe a *wish* in return for staying his rending pincers—the only catch is that the defeated foe must agree to Bezilik's "editorial adjustments" to the *wish*, allowing Bezilik maximum use of the magic to serve his own desires.

These edited *wishes* serve the demon's long-term goals, for Bezilik is quite ambitious. The Silken Fang has served many powerful wizards in his lifetime, ranging from Gebbite necromancers to strange demonologists from buried cities under the Osirian sands. Unlike many demons, he enters such servitude willingly after actively seeking out powerful spellcasters and warlords who can aid him in his desires. There is only one catch—before Bezilik agrees to service, the mortal must make the following *wish*: "I wish to have the service of the Silken Fang for 1 month on the condition that at some point in the future, at the Silken Fang's whim, I am to be transported to his side to perform a service in kind to him." Bezilik favors spellcasters whose arrogance makes them foolish—he knows they will make this *wish* on the mistaken assumption that they will be able to kill the glabrezu before his agreed-upon service is to end, and therefore escape repayment. What very, very few of these power-mad fools ever seem to realize is that the wording of Bezilik's *wish* does not compel him to wait until after his service is complete to demand payment. So when, invariably, a "master" turns on Bezilik and attempts to destroy him, the glabrezu merely invokes the latter half of his *wish* and commands the "master" to become his slave. The power of a glabrezu's wishcraft is great, and those who meet this fate are invariably taken away to the Silken Fang's Abyssal fortress of Virax (a vast castle hidden in an immense chamber deep within Andirifkhu's Vault of Ten Thousand Deaths), where they are placed in temporal stasis in an ever-growing collection of the greatest and most despicable spellcasters and warmongers of a hundred worlds. What Bezilik intends to do with his

growing army of powerful pets is unknown, for Bezilik knows more than most that to reveal your plans is to defeat them.

A spellcaster who manages to conjure the Silken Fang can sometimes avoid being tricked or forced into making the Silken Fang's trapped *wish*, especially if he provides as part of the conjuration an offering of no less than 13 names of powerful individuals (preferably spellcasters or the leaders of nations) to whom Bezilik can peddle his services. The demon is not above rewarding those conjurers who understand how to properly bribe him, after all. It's a DC 27⁶ check to research the Silken Fang.





HEZROU

There are regions within the Abyss that even most demons avoid. In some such regions, the ground is too changeable or yielding to allow for the passage of feet, much less the erection of mighty fortresses, yet true fluids are few and far between. They are vast reeking plains of stinking ordure, shuddering fields of semi-gelatinous slop, and tangled mires where only half-mad plants, unable to exist wholly on land or entirely at sea, expose undulating roots. It is here, in these endless wallows of wretchedness and stinking castoff wastes, that the hezrou is king, for few others would want to rule an empire of dung.

—From the *Book of the Damned*

When a mortal uses drugs or toxins to wrack his flesh, to taint his environs, or to poison his kin, he does more than leave a mark of pollution upon the world: he pollutes his very soul. It is those who take such actions to extremes who are destined to quicken into lumbering hezrous upon transformation into a petitioner in the Abyss. Few demons can match the hezrou's noxious presence—the ooze demons known as omox certainly, and perhaps some of the lesser-known demons of filth and decay, but by and large when one thinks of the fiends who haunt the poisoned places of the world, it is the hezrou who comes to mind.

Hezrous can be found most often within those realms of the Abyss where moisture rules, be they vast oceans, endless swamps, or even the vistas of waste excreted into unwanted vacuoles in the Abyssal fundament from those parts of the plane that are more alive than others. Certainly, a number of powerful hezrous rule areas of the Moonbog, where they constantly fight against the demon wolves of Jezelda to keep their lairs. They can also be found swimming in the oceans or flopping on the island shores of Ishiar, but the Abyssal realm where they are most common is Mephizim, the marshland realm ruled by the boggard god Gogunta. There, the luckiest (or perhaps the unluckiest, depending upon Gogunta's temperament at the time) of the hezrous are taken in as the demon lord's mates.

Physiology

The hezrou is most often known as a toad demon, for it certainly looks the part. With a bulky body comprising vast shoulders, a hunched-over posture, and no real neck to speak of, it surely carries about it more than a hint of the batrachian. Its preference for swamps and soggy surroundings only serves to further the unflattering comparison—although it might be more appropriate to call the comparison unflattering to the toad.

The horrific stench that surrounds a hezrou has a singular source, for what appears to be the demon's skin and armor plates is in fact a particularly horrific "crust" of congealed filth, caked refuse, rotting flesh, gelatinous wastes, seeping pollutants, half-solidified toxins, noxious fungal growths, fragments of decaying refuse, and worse. In effect, a hezrou wears a thick layer of loathsome detritus over its entire body. Closer examination reveals a horrible truth—it is impossible to tell where this stomach-turning mass ends and the demon's actual flesh begins. Although the hezrou has no ability to deliberately foul and taint the environs in which it dwells, the fiendish nature of the slop and filth that comprise its flesh has such an effect on its surroundings over time. Areas where hezrous have dwelt for months tend to become foul-smelling and polluted—never to

the extent of the demon's own miasmatic presence, yet certainly unpalatable to man and beast alike.

Demonology

Hezrous can often be found leading tribes of savage humanoids, particularly those who dwell in swamplands. Boggards in particular are fond of worshiping hezrous or using them as proxy deities, and many hezrous are only too eager to allow such worship, so long as the boggards give the demons their space. Troglodytes, lizardfolk, and even villages of swamp-dwelling humans have been known to do the same. These backwater tribes do their best to honor their toad demon god or chieftain, often presenting it with gifts of crude, handmade likenesses of itself, and decorating their villages or territories with the things.

To the conjurer, the hezrou presents something of a conundrum. The demon is certainly an excellent choice for the role of guardian or combatant, and its ability to utter *blasphemies* gives arcanists a way to access this powerful divine spell in a roundabout way via *summon monster VIII*, yet there's no denying that hezrous are singularly unpleasant to be around. The smell a hezrou exudes has been known to cause rashes in some people, and to cause others to become violently sick. Even those who withstand these more unpleasant side effects agree—the otherworldly stench a hezrou exudes almost makes summoning it not worth the discomfort. Undead spellcasters, on the other hand, quite delight in the use of hezrous as summoned monsters or lair guardians, for they and their other undead slaves have no problem with the poisonous vapors that surround these fiends.

The calling of a hezrou requires, at minimum, a *planar ally* or *planar binding* spell. Many conjurers prefer to perform these spells outside, so as to avoid the overwhelming stink that can build up in close quarters, but the realities of using such magic in exposed areas presents other risks, such as unwanted discovery or accidental sundering of the magic circle. The calling of a hezrou requires components consisting of foul-smelling incense and fouler-smelling candles. Decaying entrails and viscera must be used to anoint the key points of power within the circle, often requiring the singularly unpleasant task of squeezing the unmentionable contents of freshly extracted intestines into eldritch patterns to lure the hezrou to this world. To these offerings, the conjurer adds splashes of unholy water and all manner of poisons and dangerous drugs—the final offering being the toxin-bloated stomach of a drug addict or poisoned innocent. The stomach itself must be placed at the center of the summoning circle. Some conjurers insist that if the donor of the stomach still lives as the spell is cast, the demon conjured is generally of a less violent demeanor, while others maintain that the shrieks of the mutilated, dying victim prove too distracting.



HALF-HEZROU

A half-hezrou is a bulky, rubbery-skinned beast. Among the most hideous of the half-demons, a half-hezrou tends toward obesity, further increasing its bulk with massive crusty scales or plates that constantly grow from its shoulders and back, only to flake away to be replaced by new scales. Its face tends to have protruding eyes, hanging jowls, and wide jaws, while its hands and feet are webbed. Half-hezrous are often loners, and are often involved with shady alchemical pursuits or the drug trade, or simply serve as guardians for swamp-dwelling masters.

Natural Armor: Improves by 2.

Speed: A half-hezrou does not gain a fly speed, but it does gain a swim speed equal to its base speed unless it has a faster swim speed already.

Stench (Ex): A half-hezrou exudes a foul stink of body odor mixed with swamp rot and worse. This grants the stench universal monster rule, but only to a range of 10 feet. The sickened condition caused by this stench lasts for 1 minute.

Alternate Spell-Like Abilities: Replace *desecrate* with *gaseous form*. Replace *unhallow* with *greater teleport*.

Abilities: A half-hezrou gains Str +4, Con +6, Int +2, Wis +2, and Cha +4.

Campaign Role

Hezrous are aquatic demons, usually encountered in areas where they can at least wallow in mires or slop about in the water. The hezrou's ability to utter a *blasphemy* once per day is perhaps its most devastating power—against lower-level foes, this can instantly cripple an entire party. The demons rely entirely upon their *chaos hammer* and *unholy blight* spells when facing opponents who can maintain range or fly, but this tactic frustrates and infuriates most hezrous, and after several rounds of being unable to engage a foe with their crushing hands and bite, they simply teleport away for a while to let the enemy lower its guard before returning in ambush.

Hezrous prefer to advance along paths that enhance their combat powers, and often take levels in barbarian, ranger, or fighter. Hezrou spellcasters are uncommon, and those who do take levels in a spellcasting class often seek to do so in order to pursue methods of poisoning and putrefying their environments. Hezrou alchemists are among the most sadistic of their kind. But the most terrifying of hezrous are those who merely grow larger and larger. Tales are whispered of truly colossal hezrou that slumber for eons in forgotten swamps, appearing for all the world as a mound of semi-firm ground until they waken to feed.

Treasure

All demons are immune to poison, but the hezrous are the demons who seem most pleased with this trait. To a hezrou, poison is a delectable nectar, one to be honored and respected and adored, much as many humanoid cultures value fine wines. As a result, hezrous tend not to keep poisons they find, as they cannot resist the urge to sample, and samplings have a way of becoming guzzlings.

Most hezrous have potent natural attacks and prefer to use them over weapons, but when a hezrou finds a particularly powerful weapon sized for its bulky girth, it certainly isn't afraid to shift its combat tactics. Hezrous much prefer two-handed weapons in combat, although some prefer ranged weapons like crossbows or longbows, provided that the weapons are powerfully enhanced with magic.

Notable Demons

Hezrous can be found in the Worldwound, but it is in the fetid swamps of Tanglebriar that they are most common on Golarion, serving at Treerazer's command and delighting in every opportunity to rend elf-flesh from elf-bone. They can also be found in the other great swamplands, such as the Mushfens or the Sodden Lands, often as the leaders of boggard tribes.

Balingorg, Bloody Hands (barbarian 2; Research DC 22; War of the River Kings 73): The strange scarlet-skinned hezrou Balingorg is a particularly unusual case, for unlike most of his kind, he does not serve a demon at all—rather, the beast known as Bloody Hands serves in the court of Gorum. Although the Lord in Iron is not himself evil, he does not shrink from utilizing demons, for many of his worshipers, particularly orcs, enjoy using such fiends to augment their hordes. Balingorg, it is said, has participated in so many battles and butcheries at the behest of priests of Gorum that his flesh has been stained red from the blood of countless victims. Certainly, Bloody Hands enjoys the rigors of combat, and the promise of a swift and particularly violent battle can often offset or even replace other costs his conjuration might normally entail. Otherwise, this hezrou prefers offerings of potions and elixirs that augment his already formidable physical prowess.

Lalizarzadeh, Mother Papule (fighter 7; Research DC 28; Lost Cities 27): Rule of the ruins of Storasta in the Worldwound is split between two powerful entities—the mad treant Carrock and the hezrou Lalizarzadeh, known also as Mother Papule for the large number of pustules and wens that adorn her shuddersome body. Of the two, it is Lalizarzadeh that the crusaders fear the most, despite the fact that Carrock is more powerful, for Mother Papule often shambles forth from her keep on Stormont Isle to hunt those who use the nearby Sellen River to travel north to the crusades themselves. Notoriously

fecund, she is served by merrows, scraggs, grindylows, and numerous covens of green hags, yet her greatest and most favored minion is her horrific son Kulkarni, an unusually enormous half-fiend froghemoth. Rumors hold that Lalizarzadeh is pregnant again, and that the sire is none other than her slobbering son—what horrific beast might soon slide forth from her womb can only be guessed at for now. Lalizarzadeh prefers offerings of potions brewed under moonlight via methods that do not involve boiling or heating the ingredients—*potions of rage* are her favorite, especially when she has a bound, helpless, and unarmored (“peeled,” as she prefers to call them) crusader to unravel with her tender talons.

Tentagard, The Face in the Flask

(standard hezrou; Research DC 21; City of Seven Spears 44): Were it not for the unusual location of this demon’s prison, Tentagard would hardly be worth mentioning. Before his capture, the hezrou was a particularly apathetic member of his kind, content to wallow in a lake of viscera and toxic effluvium without seeking to better his standing amid his Abyssal peers. One fateful day, however, Tentagard had the unfortunate luck to be conjured by a powerful boggard chieftain of the lost city of Saventh-Yhi and bound into a flask via *binding*. This *binding* has a unique stipulation—the hezrou must remain bound in this jar as a disembodied face until it correctly answers 101 questions. That chieftain eventually died, and for the past several dozen generations, Tentagard has remained in his flask in a place of honor atop a mostly-sunken ziggurat in the lost city’s swamiest sector, rarely visited by boggard chieftains for advice on important tribal matters. The fact that the questions these creatures ask often have no obvious answer frustrates the hezrou, but over the past few centuries, he has listened patiently, and has learned much not only of the lost city of Saventh-Yhi, but of the ancient Azlanti who built it as well, as he has had nothing to stare at for the past centuries but the complex carvings on the walls of his stone cradle. Until Tentagard is freed (he has answered 99 of his questions so far), he cannot be conjured, but once he escapes his prison he has promised himself to learn all he can about Azlant’s magical traditions so that he might never be captured again. Tentagard prefers offerings of potions that increase his intellectual prowess.



Uthu, Tempest Mistress (oracle 10; Research DC 26^C; Lost Kingdoms 11): Of the countless boggard tribes that dwell in the Sodden Lands, the Knights of the Tempest Mistress are one of the more unusual. These boggards are savage and cruel as they come, yet do not follow the typical tribal motifs so common to their kind. Instead, these boggards dress in scavenged human clothing that has been refitted for their squat frames, and emulate human society in a vulgar manner, down to dwelling in a number of ruined cities. The Knights hold regular banquets of horrific repasts, travel between their half-dozen settlements to trade weapons and food, and train as organized units, all upon the inscrutable whims of the hezrou Uthu, the Tempest Mistress. This

pale yellow hezrou emerged from the Eye of Abendego only days after its formation over a century ago, and by the end of the year had the first of her boggard cults organized and moving into a ruined human city. Since then, she has remained on the Material Plane, dwelling in the half-sunken ruins of the town of Merzell. Her faithful grow in number slowly, but her boggards tend to be highly trained as fighters and priests of Gogunta—her ultimate goal in the Sodden Lands remains unknown. The Tempest Mistress prefers offerings of ingested poisons derived from various swamp plants—she finds hemlock extract aged in fine oak to be the most delicious.

Vamollaroth, The Rancorous Wrath (Gargantuan 17 HD advanced hezrou; Research DC 28): Numerous hezrous serve in Tanglebriar, but few have achieved the notoriety of the enormous, lumbering leviathan known to the elves of Kyonin as the Rancorous Wrath. Vamollaroth is certainly the largest hezrou in all of Tanglebriar, and may well be the largest demon in the entire region, Treerazer included. Vamollaroth spends the majority of his time lurking beneath the ink-black waters of the tarn adjacent to Treerazer’s fortress, Witchbole, but several times a year the Lord of the Blasted Tarn calls his favorite hezrou forth to savage and ravage, sending the Rancorous Wrath into an orgy of destruction on the very fringes of the swamplands. Vamollaroth can vomit prodigious amounts of foul pollution and toxins, and each time the lumbering monstrosity goes on one of his rampages, the reach of Tanglebriar increases by a few hundred square feet. Vamollaroth is particularly difficult to summon, and the amount of poisonous elixirs the demon demands as an offering can be prohibitively expensive, as he generally requires 50% more than normal.



ENHANCED POLLUTION

Certain powerful hezrous can take feats to enhance or otherwise bolster their stench ability. These feats can also be taken by any creature that has the stench ability and can qualify for any other prerequisites the feat might have.

Improved Stench

Your foul odor is particularly strong and wide-reaching.

Prerequisite: Stench universal monster ability.

Benefit: The aura range of your stench ability increases by 30 feet. In addition, your stench ability save DC increases by 2, and its duration increases by 50%.

Pungent Stench

Your stench is overwhelmingly nauseating.

Prerequisite: Stench universal monster ability, Improved Stench, Great Fortitude

Benefit: The first round a creature is affected by your stench, it is nauseated in addition to being sickened. At the end of an affected creature's turn after the first round, it can make a new save against the stench's DC to remove the nauseated condition, but the sickened condition lasts as long as normal.

Toxic Stench

Your stench is poisonous.

Prerequisite: Stench universal monster ability, immunity to poison, Improved Stench, Toughness

Benefit: The first round a creature is affected by your stench, it must also make a successful Fortitude save against the same DC to resist becoming poisoned. If you have 10 or fewer HD, this poison is identical to insanity mist; if you have 11 or more HD, the poison also adds confusion for 1 round to its effects.

Wulgrood, The Bilious Baron (alchemist 11; Research DC 27^C): The tunnels of the Abyssal sewers that wind under the many diverse realms from below are known collectively as the Undersump. Technically the realm of the demon lord Jubilex, the Faceless Lord does not rule the Undersump so much as he wanders its halls randomly. Certain corners of the Undersump have not been visited by Jubilex in eons, and here other demons and creatures have claimed their own territories. One of the largest of these territories is a region known as the Everstain, a particularly toxic cistern below the laboratories of the Cerebulim, the demonic realm of Haagenti, demon lord of alchemy. It's here that the hezrou alchemist Wulgrood plies his trade, siphoning and extracting vile tinctures and elixirs from the unwanted drippings and effluvia seeping down from the realm above. Wulgrood specializes in foul-smelling toxins, and enjoys seeing his work spread throughout the Great Beyond.

Lord of the Deep Pools

This lumbering toadlike demon wields a blood-soaked halberd in its powerful hands—one of those hands is clad in a rusting jagged gauntlet, while on the beast's misshapen head perches a leering helm made of greasy green metal.

BALRAVNUS

CR 18

XP 153,600

Male hezrou barbarian 7 (*Pathfinder RPG Bestiary* 62)

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

Init +6; **Senses** darkvision 60 ft.; Perception +31

Aura stench (DC 24, 10 rounds)

DEFENSE

AC 33, touch 9, flat-footed 31 (+8 armor, +2 Dex, +16 natural, -2 rage, -1 size)

hp 300 (17 HD; 10d10+7d12+194)

Fort +23, **Ref** +9, **Will** +14; +2 vs. traps

Defensive Abilities improved uncanny dodge, trap sense +2;

DR 10/good, 1/—; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 29

OFFENSE

Speed 40 ft., swim 30 ft.

Melee +2 *wounding halberd* +29/+24/+19/+14 (2d8+18/19-20/x3), bite +22 (4d4+5)

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

Special Attacks nausea, rage (25 rounds/day), rage powers (moment of clarity, quick reflexes, strength surge +7)

Spell-Like Abilities (CL 13th; concentration +19)

At will—*chaos hammer* (DC 20), *greater teleport* (self plus 50 lbs. of objects only), *unholy blight* (DC 20)

3/day—*gaseous form*

1/day—*blasphemy* (DC 23), *summon* (level 4, 1 hezrou 35%)

STATISTICS

Str 33, **Dex** 15, **Con** 32, **Int** 14, **Wis** 16, **Cha** 22

Base Atk +17; **CMB** +29; **CMD** 39

Feats Bleeding Critical, Blind-Fight, Critical Focus, Improved Critical (halberd), Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Power Attack, Vital Strike

Skills Climb +31, Intimidate +26, Knowledge (arcana) +15, Knowledge (religion) +15, Perception +31, Spellcraft +19, Stealth +18, Swim +39

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ amphibious, fast movement

Gear +5 *studded leather*, +2 *wounding halberd*, *gauntlet of rust*, *helm of telepathy*

In the final days of Thassilon, Runelord Alaznist knew that time was running out to strike a fatal blow against her hated enemy, Karzoug. The thought that she must retreat from a world in which Karzoug still lived haunted her dreams—what if her enemy woke before her in the ages to come? Alaznist contacted countless demons in those final hours, working desperately to transform her

lair into an impregnable fortress guarded by the most horrific fiends she could command. As a result, even today, more than 10,000 years later and with Alaznist's empire long sunken under the waters of the Varisian Gulf, her fortress of Hollow Mountain remains a deadly realm ruled by giants, fleshwarped mutants, demons, and worse.

Balravvus was originally nothing more than a hezrou conjured to guard one of the immense laboratories hidden within Hollow Mountain. Bound to service, Balravvus endured for millennia before a foolish Varisian sorcerer attempted to wrest control of the hezrou to aid in his explorations of Hollow Mountain. The sorcerer managed to break the wards and seized control of Balravvus, and for a few days the hezrou enjoyed a change of scenery even if he remained as bound to an arcane spellcaster's will as ever before. Then the sorcerer stumbled upon the den of a gibbering moulder the size of an elephant. The creature slew the sorcerer, and Balravvus immediately teleported back to the laboratory he had served as a guardian for rather than face the monster.

Equipping himself with the choicest bits of treasure from the lab, including a *helm of telepathy* and a *gauntlet of rust*, Balravvus spent the next several years exploring Hollow Mountain. The hezrou intended to leave the mountain fortress eventually, to explore what had become of the world in the past millennia, but when he discovered a tribe of mutant troglodytes deep under the mountain, an idea formed in the demon's mind. The troglodytes were powerful creatures, deformed into horrible monstrosities from exposure to fleshwarping toxins that had seeped down into their homes, and Balravvus recognized those magics as the ones he had guarded for so long.

It was a simple matter for the hezrou to seize control of the troglodytes by pretending to be

a manifestation of their deity, Yamasoth, who the demon has since come to learn once dwelt in even deeper chambers further underground. The hezrou initially intended to study the mutants and master the art of fleshwarping, but he soon came to realize he was more interested and gratified simply ruling over the troglodytes. Today, Balravvus has entirely abandoned intellectual pursuits and become a barbaric leader of a society of mutated freaks. The demon idly considers taking his army into other levels of Hollow Mountain to expand his empire, but after so many centuries, Balravvus has developed a keen sense of patience.

When conjured, Balravvus prefers offerings of magical elixirs, particularly unique ones he has never sampled before. The hezrou is also partial to potent doses of various drugs. It's a DC 28 check to research Balravvus.





INVIDIAK

The darkest corners of the Abyss house countless terrors, but perhaps the most insidious are those who are the darkness itself. The shadowy invidiah works its evils upon the world without the impediment of a body, and can slip through the greatest of defenses as surely as a ghost. Yet it is this lack of a body that drives the invidiah more than any other compulsion, for it is consumed with jealousy of the flesh. An invidiah's lusts and appetites are not reduced by its immateriality, and it is only through the possession of ripe young bodies that it can sate these compulsions—if only for the moment.

—From the *Book of the Damned*

Sinful souls who survive their time spent as larval petitioners in the Abyss without being eaten or worse may be transformed by that realm into demons, but in some cases, this transformation does not wholly appease. In the case of envious souls, the creatures they become lose more than they gain—they lose even the bodies they possessed as larvae and become shadow demons, known more accurately as invidiaks.

While the invidiak is a dangerous foe, and one that an unprepared adventurer may have no chance to defeat, this power is of little consolation to the invidiak, for the loss of a body only magnifies the sin that brought it to the Abyss in the first place. All creatures around the invidiak are reminders of what it lacks; whether demon or mortal, living or undead, their physicality is a source of biting envy for the demon. The invidiak is thus driven to seek out bodies to possess and control and make its own. Even then, its ability to use *magic jar* does not grant it a reprieve—merely a taste and reminder of what it does not have, for the shadow demon can only inhabit a body for a fraction of a day. This drives many invidiaks to gain power, for there are solutions to this problem for the greatest of their kind.

For eons, the invidiaks were the favored minion of the demon lord Vyriavaxus, the Lord of Shadows. Yet when he was slain by Nocticula and his essence was stolen to craft the largest of her Midnight Isles, the shadow demons found themselves cast adrift. Many of those moved on to serve Nocticula, and some sought out other demon lords, but a few pined and remained loyal to their batlike master, and even now plot the impossible—the resurrection of a murdered demon lord.

An invidiak doesn't directly encourage the sin of envy in its victims. While those who have been possessed by a shadow demon can recall their actions while possessed in the same way one might recall a lucid dream, they also recall the aching, overwhelming sense of jealousy and envy the demon contains within its being. The longer one is possessed by an invidiak, the more likely this insidious envy functions almost as a contagion, leaving behind in those who escape possession the seeds of equally powerful discontents and covetousness.

Physiology

Without a body to speak of, there is very little to talk about regarding an invidiak's physiology. Even without bodies, however, they can wreak horrific damage upon living flesh, for as they strike with their claws and teeth their shadowy essences solidify into freezing, knife edges capable of inflicting horrid wounds scoured by sub-zero temperatures.

Of curious note is the fact that half-invidiaks exist. These hybrids are not incorporeal (although they have the ability to become so for short periods of time), which raises the question: where do they come from? Certainly

some are magical creations, the results of mad spellcasters or unfortunate explorers infused with just the right kind of Abyssal energies, but others arise from a blasphemous form of impregnation. By possessing a pregnant woman, a shadow demon's essence can also infuse that of the unborn child, and the longer such a demon remains in control of the unfortunate woman, the more likely it is that a sliver of the invidiak's otherworldly essence becomes absorbed by the fetus, transforming it into a half-invidiak. The resulting births are invariably fatal to the unfortunate mothers, who often end up being frozen solid from the inside out during the final hours of their pregnancy.

Demonology

Invidiaks enjoy working with demonic cults, for cultists are often all too willing to allow a shadow demon to possess them for a limited time. Those who resist such use are quick to provide other targets for the allied shadow demon to inhabit and command from within. Many demonic cults use shadow demons as a way to calm and control would-be sacrifices, and many shadow demons enjoy play-acting the role of a "mesmerized sacrifice" who apparently willingly approaches the sacrificial block. Such demons ride their hosts through the act of sacrifice, reveling in the feeling of the body dying around them before emerging to display themselves to the gathered crowd. Lone cultists often use such tactics to impress unknowledgeable recruits with their apparent command over the spirits of the dead.

Shadow demons can be summoned via *summon monster VI*. While arcanists who use this spell already possess the power to cast *magic jar* on their own, the convenience of a minion who can do so, leaving the spellcaster in his own body while the target creature becomes possessed, is the primary reason shadow demons are conjured in this manner. They also make excellent combatants, for most foes cannot harm shadow demons, giving the monsters more time during the duration of their summoning to bite and claw at the enemy.

Plots requiring possession are also the primary reason spellcasters call shadow demons to the Material Plane. When such conjurations are cast in areas of bright light or sunlight, the calling of a shadow demon can be one of the safest forms of demonic conjuration, especially when the demon's powerlessness in bright light is combined with a properly crafted magic circle. This conjuration requires components consisting of rare incenses whose smoke behaves more like shadows than vapors and cold iron censers in which strange mosses and lichens gathered from tombstones within the Plane of Shadow are allowed to smolder. An offering of an attractive host body and an almost-as-attractive victim can go a long way toward appeasing a conjured invidiak—providing these as part of any deals forged can account for as much as half of the gp value of the payment or offerings required to secure the demon's aid.

HALF-INVIDIAK

A half-invidiak is the rarest of the half-demons, for it is only under highly specific circumstances that an invidiak can spread its legacy into the bloodline of a mortal family, due to its characteristic lack of a physical body. Half-invidiaks have dark gray skin, red eyes, fangs, and sharp talons. They tend to be painfully thin in appearance, with large shadowy wings that, despite their ghostly nature, provide excellent flight capability. A half-invidiak's envy is exceptional, and this drives it to obsessive lengths to one-up and exceed the triumphs of those with which it associates. It excels in roles where it can be served by large groups, such as cult leader or general of an army.

Speed: A half-invidiak's fly speed has perfect maneuverability.

Ghostly Form (Su): A half-invidiak can become incorporeal (along with gear it carries, up to its light encumbrance limit) for a number of rounds each day equal to its Hit Dice as a swift action. Returning to material form is a free action. The rounds per day spent incorporeal need not be consecutive. This ability cannot be activated in areas of bright light, nor can an incorporeal half-invidiak enter such an area.

Alternate Spell-Like Abilities: Replace *desecrate* with *blur*. Replace *poison 3/day* with *shadow conjuration 3/day*. Replace *contagion* with *magic jar*. Replace *unhallow* with *greater teleport*. Replace *horrid wilting* with *telekinesis 3/day*.

Abilities: A half-invidiak gains Dex +6, Con +4, Int +2, Wis +2, and Cha +4.

Campaign Role

More so than any other demon, invidiaks can be a shocking and frustrating surprise to players when they are encountered. Shadow demons can be devastating in combat against parties ill-equipped to deal with them. With the typical resistances all demons have to energy and magic, the invidiak adds incorporeality on top of significant damage reduction, so that even if an opponent possesses the right weapon to fight them, the damage is often halved. Without good-aligned or cold iron weapons, even powerful characters may find it difficult to damage an invidiak, due to this combination of incorporeal flesh and damage reduction. Fortunately, shadow demons have relatively few hit points, low Armor Classes, and low average damage for a CR 7 foe. They are also rendered relatively powerless in bright light or natural sunlight. Unfortunately for would-be demon hunters, shadow demons do whatever they can to avoid such well-lit environs.

In combat, a shadow demon's first tactic is often to attempt to possess a victim using *magic jar*. As this is a spell-like ability and the demon itself has no physical

body, an invidiak does not need a receptacle to house itself when it uses this power—it can attempt to directly possess a target when it uses this ability. A shadow demon prefers to possess a victim in secret so that it can wreak more subtle forms of mayhem on the victim's allies, but if it is in the middle of combat, the demon eagerly uses the victim's powers against other foes, often making reckless tactical moves and provoking attacks of opportunity without worry, knowing that its host's friends will place themselves in danger in order to protect it.

A shadow demon who increases power via class levels generally takes levels of rogue; they prefer not to advance as classes that are too reliant on gear, and when they advance as spellcasters they take Eschew Materials as soon as possible, as it can be difficult for a creature without a body to manipulate material components. A shadow demon who casts divine spells can use its own presence as a divine focus, provided it worships a demon lord. These complications mean that most shadow demons simply advance in hit dice to gain power.

Treasure

Lacking physical bodies, invidiaks are often vexed by treasure. They certainly enjoy the benefits of magical treasure and the boost to power it gives, but with the exception of *ghost touch* weapons and armor or *ioun stones*, there are relatively few items the invidiak can easily keep for itself. Those who have the resources often seek out magical tomes or manuals to increase their ability scores, but for the most part, the treasure an invidiak enjoys must be limited to that possessed in turn by those the demon possesses.

Notable Demons

Invidiaks are perilously common in the Worldwound, but they can also be encountered with some frequency in Nidal, where their appearance and demeanor meshes well with that land's obsession with all things shadowy.

Ahabaris, The Pharaoh of Long Shadows (cleric of Areshkagal 11; Research DC 25): Many pharaohs ruled during the era of ancient Osirion—some were benign while others were wicked, but all drew upon potent sources to gain their power. Little remains in the historical record of the rule of the Pharaoh of Long Shadows, but by all accounts, her rule was as short as it was decadent and cruel. One thing that is now known, although at the time of her rule this was her greatest secret, was that Pharaoh Ahabaris never ruled as a human. After stumbling upon a strange stele in the deep desert, the young woman became possessed by an invidiak priestess of Areshkagal, and it was under the control of this demon, the actual Ahabaris, that she gathered her power and eventually seized control. Ahabaris abandoned her victim moments

before her death at the hands of a desperate mob of her brutalized citizens, allowing her a fleeting chance as a mortal to enjoy the fruits of rule before she was torn limb from limb. Her body was fed to jackals while Ahabaris watched. The shadow demon has spent much of her time since meddling in the affairs of other worlds, but someday could well turn her attention back to Golarion, especially if she were to be conjured there by a curious historian eager to learn more about the untold history of one of ancient Osirion's darkest eras. Ahabaris prefers offerings of virginal human women.

Bishop Ezrael, The Acolytes (linked trio of standard invidiaks; Research DC 20⁶; *The Harrowing* 27): The entity known as Bishop Ezrael is an unusual creature indeed—for he is not one shadow demon but three. Created by the blue dragon Zassrion, the Patchwork Lord of that strange demiplane known as the Harrowed Realm, Bishop Ezrael was originally a priest of Lamashtu. The method via which the dragon transformed his soul into three linked shadow demons, each possessing fragments of Ezrael's original personalities and memories, is unknown, but likely impossible in realities beyond that of the Harrowed Realm itself. The shadow demon among the three that retains Ezrael's memories also claims that name for himself—the other two are nameless repositories of various personality fragments, yet all three work together to accomplish their deeds. The tripartite demon can only be conjured as a triad, and the combined Hit Dice of the three invidiaks makes its conjuration impossible by all but the most powerful effects, such as *gate*. Even then, Bishop Ezrael can't exist for long outside of the Harrowed Realm, and fades away to nothingness (only to reform later within the Harrowed Realm) after 2d4 hours. Bishop Ezrael prefers offerings of attractive harrowers, the three demons taking turns possessing the harrower back in the Harrowed Realm once the task they have been conjured to perform is done.

Chmetugo, The Smokerake (standard invidiak; Research DC 17; *Children of the Void* 39): Chmetugo is a relatively unremarkable shadow demon, but that was not always the case. At one point, he was a powerful rogue who served Noctricula in her Abyssal realm as a spy, but when the shadow demon spurned a succubus named Shimandylar, she pulled strings and had him not only

stripped of his power and rank (reducing him in strength to a standard example of his kind), but had him exiled to the Material Plane. Since that horrific day, Chmetugo has wandered the wilderness of northwestern Varisia, seeking priests of Noctricula to serve so that he can someday regain his rightful place and achieve revenge against his nemesis. Chmetugo prefers offerings of fit young men to possess and use for an hour as he sees fit.

Thastrakna, The Drakeshade (Colossal 20 HD invidiak; Research DC 28⁶; *The Moonscar* 18):

Thastrakna is an unusually powerful (and unusually large) invidiak in the service of the Insatiable Queen of the Moonscar on Golarion's moon, herself one of the more powerful minions of Noctricula. Thastrakna appears as a shadowy demonic dragon, and it is draconic bodies that he prefers to possess. Although he currently dwells in the court of the Insatiable Queen on Golarion's moon, Somal, his mistress does not begrudge the enormous invidiak time for himself, as long as he is able to come to her aid whenever such is required.

Thastrakna must be conjured via *gate*, and prefers bodies of dragons to possess and bring back to his lunar lair—if he is tasked with a job that takes more than 24 hours to complete, chances of his mistress Izmiara noticing and coming to investigate increase significantly.

Xaggalm (rogue 7; Research DC 21; *The Worldwound Gambit*): Invidiaks are some of the most common demons who serve Deskari in the Worldwound, their ability to possess the living being key to his plans for the crusaders. Xaggalm is one of the more powerful of these specialists in possessing and corrupting the cavaliers and knights of the crusade. His preference is to inhabit a body but let the soul inside periodically control its actions, for Xaggalm enjoys seeing those of low character try to hide or cover up the increasingly vile acts he forces them to commit. The shadow demon also uses various potent Abyssal drugs to control favored victims, leaving them addicted and on their own before returning periodically to use their bodies and supply them further with the addictive fluids they crave. Xaggalm prefers offerings of crusaders—particularly those who are not completely dedicated to the cause, since it is on these so-called “low templars” that the invidiak's methods work best.





DEMONIC POSSESSION

There are numerous ways demons can possess mortals, but the simplest and most straightforward is via the use of a *magic jar* spell-like ability. Shadow demons automatically possess this ability, but other demons may take the Demonic Possession feat to gain this power. Additional feats exist that further enhance this nefarious ability.

Demonic Possession

You can possess creatures.

Prerequisite: Demon or half-demon, Cha 21, Wis 17

Benefit: You gain the ability to use *magic jar* as a spell-like ability once per day.

Special: You may take this feat more than once. Each time you select this feat, you gain the ability to use your *magic jar* spell-like ability one additional time per day.

Improved Possession

Your ability to possess bodies is more powerful.

Prerequisite: Demonic Possession or shadow demon, Cha 25

Benefit: The duration of your *magic jar* spell-like ability increases to 24 hours. You can choose to activate a host body's extraordinary abilities, supernatural abilities, spell-like abilities, and spells known or prepared.

Penetrating Possession

Your ability to possess foes can bypass magical protections.

Prerequisite: *Magic jar* as a known spell or spell-like ability, Cha 21

Benefit: The first time you attempt to possess a host under the effect of *protection from evil* spell or any similar spell, you have a chance to dispel that spell as if you had cast *dispel magic* on the spell.

Spirit Vision

You retain your senses when seeking a possession target.

Prerequisite: *Magic jar* as a known spell or spell-like ability, Wis 15

Benefit: When you sense life forces while seeking a host, you can observe them as you could when you were in your own body. Attempting to possess a body is a standard action.

The Gloom Widow

This lithe, shadowy creature is obviously feminine, yet the talons and horns leave no doubt as to her fiendish nature.

ILZUNAE

CR 19

XP 204,800

Female shadow demon cleric of Nocticula 15 (*Pathfinder RPG Bestiary* 67)

CE Medium outsider (chaotic, demon, evil, extraplanar, incorporeal)
Init +6; **Senses** darkvision 60 ft.; Perception +31

DEFENSE

AC 33, touch 25, flat-footed 27 (+8 armor, +8 deflection, +5 Dex, +1 dodge, +1 insight)

hp 274 (22 HD; 7d10+15d8+169)

Fort +17, **Ref** +16, **Will** +19; +4 vs. blindness and charm

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

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

OFFENSE

Speed fly 40 ft. (perfect)

Melee bite +24 (1d6 plus 1d6 cold), 2 claws +24 (1d4 plus 1d6 cold)

Special Attacks channel negative energy 11/day (DC 25, 8d6), pounce, shadow blend, sprint

Demonic Boon Spell-Like Abilities (CL 22nd; concentration +30)
3/day—quicken *blindness/deafness* (DC 20), *charm person* (DC 19)

1/day—dominate thrall

Domain Spell-Like Abilities (CL 15th; concentration +20)

At Will—charming smile (15 rounds, DC 17)

8/day—dazing touch, touch of darkness (7 rounds)

Invidiak Spell-Like Abilities (CL 10th; concentration +18)

At will—*deeper darkness*, *fear* (DC 22), *greater teleport* (self only), *telekinesis* (DC 23)

3/day—*shadow conjuration* (DC 22), *shadow evocation* (DC 23)

1/day—*magic jar* (DC 23), *summon* (level 3, 1 shadow demon 50%)

Cleric Spells Prepared (CL 15th; concentration +20)

8th—*demand*^D (DC 23), *rift of ruin*^{BDT02} (DC 17)

7th—quicken *cure critical wounds*, *destruction* (DC 22), *power word blind*^D

6th—*blade barrier* (DC 21), quicken *death knell* (DC 17), *geas/quest*^D, *heal*

5th—*breath of life*, quicken *command* (DC 16), *flame strike* (DC 20), *greater command* (DC 20), *slay living* (DC 20), *summon monster* V^D (summons 1d3 shadows)

4th—*cure critical wounds*, *discern lies* (DC 19), *poison* (DC 19), *sending*, *shadow conjuration*^D (DC 19), *unholy blight* (DC 19)

3rd—*bestow curse* (DC 18), *cure serious wounds* (2), *dispel magic*, *speak with dead* (DC 18), *suggestion*^D (DC 18)

2nd—*blindness/deafness*^D (DC 17, only to cause blindness), *cure moderate wounds* (2), *hold person* (DC 17), *silence* (DC 17), *undetectable alignment*

1st—*charm person*^D (DC 16), *command* (DC 16), *cure light wounds* (5), *divine favor*

0 (at will)—*bleed* (DC 15), *detect magic*, *guidance*, *read magic*

D Domain spell; **Domains** Charm, Darkness

STATISTICS

Str —, **Dex** 22, **Con** 22, **Int** 14, **Wis** 20, **Cha** 26

Base Atk +18; **CMB** +24; **CMD** 44

Feats Blind-Fight, Combat Expertise, Demonic Obedience^{BDT02},

Dodge, Eschew Materials, Improved Possession, Lightning Stance, Mobility, Quicken Spell, Spring Attack, Toughness, Wind Stance



Skills Bluff +33, Diplomacy +33, Fly +32, Knowledge (planes) +20, Knowledge (religion) +17, Perception +31, Sense Motive +23

Languages Abyssal, Draconic; telepathy 100 ft.

SQ eyes of darkness (7 rounds/day)

Gear +5 glamerd ghost touch studded leather, deep red sphere ioun stone, dusty rose prism ioun stone, pink and green sphere ioun stone, pink rhomboid ioun stone, manual of bodily health +1 (used)

SPECIAL ABILITIES

Dominate Thrall (Sp) Once per day, Ilzunaë may cast *dominate monster*. She may only have one creature dominated at a time via this effect, but the effects are permanent until she dominates a new target, at which point the previous target is released from domination but is stunned for 1d4 rounds.

Not all of Nocticula's favored servants are succubi. Ever since her slaughter of the demon lord Vyriavaxus, she has also been served by the invidiaks. Some of these demons, of course, turned away from the murderer of their patron and have gone on to serve other demon lords or even to strike out on their own, but those who became loyal to her found that their new mistress was every bit as dangerous as their old lord of shadows, and quite a bit more forthcoming at rewarding those who served her well.

Ilzunaë is the first of these shadow demons to have been awarded stewardship of one of the many Midnight Isles of Nocticula's Abyssal realm. Kovalarue is one of the realm's smaller islands, but in some ways is one of its most beautiful, consisting of rolling hills covered with wildflowers and idyllic streams and lakes. That those flowers drink blood and that those lakes can pull those who look into their waters below to drown them does not mar this beauty, and Ilzunaë has proven more than a capable keeper of this land.

The Gloom Widow earned her appellation as a result of her preferred method of preying upon mortals. When she finds herself on the Material Plane, she seeks out young couples who are too shy or hesitant to make the first steps toward forming a relationship, then possesses one of their friends. Using that friend as a proxy, she arranges for the couple to meet, fall in love, and eventually wed, retaining control of the friend the whole time. During the honeymoon, Ilzunaë brings

the friend to a distant city via teleportation, informs the friend of her plans before releasing him, then teleports back to the honeymooners, where she possesses one of them to enjoy their first night of wedded bliss. The non-possessed spouse never survives until the dawn, and if they are lucky, Ilzunaë waits until the final hour of the night to shift from sharing bliss to giving pain. She then abandons the possessed widow or widower with a message that all this was made possible through the jealousy of the friend, who has fled to a distant city. In most cases, the surviving spouse either commits suicide or seeks out the "friend" to murder them, and when she can, Ilzunaë enjoys intercepting those sinful lost souls when they come to the Abyss so she can harvest and keep them in gilt bird cages in her palace as trophies.

Ilzunaë prefers promises of time left to her own devices on the Material Plane, but will accept the bodies of grieving widows or widowers as well. It's a DC 29^G check to research the Gloom Widow.





MARILITH

The proudest of the children of the Abyss are her mariliths, serpentine demons who rise from the corrupt souls of despotic kings, sadistic queens, and the most violent of the world's warlords. They take delight in the tactics of the battlefield, in their own prowess at weapon play, and in their accumulations of power. Yet despite their stature and position among the ranks of the demonic as one of the deadliest of their kind, no marilith ever forgets that she is, in fact, not the greatest of her kind. As arrogant as they are, mariliths are forever consigned to serve those who wield greater power.

—from the *Book of the Damned*

Mariliths are among the deadliest of demons, and few can match their skill with weapons in toe-to-toe combat. Formed from the souls of proud or arrogant evil rulers and sadistic warlords, mariliths are doomed to forever serve as the penultimate lords of a realm. While many would consider the role of general of a deity's armies or controller of a legendary realm to be enough, the marilith is not satisfied. Even when she manages to escape her servitude and build her own empire, she can never take joy in that empire, for there is always something greater to remind her that she is not the greatest in the realm.

Mariliths are among the oldest of demons—they existed long before humanity stumbled blinking from the caves to first wield tools or worship the gods. Scholars believe that mariliths' serpentine features hearken back to the age when the serpentfolk were the greatest intelligent race on Golarion, and they feature prominently among the fiendish outsiders that race conjures. Mariliths serve Abraxas and Andirifkhu more than any other demon lord. While more of their kind toil for the Master of the Final Incantation, the first of their kind is said to have been Andirifkhu herself. If this is true, the Razor Princess is certainly the marilith who has risen the highest in power—yet as she is all too aware, she is not the greatest demon in the Abyss.

Physiology

Even without her serpentine lower body, a marilith would be an imposing figure with her height and multitude of arms. Like succubi, mariliths are invariably female. Their appearances can vary greatly, particularly in the coloration of their serpentine lower bodies. These sinuous lengths are powerfully muscular yet remain quite sleek. Often, one does not appreciate the power in a marilith's tail until it has coiled around a victim and is squeezing the consciousness (and soon thereafter, the life) from him.

Mariliths often shed their skins like snakes do, yet they do not do so as part of a growth cycle—a marilith is generally as large as she'll ever get when she is created by the Abyss. Rather, this shedding of skin seems to be something the marilith does entirely for pleasure—even the non-scaly flesh of her upper torso peels away at this time. When a marilith sheds her skin, her appearance changes according to her whim, down to her eyes, hair, scale patterns, and even the presence of tattoos. Some demonologists suspect this as a manifestation of their arrogance in the form of vanity—a constant struggle to reinvent their appearance to be better than what existed before.

Demonology

Mariliths delight in ruling demon cults, but do not take as well to simply serving them. Often, when a marilith is conjured by a powerful cult leader, she finds a way

to engineer the high priest's demise. Most often, she accomplishes this by using the leader's own followers against him, promising various favors or rewards to subordinate cultists in return for aiding her in overthrowing the leader. The marilith's vast experience with what it feels like to be the second-in-command makes her uniquely suited to inspiring cult leaders' most trusted followers into acts of treason. Once a marilith seizes control of a cult, its primary goal typically switches to something specifically designed to bolster the marilith's power and holdings, either where the cult is based or back in the Abyss itself.

Mariliths are perhaps the most powerful demons one can conjure with *greater planar ally* or *greater planar binding*. In most cases, the spellcaster must utilize numerous expensive components and offerings when conjuring a marilith, including rare incense, candles rendered from the fat of kings and high priests, and the hands of six different generals who must still be living and commanding significant armies. These hands must be impaled on the blades of swords that must then be driven into the ground, point first, equidistantly around the circumference of the circle. The palms must be facing upward, and the stumps facing toward the center of the circle—the weapons themselves can be of significant value as well, and can double as offerings to the marilith if the conjurer wishes. The cost of these weapons can lower the total cost of the material components or payments for services rendered by as much as 50%.

A marilith's treatment of those who serve directly under her in cults or other organizations of which she has seized control does more than anything else to propagate new mariliths, for they inflict the treatment they loathe from their superiors upon their direct underlings. They often pit these minions in indirect competition with each other, openly humiliate them when they fail (even if that failure is all in the eyes of the marilith herself), and otherwise do little to instill loyalty. As a result, those who serve a marilith invariably hate their mistress, yet usually their fear of the marilith is enough to prevent treachery. When the marilith inevitably moves on to other, greater commands, she often abandons her previous cults and followers, giving them the chance to seize control of the organization for themselves in bloody confrontations that send most of their arrogant brothers and sisters to their graves—where, of course, their souls eventually feed the Abyss and help to spread the creation of new mariliths.

Campaign Role

A marilith is a tremendous foe in melee combat. Her high number of attacks means that even slight increases to Strength or other effects that boost damage output (such

HALF-MARILITH

A half-marilith has the lower body of a great serpent and four arms. Her eyes are pale (giving the appearance of having no pupils), and a short row of horns runs along the top of her head down her back. The half-marilith is a dangerous foe, and her confidence and pride make her more so, as she rarely admits defeat. Her role is typically that of a commander of an army, although she also excels as an assassin.

CR: A half-marilith's CR is +1 higher than a half-fiend of its Hit Dice would normally be.

Natural Armor: Improves by 2.

Speed: A half-marilith does not gain a fly speed.

Melee: A half-marilith gains a tail slap attack. Damage depends on her size. This tail slap attack has the grab and constrict abilities (constriction damage equals the damage normally caused by the tail slap, but always applies the half-marilith's full Strength bonus to damage caused). She also gains two additional arms, each of which can wield weapons with ease.

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

Alternate Spell-Like Abilities: Replace *desecrate* with *fly*. Replace *poison* 3/day with *greater magic weapon* 3/day. Replace *contagion* with *true seeing*. Replace *unhallow* with *greater teleport*. Replace *horrid wilting* with *blade barrier*.

Abilities: A half-marilith gains Str +6, Dex +4, Con +6, Int +2, Wis +2, and Cha +4.

as spells like *divine favor* or *lead blades*) can dramatically impact the amount of total damage she can deal in a round. Regardless of her ability to dominate melee combat, though, the marilith is a master of tactics, and she never begins combat in melee if she can help it.

A marilith's favored tactic is to confront a potential enemy via a *projected image* while she remains in hiding. Even if the enemy sees through the illusion, the marilith can use the link to the image to use her spell-like abilities. She activates *fly* as soon as possible, then places as many *blade barriers* in the battlefield as she can. One particularly devastating marilith tactic is to place three *blade barriers* parallel to each other, forming three lines of whirling destruction. She can then use telekinesis to lift foes and hurl (or even just leisurely float) foes through the three *blade barriers*.

Mariliths prefer to advance in power by taking class levels—levels of fighter are common, but other classes are possible as well. Spellcasting classes are rare choices, for it takes quite long for a marilith's spellcasting to become as formidable a force as she is otherwise.

Treasure

The marilith's favored form of treasure is weaponry. While her ability to infuse weapons allows even the crudest weapon to become magical in her hands, most mariliths try to arm themselves with at least one weapon of greater power than they can infuse. A collection of six powerful weapons is beyond the reach of most mariliths, and so the majority of them focus on achieving one weapon of great power which they can wield as a primary weapon. Mariliths can mix and match their tools, but most of them prefer to have some sort of theme among their weapons, both for appearance's sake, and to more efficiently take advantage of weapon-related feats. It's not uncommon to see a marilith clad in some form of armor or wearing magical jewelry (rings, bracers, and necklaces are much preferred), but these items are generally of much lower quality than the creature's favorite weapon.

Notable Demons

Those mariliths encountered on Golarion tend to either be demons conjured from the Abyss by powerful spellcasters and set to service as guardians or the like, or representatives of demon lords themselves.

Alistraxia, Warden of the Spiral City (rogue 12; Research DC 33^C; *Descent Into Midnight* 36): Among the most powerful of her kind, Alistraxia leads a cabal of equally deadly mariliths as the warden of Abraxas's city of Pleroma. Reporting only to the demon lord of magic himself, she is left to her own devices for the most part in seeing to the Spiral City's security. Now and then, she is sent to the Material Plane to ensure that particularly devastating and deadly secrets or tidbits of lore do not fall into total obscurity—she is fond of mentioning how adept humanity is at preserving records of their mistakes, but often frustrated when those records go missing or forgotten. Alistraxia fights with several deadly weapons, including a triple-headed flail, an *unholy bastard sword*, a *life-draining spear*, an ornate skull-headed morningstar, and a returning boomerang—all magical weapons and all crafted from adamantine. It is weapons crafted of this material that the marilith prefers as offerings, provided they have an enhancement bonus of at least +2.

Aponavicius (fighter 8; Research DC 35^C; *The Inner Sea World Guide* 200): Second only to Khorramzadeh himself in power in the Worldwound, Aponavicius is most proud of having taken the citadel and city of Drezen, the construction of which was one of the First Mendevian Crusade's greatest triumphs. She has remained in charge of the town in the decades that followed, and for many years even thought of herself as the ruler of the Worldwound. The arrival of Khorramzadeh and his nearly successful attempt to sunder the Kenabres *wardstone* in 4692 AR was an unexpected and bitter reminder that she was not the true master of the

Worldwound, and for the past few decades she has found it increasingly difficult to concentrate on the demonic war effort as her own pride eats away at her from within. Aponavicius favors wielding numerous different types of exotic weapons in battle—of late, her preferences are a katana, a falcata, a khopesh, a shotel, and a kusarigama, all of which are powerful magic weapons. She prefers offerings of magical exotic weapons of at least 8,000 gp in value.

Inaliningo, The Cloven Sister (advanced marilith; Research DC 18; *The Moonscar* 23): One of several demons who serves the Insatiable Queen of Moonscar, Inaliningo is a truly unusual-looking marilith. The Cloven Sister bears a thick scar that runs from the crown of her head to the fork of her double tail, as though she had been split in half in the past, only to recover from the mortal wound. In fact, at one point, the Cloven Sister was two different mariliths who served opposing balor lords. When the two bickering balors were slain by Nocticula, she took their two greatest marilith generals, Inali and Ningo, and pitted the two against each other with the decree that the one who survived could become one of her minions. The mariliths fought tooth and nail, and in the end managed to kill each other simultaneously. Delighted at the outcome but still hoping for a new general, Nocticula cut the dying mariliths in half and then fused the better of the two halves into one whole, resurrecting the two as Inaliningo. The Cloven Sister fights with longswords, and prefers offerings of the same, provided they are at least +2 *longswords* or greater in power.

Lixiriltha, The Jade Coil (variant 22 HD marilith; Research DC 32⁶; *Sanctum of the Serpent God* 71): Lixiriltha, like her daughter Raviaza, has atrophied in power since her master Ydersius's defeat by the Azlanti heroine Savith so many thousands of years ago, yet unlike Raviaza, Lixiriltha has retained a portion of those powers. Lixiriltha is much more serpentine than others of her kind; her head sports a mane of serpents for hair much like that of a medusa (her gaze has the power to transform those who succumb into jade statues), and the end of her tail presents yet another serpentine maw. Lixiriltha has largely abandoned the serpentfolk race, unlike her estranged daughter, and today enjoys a strong following as an object of worship herself among a new reptilian cabal—a debased cult of lizardfolk who operate in secrecy in the nation of Droon in southern Garund. She still answers the call of worshipers of Ydersius powerful enough to conjure or contact her, but increasingly enjoys her newest cult and is seeking a way by which she can grant spells to her worshipers (who currently consist primarily of oracles or inquisitors). Her swords are



poisoned with virulent poisons. She prefers offerings of magical one-handed swords worth at least 8,000 gp.

Raviaza, The Slithering Flame (standard marilith; Research DC 27; *Sanctum of the Serpent God* 48): Although the marilith known as the Slithering Flame (a reference to her preference for flaming weapons, particularly any combination of flaming daggers and flaming whips) is a typical marilith in power today, she is the daughter of one of the more powerful of her kind. During the height of the serpentfolk empire, mariliths were often called upon to serve as assassins against Azlanti generals and warlords, but today, very few of these mariliths still survive—and of those, only Raviaza and her mother Lixiriltha remain active. She spent several thousand years trapped in a cruel Azlanti *iron flask* designed to leach away her strength, and missed both the fall of that empire and the rise of several new ones in the Inner Sea region, something she bitterly regrets. Her time imprisoned in the *iron flask* robbed her of her ability to immolate her body (a skill similar to that of a balor) and of her skill as an assassin, but she hopes to someday regain these powers and then engineer a way she might aid the serpentfolk race in awakening once more. She prefers offerings of magical *flaming* weapons.

Varmirhias, Daughter of Shax (advanced marilith fighter 2; Research DC 30; *Endless Night* 49): It has been eons since the marilith Varmirhias has dwelt in the Abyss; she's certainly visited her home plane numerous times,



DEMONIC WEAPONPLAY

While most demons are normally armed with potent natural attacks, some demons augment these attacks with forged weapons. Mariliths in particular favor potent weapons as their primary methods of inflicting pain, and the more powerful of their kind can further enhance their weapon prowess with the following feats.

Improved Infuse Weapon

When you infuse weapons, you may add an additional magical quality.

Prerequisites: Infuse weapon special ability, Cha 27

Benefit: When you infuse a weapon, you can add an additional +1 worth of weapon qualities to that weapon; this could either be used to increase a weapon infused to be a +1 *weapon* to be a +2 *weapon*, or to grant a weapon quality like *flaming*, *defending*, *keen*, or any other +1 quality from the *Pathfinder RPG Core Rulebook*. This effect occurs automatically as you infuse a weapon, but you may only do so to one weapon you wield at a time.

Special: You may take this feat more than once; each time you do, the limit to the number of weapons on which you can simultaneously use Improved Infuse Weapon increases by 2.

Multiweapon Defense

You sacrifice attacks to parry blows.

Prerequisites: Three or more arms, Dex 21

Benefit: When you make a full-attack action, you may choose not to take an attack with a number of your wielded weapons other than your primary weapon. For each attack you forgo, you gain a +1 shield bonus to your AC for that round. This bonus stacks with itself to a maximum bonus of +5, but not with shield bonuses to AC from other sources.

Multiweapon Specialist

You gain bonuses on damage when you wield identical one-handed weapons.

Prerequisites: Three or more arms, Dex 21

Benefit: When you wield one-handed or light weapons in each of your arms, and all of those weapons belong to the same weapon group (as defined for the fighter class), all attacks with those weapons gain a +2 bonus on damage rolls.

but the majority of her time is spent in the drow capital of Zirnakaynin, where she has served since the start as the demonic advisor to House Vexidyre, one of the city's most powerful families. Varmirhias's father is none other than the demon lord of murder, and as such she is a particularly deadly member of her species, greatly skilled at wielding her six wickedly curved blood-drinking daggers. Varmirhias often leaves the city to perform missions for her father, and among several cults on the surface she is

regarded as the voice of Shax. Her ebony skin and silver hair match her drow allies well. She prefers offerings of magical daggers worth no less than 8,000 gp.

Governess of Casnoriva

This serpent-bodied, six-armed woman is painfully thin, haggard, and gaunt. Bloody sores dot her flesh, and the skull-adorned flails she wields drip black liquid.

KALTESTRUA

CR 21

XP 409,600

Female marilith sorcerer 7 (*Pathfinder RPG Bestiary* 63)

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

Init +6; Senses darkvision 60 ft., *true seeing*; Perception +39

Aura *unholy aura* (DC 28)

DEFENSE

AC 38, touch 19, flat-footed 32 (+4 armor, +4 deflection, +6 Dex, +15 natural, -1 size)

hp 430 (23 HD; 16d10+7d6+318)

Fort +28, **Ref** +22, **Will** +19

Defensive Abilities evasion; **DR** 10/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 28

OFFENSE

Speed 30 ft.

Melee +4 *ghost touch unholy heavy flail* +31/+26/+21/+16 (2d8+14/17-20), 4 +3 *ghost touch flails* +29 (2d6+6/19-20), tail slap +20 (2d6+3)

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

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

Marilith Spell-Like Abilities (CL 16th; concentration +26)

Constant—*true seeing*, *unholy aura* (DC 28)

At will—*greater teleport* (self plus 50 lbs. of objects only), *project image* (DC 27), *telekinesis* (DC 25)

3/day—*blade barrier* (DC 26), *fly*

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

Bloodline Spell-Like Abilities (CL 7th; concentration +17)

13/day—grave touch (3 rounds)

Sorcerer Spells Known (CL 7th; concentration +17)

3rd (6/day)—*haste*, *major image* (DC 23), *vampiric touch*

2nd (9/day)—*alter self*, *command undead* (DC 22), *false life*, *invisibility*

1st (9/day)—*chill touch* (DC 21), *mage armor*, *magic missile*, *shield*, *silent image* (DC 21), *unseen servant*

0 (at will)—*bleed* (DC 20), *detect magic*, *disrupt undead*, *ghost sound* (DC 20), *message*, *read magic*, *touch of fatigue* (DC 20)

Bloodline undead

STATISTICS

Str 25, **Dex** 23, **Con** 34, **Int** 20, **Wis** 20, **Cha** 30

Base Atk +19; **CMB** +27 (+31 disarm, +31 trip); **CMD** 49 (51 vs. disarm, can't be tripped)



Feats Combat Expertise, Critical Focus, Eschew Materials, Greater Disarm, Greater Trip, Improved Critical (heavy flail), Improved Disarm, Improved Trip, Multiweapon Defense, Power Attack, Staggering Critical, Toughness, Weapon Focus (heavy flail), Weapon Focus (flail)

Skills Acrobatics +32, Bluff +36, Diplomacy +36, Fly +30, Intimidate +36, Knowledge (engineering) +26, Knowledge (religion) +31, Perception +39, Sense Motive +31, Stealth +28

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ bloodline arcana (corporeal undead affected by humanoid-affecting spells)

Gear +4 ghost touch unholy heavy flail, +3 ghost touch flails (4), ring of evasion

Kaltestrua has been the thrall of the Whispering Tyrant for well over a thousand years, a servitude that has had a singular effect upon her appearance. While she is not herself undead (yet), she appears as if she were a blood-starved vampire, with sallow flesh clinging tightly to her frame and a skeletal pattern of stripes along her otherwise night-black serpentine lower torso. Kaltestrua was key in the Whispering Tyrant's conquest of the college of Casnoriva, and while the lich has now been imprisoned deep under Gallowspire for nearly 9 centuries, rule of Casnoriva has remained in the marilith's control. In an ironic twist, her greatest enemies in maintaining this control are themselves undead—the spectral and ghostly spirits of the academy's previous professors and arcanists continue to fight against the demon and her servants for control of the site. Led by the ghostly wizard Mistress Qais, these undead have never managed to control a majority of Casnoriva, but neither has Kaltestrua ever been able to wholly defeat them. Today, the site remains a battleground, with the marilith eagerly awaiting the return of her master so that, with his support, she might finally seize full control of the academy.

It requires a *gate* spell to conjure Kaltestrua, and even then the marilith is particularly ill-tempered at having been

pulled away from her post in the academy. Every second she's gone is another second the ghosts have a chance to regain ground or, in a worst-case scenario, to take control of the building. As a result, if a conjurer has a relatively short-term task (taking less than a day) for the marilith, she is more likely to agree to perform the service than most of her kind, if only so she can get started (and thus finish) the task quickly and return home. A spellcaster who thinks to keep her from returning home had best be prepared for her increasing fury, for even bound, Kaltestrua has other minions who will come to aid her if she is gone for too long. Kaltestrua prefers offerings of magical flails—ghost touch weapons are her favorite, but as long as the flails possess enhancement bonuses of at least +2, they'll do. It's a DC 31^C check to research Kaltestrua.





NABASU

The fool takes solace in the belief that he can live a life without sin and thus be protected from demons. While those without sin certainly have no fear of being welcomed into the Abyss upon death, their very virtue acts as a beacon for demons eager to deliver that death. The nabasu in particular enjoys the slaughter of innocents, but in this case those slain do not go on to any reward at all—rather, they rise anew as the demon’s ghoulish slaves. Life without sin cannot save you from the nabasu’s platter, for it comes to this world specifically to dine upon such fools.

—From the *Book of the Damned*

Many philosophers contend that, among the mortal sins, the sin of gluttony is the least, for it alone among the seven harms none but the one who indulges in it. To these philosophers, the act of hoarding food to the extent that others are left wanting is not truly the result of gluttony but of greed, and the act of overindulging in alcohol to the extent that bystanders are harmed is in truth the sin of sloth or neglect. Fine words for philosophers, but to the Abyss there is no denying that the sin of gluttony gives rise to one of its most insidious and feared demons—the nabasu, known also as the death demon.

These gargoyle-like fiends, the gluttonous-apologist philosophers would be quick to point out, rise primarily from a very specific breed of gluttony—cannibalism laced with cruelty in its performance. But to use the philosopher's own logic against him, would this not mean that such a sin is in fact wrath? Yet no—the sin of wrath breeds the vrock, greed begets the nalfeshnee, and sloth gives rise to the lowly dretch. The evidence is clear, and the glutton who sins to morbidity is destined to give rise with his death to a new and ravenous nabasu.

Physiology

The nabasu is one of the most “classically fiendish” in appearance of all demons, with batlike wings, a horned head, a thrashing tail, a bestial face, and talons upon its hands. But they are truly unique among demonkind, for when the Abyss gives birth to a nabasu, it does not disgorge the demon wet and violent upon the tainted soil of some nameless Abyssal trough. Instead, the formation of a new nabasu creates a strange and singular event that tears open a canal between the worlds, allowing the Abyss to mother its newborn demon directly into the Material Plane—although to call such a creature a “newborn” is perhaps a bit inaccurate, for such nabasus are fully grown and capable of murder and consumption from the very first moment it sets foot upon the world.

When a nabasu arrives on the Material Plane, it is fully formed and capable of slaughter, yet the creature instinctively knows that it is in a hostile land. While it may be able to murder a dozen victims or more with ease, it is aware that its actions will bring reprisals. So the nabasu seeks out a lair, somewhere it can shore up defenses and prepare chambers for what will become its ever-growing undead legion. Only then does the demon systematically seek out and stalk its prey. The most successful nabasus pick off the homeless or lost—victims who won't be missed by society. These victims are spirited away, back to the den, where the demon uses its death-stealing gaze to drink their lives away.

Feeding plays a major part in a nabasu's life, as one would expect of creatures sometimes called “glutton demons” (although “death demon” is perhaps a more

accurate alternate name for the nabasu). While as with all demons the nabasu need not eat to live, they do take great pleasure in feeding. The act of physically consuming and goring itself upon the still-warm (and, best case scenario, still crying and screaming) flesh of its victim brings a singular pleasure to the nabasu, even though the act of physically feeding on flesh does little to hasten its growth—to grow in this manner, it must feed upon a living creature's ability to die, consuming life and replacing it with undeath.

At first, a nabasu can only slaughter the least of society, but as it grows, it can utilize its deadly attacks more often, until finally the monster earns its way back into the Abyss. Having slaughtered enough mortals, it transcends its weaker body and returns to its plane of origin, becoming a vrolikai—one of the most dangerous demons of all.

Demonology

Nabasus often seek to create cults around their activities, for engaging a group of deviants to worship and protect you is both an excellent way to defend your lair and an efficient way to secure meals—why go hunt, when your cult brings you sacrifices? And when, invariably, the cult's actions bring the attention of holy warriors and other heroes seeking to save the day, it's a simple matter to abandon the cult and move on to another place to start the cycle anew. As a nabasu nears the end of its growth, it typically draws its cultists to its side and feeds on them—a nabasu who has trained his minions well need not restrain them in this final ritual, for they give their lives willingly that their master might ascend to greatness.

Not all nabasus prefer to surround themselves with the living. Some prefer the hunt—the exhilarating rush of the chase climaxing with a terrified victim finally captured and succumbing to inevitability. But even these loner nabasus typically seek out a sort of “apprentice” to dwell with them in their hidden lair—a humanoid who either has been spurned by his society or is a criminal eager to get revenge. The nabasu uses this follower not only as an additional guardian for its lair and as a scout for easier ways to explore new hunting grounds, but as a student. Before the nabasu drinks the life of a captured victim, it allows its apprentice to feed—never enough to immediately kill the terrified soul or to result in a body unable to function as a ghoulish guardian, but always enough to sate the hunger of the apprentice (who is typically forced to fast for days before finally being offered this life-saving cannibalistic meal). Typically, the portions that are consumed by the apprentice are mouthfuls of flesh from the face, back, belly, palms, and groin of the victim, who is then subjected to the demon's death-stealing gaze before he or she is allowed the mercy of death from blood loss.



HALF-NABASU

A half-nabasu has thick fur on its shoulders and back of the same color as its hair (which tends toward dark colors). It has large batlike ears and wings, a fanged mouth, and taloned fingers. Yet the half-nabasu's eyes are perhaps its most frightening feature: sunken red orbs that often glow when the creature is hungry—and half-nabasus are always hungry. A half-nabasu's favored meal is the flesh of those who share its non-demonic heritage. It is a loner and a predator, a thief and thug at best, but more often feared as a serial killer or sadist.

Resist Death: A half-nabasu is immune to death effects.

Consume Flesh (Su): Once per day, a half-nabasu can entirely consume the body of a creature of the same race as the half-nabasu's non-demonic parent—doing so takes the half-nabasu 10 minutes of grisly work, but grants the half-nabasu a +2 profane bonus on all attack rolls and damage rolls, as well as to its AC. In addition, the act grants the half-nabasu 2 temporary hit points per Hit Dice. These effects last for 1 hour per Hit Dice.

Alternate Spell-Like Abilities: Replace *desecrate* with *silence*. Replace *poison 3/day* with *vampiric touch 3/day*. Replace *contagion* with *enervation*. Replace *unhallow* with *greater teleport*. Replace *horrid wilting* with *energy drain*.

Abilities: A half-nabasu gains Str +4, Dex +2, Con +4, Int +2, Wis +2, and Cha +4.

A nabasu cannot be summoned via *summon monster* spells, but it can be conjured via *planar ally* or *planar binding*. Such paltry magic will not suffice to conjure a full-grown vrolikai, though; this fiend can only be conjured by a *gate*. In both cases, the basic components and offerings required to summon the demon are similar—rare incenses, candles made from the fat of an obese humanoid, and optional offerings of live humanoids for the demon to feed upon when it arrives. For a nabasu, a single humanoid is enough, but for a vrolikai, no offering of less than a dozen lawful or good humanoids will do. Offerings in excess of these 12 count as 500 gp worth of the material component cost in offerings. The final requirement for the summoning is perhaps the most vile, for the conjurer must consume at least a pound of flesh from a creature of his own species, then regurgitate the meal into a cold iron urn that must be placed between himself and the magic circle as an indication to the demon that the conjurer is of like mind.

Campaign Role

Nabasus are among the easiest demons to design adventures around, for they come with a built-in reason to be on the Material Plane. Most nabasus are encountered in various stages of growth as they feed upon mortals—by adjusting a nabasu's starting growth points, you

can customize the demon to serve as an appropriate encounter for your group.

In combat, a nabasu facing humanoid foes tries not to kill them until it has used all of its available death-stealing gazes for the day, as dead humanoids do not offer the demon a chance to gain any growth points. It makes liberal use of its spell-like abilities to vex enemies until this point—a favorite option is to use *mass hold person* so that it can use its death-stealing gaze freely. Against more powerful foes, a nabasu usually attempts to prepare its meals by using *enervation*, so that when it does use its death-stealing gaze, it is more likely to slay foes than merely weaken them.

Fully grown death demons do not display such faux-timidity; when a vrolikai attacks, it uses everything at its disposal to slay those it faces. These demons have an enormous capacity to inflict negative levels, and quite enjoy transforming their life-drained foes into juju zombie minions.

Nabasus rarely take class levels, for they tend to focus their entire lives on the Material Plane at gathering growth points so that they can achieve their full power and transform into vrolikais. Once this demonic apotheosis is complete, though, the full-grown death demon will often seek to continue gaining power by advancing in class levels. While spellcasting classes (particularly necromancy) can appeal to a vrolikai's personality, they more often take levels in classes that enhance their roles as stealthy killers—rogue, ranger, and assassin are particular favorites.

Treasure

Nabasus generally do not use weapons—they much prefer to feel their victim's flesh rend under their talons and teeth. Vrolikais exclusively use *black flame knives* in their four hands and never bother collecting other arms. A *black flame knives* seems to flicker and dance as if its blade were made of ebon flames, but it is simultaneously as hard and unyielding to the touch as solid crystal—the cuts it inflicts are deep and disturbingly painless, even as they leech away the victim's very life force. Both nabasus and vrolikais will wear armor if given the chance, preferring something that looks intimidating over other options. They tend to accumulate a large amount of loot in the form of trophies taken from their kills as well—rings and amulets and similar magical gear is usually worn, but other treasures are kept in a secure place in the demon's lair.

Notable Demons

As nabasus transform into vrolikais once they finish their gestation on the Material Plane, it's relatively unusual to have notable nabasus—the majority of death

demons who have established themselves or have grown more powerful than the assumed norm are vrolikais.

Azothinaktus, The Hollow Princess (vrolikai antipaladin 2; Research DC 31⁶): In the underground necropolis of Nemret Noktoria, ghouls rule. Here, in mockery of a surface city, undead carry on in parodies of the living, going about their unives in much the same way as one might find above, yet always twisted in ways vile and stomach-turning. The city is ruled by the mythic ghoulish sorcerer Kortash Khain, and at his right hand sits the vrolikai antipaladin Azothinaktus, one of the few living creatures in Nemret Noktoria to hold any position of power in the city's high government. Kortash Khain secured the servitude of the Hollow Princess from the demon lord Kabriri himself, gaining Azothinaktus as a bodyguard and commander of the city guard for a period of 666 years—of which only a few remain. Azothinaktus has served well, but she is eager to see the end of her servitude and return to her realm in the Abyss—she can only hope that Kabriri kept his word that her Gallows Palace has remained inviolate. Azothinaktus prefers offerings of paladins to feast upon.

Takrilak, The Witch Queen's Torturer (19 growth point nabasu; Research DC 27; *The Witchwar Legacy* 17): One way a nabasu can be prevented from ever achieving its goal and transcending into a vrolikai is to use *binding* or a similar effect to hold the demon prisoner. Another is to use *geas/quest* or other forms of mind control to prevent the demon from ever even attempting to ascend, or even feeding in the first place. In Takrilak's case, his captor, Baba Yaga, placed no such restrictions upon him apart from a general *binding*, bidding him to serve as her torturer. To Takrilak's great distress, once she finished and left him behind, he realized she'd only left enough victims in range of his hunger to allow him to accumulate 19 growth points. The demon curses his gullibility and stupidity, and is forced to admire Baba Yaga's crafty move, yet this doesn't abate his anger and frustration at being trapped for so many years, so tantalizingly close to his moment of ascension, yet still so far. Until the *binding* keeping him imprisoned is removed, he cannot be conjured. Once that effect ends, Takrilak prefers offerings of any humanoid to feed upon, and so great is his desire to ascend that a single such offering is enough to secure his cooperation—provided he is not asked to do too much!

Vathwhari, The Silent Witness (vrolikai necromancer 8; Research DC 32⁶): Menxyr, the Coffin Groom, is the cadaverous nascent demon lord of grave robbing and necrophilia, a repellent and repugnant monstrosity served primarily by undead. The vrolikai necromancer Vathwhari

is a notable exception, an equally repellent creature who serves as a sort of majordomo for Menxyr's harem of undead husbands and wives. At times, Vathwhari is called upon to deliver messages, threats, or even punishments for the Coffin Groom, but it is in her capacity as the one expected to procure new inductees to the Harem of Graves that she is most feared. The vrolikai never speaks, using telepathy to communicate only when necessary. Her face is bone-white, and she often appears to those she has chosen multiple times over the course of weeks as she watches and observes to ensure that the target indeed fits her master's needs. Typically, the victim is the only one who ever sees the Silent Witness before he vanishes, causing friends and family to think madness, not a malevolent pursuer, is the cause of his distress. Such assumptions will hold until the victim eventually goes missing from his or her bed with no sign of violence or forced entry, stolen away by the vrolikai to serve an eternity as the Coffin Groom's latest undead lover. Vathwhari prefers offerings of orphans aged no more than 14 and no less than 7, so long as the doomed children are led to believe until the final moments that they are being delivered to loving new homes. The Silent Witness prefers her meals of tender flesh be spiced with a faint dash of hope.

Vissagho, The Scarlet Sign (vrolikai rogue 2; Research DC 30⁶): The decadent city of Vyre has always been a place of excess, an urban sprawl that has long acted as a free city, despite technically belonging to the nation of Cheliox. The conquest of that nation by the House of Thrune has done little to change things in Vyre. It was here that the nefarious Skinsaw Cult was founded, here that *The Six Trials of Larazod* was first performed, and here that the blasphemous anti-Aroden manifesto *Transgression* was penned. And it is in Vyre that the Scarlet Sign holds its greatest power. When the Scarlet Sign appears on the lintels of a home's doors and windows, painted in blood, one of those who dwell within has been marked for death. Many believe the Scarlet Sign to be an assassin's guild somehow affiliated with the Red Mantis, but in fact the Cult of the Scarlet Sign is something even more sinister—a fanatic cult of nobles who have grown weary of their lives and seek deadly new excesses under the tutelage of Vissagho, a sinister creature who has somehow gained the ability to grant spells to those who worship it by feeding on the bodies of those they slay. It is through visions granted by Vissagho that the cult finds victims, although these visions follow no real pattern. Neither do the identities of the chosen victims seem to form an obvious design. Whatever the cause, only Vissagho knows the end game. This sinister vrolikai prefers offerings of nobles and aristocrats for him to feed upon.





MASTERY OF UNDEATH

Certain nabasus have a greater mastery over the undead fates of those they slay with their death-stealing gaze. Others have the ability to gain additional temporary powers by feeding on undead.

Consume Undeath

You gain the powers of undeath when you feed upon their kind.

Prerequisites: Nabasu, Con 23

Benefit: As a full-round action, you can consume the animating force of any undead creature you have created with your death-stealing gaze. This immediately destroys the undead creature, but grants you one of that creature's special attacks or supernatural abilities (chosen from one of the following abilities possessed by the undead: Constitution drain, disease, energy drain, or paralysis). The ability granted persists for 24 hours or until the next sunrise, whichever comes first.

Improved Death-Stealing

Your death-stealing gaze creates more powerful undead.

Prerequisites: Nabasu, Ability Focus (death-stealing gaze)

Benefit: When you would normally create a ghoul with your death-stealing gaze, you instead create a ghast. As a free action, you may also spend a number of growth points in order to even further augment your new undead minion as it is created. If you spend 1 growth point, you create a wight instead of a ghast. If you spend 3 growth points, you create a wraith instead of a ghast. And if you spend 5 growth points, you transform the target into a juju zombie instead of a ghast. Note that spending growth in this manner reduces your statistics as appropriate.

Glutton of the Green

This four-armed nightmare stands with an elegance that seems out of place, given its demonic visage. Huge black wings fan behind its back, and flickering black blades burn in its hands.

SHAORHAZ

CR 23

XP 819,200

Male vrolikai inquisitor of Cyth-V'sug 9 (*Pathfinder RPG Bestiary* 2 81)

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

Init +21; **Senses** darkvision 120 ft., low-light vision, *true seeing*; Perception +44

DEFENSE

AC 42, touch 13, flat-footed 38 (+10 armor, +3 Dex, +1 dodge, +19 natural, -1 size)

hp 489 (28 HD; 19d10+9d8+345)

Fort +24, **Ref** +22, **Will** +26

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

OFFENSE

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

Melee +1 *black flame knife* +39/+34/+29/+24 (1d6+15/17-20 plus energy drain), 3 +1 *black flame knives* +39 (1d6+8 plus energy drain), bite +36 (1d8+7), sting +36 (1d6+7 plus madness)

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

Special Attacks bane (9 rounds/day), black flame knives, death-stealing gaze (DC 28), madness (DC 28), multiweapon mastery

Spell-Like Abilities (CL 19th; concentration +28)

Constant—*true seeing*

At will—*deeper darkness*, *enervation*, *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 24)

3/day—quicken *enervation*, *regenerate*, *silence* (DC 21), *vampiric touch*

1/day—*mass hold monster* (DC 28), *summon* (level 6, 1 marilith 50% or 1d4 glabrezus 75%), *symbol of death* (DC 27)

Inquisitor Spell-Like Abilities (CL 9th; concentration +18)

At will—detect alignment

9 rounds/day—*discern lies*

Inquisitor Spells Known (CL 9th; concentration +18)

3rd (5/day)—*cure serious wounds*, *dimensional anchor*, *seek thoughts* (DC 22), *speak with dead* (DC 22)

2nd (6/day)—*barkskin*, *death knell* (DC 21), *detect thoughts* (DC 21), *spiritual weapon*

1st (8/day)—*command* (DC 20), *cure light wounds*, *divine favor*, *protection from good*, *shield of faith*

0 (at will)—*acid splash*, *brand* (DC 19), *bleed* (DC 19), *detect magic*, *disrupt undead*, *read magic*

Domain Decay

STATISTICS

Str 38, **Dex** 27, **Con** 34, **Int** 22, **Wis** 28, **Cha** 28

Base Atk +25; **CMB** +40; **CMD** 59

Feats Combat Expertise, Critical Focus, Dodge, Flyby Attack, Greater Vital Strike, Improved Critical (black flame knife), Improved Initiative, Improved Vital Strike, Mobility, Multiattack, Outflank, Power Attack, Precise Strike, Quicken Spell-Like Ability (enervation), Staggering Critical, Swap Places, Vital Strike

Skills Acrobatics +36, Fly +42, Intimidate +44, Knowledge (dungeoneering) +37, Knowledge (nature) +37, Knowledge (planes) +37, Knowledge (religion) +37, Linguistics +10, Perception +44, Sense Motive +44, Spellcraft +37, Stealth +37 (+45 in shadowy areas), Use Magic Device +37; **Racial Modifiers** +8 Perception, +8 Stealth in shadowy areas

Languages Abyssal, Aklo, Celestial, Draconic, Druidic, Sylvan; telepathy 100 ft.

SQ cunning initiative, judgment (2, 3/day), monster lore +9, solo tactics, stern gaze, track +4

Gear +4 ghost touch shadow undead-controlling breastplate, belt of giant strength +6, ring of earth elemental command, ring of freedom of movement

Even before he was recruited by Deskari to raze the Green Faith from Sarkoris, the vrolikai Shaorhaz had a long tradition of antipathy toward the druidic faith. When Shaorhaz first came to the Material Plane to grow, he had the misfortune of appearing in the small village of Rookhill in southeastern Ustalav. At first, Shaorhaz met little opposition from the villagers, and he fed with impunity. But then a cabal of druids came to Rookhill's aid, and Shaorhaz found his hunting grounds increasingly well guarded and dangerous. Stubborn to a fault, the nabasu refused to move on to easier hunting grounds elsewhere, and time and time again, he clashed with the druids. With each attempt to kill them, though, the druids grew more and more adept at fighting the nabasu, and with each dawn, it seemed that the very wilderness in which he had enjoyed hiding for so many months was turning against him. When the nabasu was nearly slain by the druids' treant ally, he made a desperate attempt to assassinate their leader. This foolish assault earned the nabasu nothing more than the loss of his accumulated growth, as the druid sacrificed his life to return the spiritual energies the demon had fed upon to the land. Only then did Shaorhaz flee Ustalav, teleporting to another wilderness to start over. It took the demon 10 times as long as he'd hoped to finally achieve apotheosis and transform to a vrolikai, and in that time, his hatred of the druidic faith only grew.

Today, Shaorhaz rules over the ruins of the Forest of Stones in what was once northern Sarkoris. This region, known today as the Stonewilds, was once sacred to the Green Faith, but now the only druids who remain are the warped and twisted undead abominations known as siabraes, for when it became clear that Shaorhaz had won the battle, the last few druids

turned again to sacrifice to defeat the demon. Yet this time, the tactic did not work. This time, Shaorhaz was prepared, and the vile energies he commanded reflected back upon the druids, turning them into the very things they detested most. Since then, Shaorhaz has spent the majority of his time within his palace, Greengrave, searching for a way to feed not on more mortal souls but upon the very soul of Golarion itself.

Shaorhaz prefers offerings of druids, especially those of the Green Faith. He often promises to let these offerings live if they can reveal to him something of the druidic faith that he has not already confirmed for himself—those druids foolish enough to take the demon at his word get the deaths they deserve. It's a DC 33^G check to research the Glutton of the Green.





NALFESHNEE

The Abyss does not need defenders, for it is forever. It is into its rifts that all order will someday fall, the basin into which the Cerulean Void must someday surely drain. Such a place is beyond eternal, yet the nalfeshnees seek to guard and protect it nonetheless. This is a manifestation of the greed that births them—a greed not for wealth, but for the fundamental material that makes up the plane of their creation. They are among the greatest minds of the demonic race, but those who would seek their counsel would do well to take care, for sometimes they answer more than one might wish to know.

—From the *Book of the Damned*

Although greed is the genesis of the nalfeshnee, these demons are unusual in that they seem not to be driven by their associated sin. Certainly nalfeshnees seek to gather and keep treasure, but generally no more diligently than any other demons. Perhaps this is a testament to their incredible intellects—they may simply understand their natures and choose to moderate their desires in deference to what they deem to be a greater task: the protection of the Abyss itself.

Nalfeshnees have very little interest in encouraging greed in mortals—they have more important tasks at hand than encouraging the formation of more of their kind. Instead, these creatures prefer to think of their roles as Abyssal custodians and guardians as serving to encourage the growth and spread of all demonkind, not just their own race. This strangely philanthropic attitude seems to fly in the face of the sins of avarice that births them. Perhaps, in a way, the nalfeshnee represents the exception that proves the rule that all demons think only of themselves.

Physiology

Nalfeshnees are as hideous to behold as they are quick and sharp of mind. They tend toward obesity, their bodies sprouting what appear to be patches of matted fur. Upon closer inspection, the “fur” turns out to be a rancid form of Abyssal plant that grows upon the sweat and grease that collects in their skin or between their numerous folds of flesh. The nalfeshnee’s wings seem comically small, yet are somehow capable of providing the creature with flight—if a relatively awkward mode of it.

One curious feature of the nalfeshnee is also one of its most debilitating attacks. Perhaps due to its close association with the Abyss, the flesh of a nalfeshnee can periodically emit a blast of unholy light, filling a significant area around it with strange radiance that reveals to non-demons the horrific underlying chaos that seeps through the very veins of reality. These visions, real or not, can leave even the stoutest minds reeling, giving the nalfeshnee plenty of time to tear its victims to pieces.

Demonology

Nalfeshnees have little time for cults. They prefer their interactions with mortals akin to private conversations—exchanges of ideas and secrets made even more private in the end by the demons’ tendency to slay those they decide have no further lore to impart. Stories abound of quick-witted bards or wizards who have managed to remain alive and with their minds intact as a nalfeshnee’s prisoner for years before finally engineering a chance to escape the demon’s clutches. There is certainly a kernel of truth to these stories, for most nalfeshnees do keep a sort of “intellectual harem” of prisoners in their lairs, but those who become part of such a gathering are generally slaughtered the moment they make any real attempt at freedom.

The nalfeshnee is a popular choice for spellcasters to conjure, for with a bit of study, the well-informed can generally track down a specific nalfeshnee who specializes in just about any form of knowledge, however obscure. They can be summoned via *summon monster IX*, and this is the safest method of trafficking with a nalfeshnee, since the spellcaster retains total control over the demon. Yet even for high-level spellcasters, the duration of a single *summon monster* spell can be frustratingly short for significant information-gathering; the fact that a spellcaster using *summon monster* to conjure a nalfeshnee has no control over that particular nalfeshnee’s area of intellectual focus further reduces the spell’s efficacy.

It takes *greater planar binding* or *greater planar ally* to call a nalfeshnee to one’s service. The demons rankle at being called away from their tasks and projects, and are generally quite ill-tempered upon arrival, even for demons—certainly their immense intellects make them particularly unpleasant conversationalists, as their capacity for profanity and insults is immense. The conjuration of a nalfeshnee requires burning rare incenses and candles made from the fat of scholars and wizards. Any sort of information associated with the nalfeshnee’s area of intellectual focus can sweeten the deal. Some wizards seek to burn such books in a nalfeshnee’s presence as a method of forcing compliance, but while this tactic can work, care must be taken after the demon is dismissed, for there is no surer way to earn the lasting enmity of a nalfeshnee than to flaunt before it the destruction of knowledge.

Campaign Role

A nalfeshnee is likely to begin any encounter with speech or telepathic communication. Even those who are bound by a conjurer’s might to protect a site or serve as a guardian seek discourse as a preamble to the necessities of battle. A nalfeshnee is always looking to learn more, and when it meets someone new, it seeks to learn all it can from him. It prefers to leave those it defeats alive, so that it can later interrogate them using whatever method of information extraction it prefers.

Most nalfeshnees think of combat as below them, but when no other option is available, they can be devastating in battle. Often, all it takes is a blast of their unholy nimbus to leave all foes reeling and unable to resist as the nalfeshnee rips them apart with its tusks and talons. The demons take particular delight in crippling spellcasters with *feblemind* attacks, and generally leave those that succumb to this attack otherwise unharmed. At range, they rely upon their ability to *call lightning*. Against foes resistant or immune to this tactic they heave heavy sighs of frustration before moving in to crush and maim.

Nalfeshnees’ interests and personalities generally see them advance by taking class levels as some sort of

HALF-NALFESHNEE

A half-nalfeshnee is a towering foe; it generally stands a foot or two taller than is typical for its non-demonic parent (this increase in height does not increase the half-demon's actual size category). The creature's visage is hideously porcine, with jutting lower teeth and tiny, beady eyes. Small, feathered wings protrude from its back, while its overly large hands end in sharp nails. Patches of bristly fur sit on its arms, back, and legs. Most half-nalfeshnees seek material wealth over all else, and they can often be found ruling powerful merchant guilds or thieves' guilds.

Speed: A half-nalfeshnee's fly speed is equal to its base speed, and has clumsy maneuverability.

Unholy Flash (Su): Once per day as a free action, a half-nalfeshnee can infuse its aura with a writhing mass of nauseating colors. One round later, at the start of the half-nalfeshnee's turn, this aura bursts in a 20-foot radius. Any non-demon creature caught in this area must succeed on a Will save (DC = 10 + 1/2 the half-demon's HD + the half-demon's Cha modifier) or be nauseated for 1d6 rounds.

Alternate Spell-Like Abilities: Replace *poison* 3/day with *slow* 3/day. Replace *contagion* with *feblemind*. Replace *unhallow* with *greater teleport*. Replace *horrid wilting* with *greater dispel magic* 3/day.

Abilities: A half-nalfeshnee gains Str +6, Con +4, Int +2, Wis +2, and Cha +4.

spellcaster. They avoid gaining levels as fighters or other physical combat-focused classes, as most regard such pursuits jobs for less-important demons. Wizardry and witchcraft suit the nalfeshnee best, but they can also excel as divine spellcasters, alchemists, and bards. Nalfeshnee clerics are relatively rare, for these demons do not enjoy the idea that a greater power than they can strip them of their abilities on a whim.

Treasure

Nalfeshnees covet all manner of treasure, from coins to precious minerals to art objects to magical items. While it is true that they are not slaves to their genesis sin as are other demons, one need only look at the wide range of a nalfeshnee's treasury to know that they understand the value of an impressive hoard. Typically, at least 40% of a nalfeshnee's wealth is in the form of monetary goods, although the most powerful of their kind often manage to invest their resources in potent magic items. Nalfeshnees rarely wear armor or wield weapons, although they are fond of carrying staves or wands. Most have little trouble activating these objects with Use Magic Device. Nalfeshnees who aren't spellcasters often keep spellcasting slaves handy to recharge any staves they deplete in combat.

Notable Demons

Nalfeshnees tend not to serve greater demons—many regard themselves instead as servants of the Abyss itself. Less powerful nalfeshnees may spend several centuries or even millennia interacting with mortals as they seek to bolster their coffers or gather more knowledge, but as they grow in power they increasingly answer the call of the Abyss and return to seek out areas of the Outer Rifts to research and protect.

Beruvexus, The Pondering Beast (astral deva possessed by nalfeshnee; Research DC 34; Into the Nightmare Rift 47): Long ago, during the height of ancient Thassilon, the nalfeshnee Beruvexus was one of several demons often contacted by the agents of Karzoug for advice in the construction of potent magical devices, portals, and weaponry. Beruvexus's area of specialty was in magical effects that affected the mind, and despite his significant intelligence, when he was conjured into the laboratories of a cleric named Mesmalatu, he found himself outwitted by a less intelligent creature. Mesmalatu claimed to be researching a method to create a portal to a remote demiplane where only thought could exist, and wanted to develop a method by which she could project her thoughts into that plane. She promised Beruvexus a bound astral deva named Aevaenthial as an offering in return for his aid, but in truth, Beruvexus would likely have aided her simply for the intellectual challenge of the problem. By the time the nalfeshnee realized the true nature of Mesmalatu's experiment—to discover if she could transfer the mind of a demon and the mind of an angel into each other's bodies—it was already too late. Beruvexus found himself the victim of a *binding* spell, and, in an especially humiliating turn, a victim of an eldritch ritual that forced his consciousness into the body of an angel. For thousands of years, the nalfeshnee has remained in this double prison. Note that Beruvexus's research DC is 10 higher than normal as a result of the length of time he has been imprisoned and the fact that he's no longer quite the demon he was before that length of imprisonment. In any event, as long as he remains imprisoned deep under Guiltspur, the demon cannot be conjured by any effect less than a *miracle* or *wish*. If he can be conjured, Beruvexus prefers information that could help him regain his former body—or, barring that, information associated with mind-affecting magical effects.

Incauldimus, Queen of the Shrieking City (alchemist 12; Research DC 30⁶): Hunchbacked Incauldimus is a lumbering matron of a nalfeshnee who has spent many of her thousands of years of life entrenching herself in the massive city of Ildenae in the Abyssal realm of Ahvoth-Kor. While this jungle realm is ruled over by the Ravenous King Angazhan, demon lord of the jungle, there are parts of this realm—like Ildenae—where his influence does not reach. Incauldimus is not the only nalfeshnee to rule her own city in this land, but she is certainly the most powerful of

the rulers of these 21 megalithic cities, and can field the largest armies. It is rumored that the secret treasuries of the Shrieking City (so named for the howling demons and monsters that inhabit the vine-choked heights of the city's spires) are larger even than those of Angazhan himself, although these rumors are likely the result of braggadocio on Incauldimus's behalf. The Queen of the Shrieking City is an expert on alchemy, and it is in this capacity that spellcasters often call upon her. She prefers offerings of rare alchemical formulae.

Teikoku Sokai, The Demon Shogun (advanced nalfeshnee; Research DC 25; *The Empty Throne* 24): Rarely, a demon manifests from a single larvae that has somehow managed to retain its living memories. Such demons invariably move on to great things, becoming legendary figures or even demon lords. Such grandeur has, of yet, eluded Teikoku Sokai, the so-called Demon Shogun. In life, Sokai sought to elevate certain "pure" bloodlines of Minkai above all others. After years of treating a nation like his own private breeding ground and amassing vast amounts of wealth, he was sent to his grave by a violent uprising—but when his soul reached the Abyss, he had not forgotten the treasures he left behind or the projects he left unfinished. Now a powerful nalfeshnee, Sokai has made every effort to return to Minkai and continue his plot to engineer the perfect line of descendants; his new demonic form has opened an entirely new realm of possibilities for his bloodline. Teikoku Sokai prefers offerings of information about the royal families of Minkai and secrets associated with that nation's long history.

Viggrizzur, The Patient One (standard nalfeshnee; Research DC 24; *A Memory of Darkness* 25): Tanglebriar is home to a wide range of demons, yet among the countless host, none are as calm, collected, and patient as the nalfeshnee Viggrizzur. This lumbering behemoth is as calculating and analytical as he is brutish and bloated in appearance, personality traits that have served him well since his creation on the Abyss a mere decade ago. Indeed, Viggrizzur possesses an intellect and sophistication that is unusual in a demon of any type, much less one that's still a relative "newborn." He has served Treerazer for most of his decade of existence, and while the other demons of Tanglebriar were quick to interpret his patience as a sign

of mental disability or handicap, the Lord of the Blasted Tarn saw promise in the unusual nalfeshnee. He has sent Viggrizzur on numerous missions where diplomacy and subtlety are of a greater value than brute force, and to date the demon hasn't failed him—although his latest task, the destruction of a powerful anti-demon artifact kept within an elven fortress that has stubbornly resisted the demonic advance, may yet prove to be the Patient One's undoing. Viggrizzur prefers offerings of rare and exotic knowledge of the natural world—in particular, information about the history and defenses of Kyonin or the elven realm of Sovyrian.

Zrubuaar-Pathas, The Red Watcher Below (oracle 14; Research DC 31⁶): Pallid Zrubuaaar-Pathas is a crimson-skinned and silver-furred nalfeshnee oracle of lore who has taken it upon himself to watch over the actions of one of demonkind's most deadly enemies—the qliploth. The Watcher Below made his lair on one of the deepest of the known Abyssal realms: Yad Iagnoth, the point at which rule of the Abyss shifts from demonic territories to realms ruled by the qliploth. Here,

in a massive fortress that straddles a vast, reeking pit, Zrubuaar-Pathas observes and investigates the qliploth, deliberately lowering the guard of his otherwise impregnable fortress time and time again so that he can study various qliploth attacks against his troops and defenses. With each observation, the nalfeshnee grows more and more assured of the fact that the time of the qliploth is past, yet he has also uncovered increasing evidence that something vast and ancient indeed is quickening in depths of the Abyss, unknown even to him. Zrubuaar-Pathas prefers offerings of information about qliploth and their cults.

Keeper of the Risen Light

This wretched demon combines the worst features of a deformed boar and a repellent hag, then somehow manages to make things worse by decorating the whole with an ugly patchwork of scars and a rancidly obese body.

EROTUNDEE

CR 22

XP 614,400

Female nalfeshnee wizard 15 (*Pathfinder RPG Bestiary* 65)

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





DEMONIC ADVISORS

The nalfeshnee is among the most intelligent of demonkind, with only balors possessing greater intellect on average. Even then, certain powerful nalfeshnees possess intellects far in excess of the mightiest balor. It should come as no surprise that a spell exists to allow mortal wizards to easily contact a nalfeshnee's mind, although the spell is dangerous to use—perhaps because it was itself invented by a nalfeshnee in order to lure mortal spellcasters under its influence.

CONTACT NALFESHNEE

School divination; **Level** cleric 6, sorcerer/wizard 6, witch 6

Casting Time 1 round

Components V, S, M (powdered sapphire worth 250 gp), F (bejeweled cold iron mirror worth at least 2,000 gp)

Range personal

Target you

Duration concentration

When you cast this spell, you fall into a trance and become helpless as long as you continue concentrating. Choose any one Knowledge skill other than arcana or planes. Your mind is placed in telepathic contact with a nalfeshnee demon skilled at that particular Knowledge skill, in addition to arcana and planes. Each round that you continue to concentrate, you may ask the nalfeshnee one question and it will answer as best it can. If you ask a question about arcana or planes, the nalfeshnee has a +23 bonus to the skill check. If you ask about the Knowledge skill you selected, the nalfeshnee has a +20 bonus. It cannot answer questions pertaining to other Knowledge skills—to do so, you must cast the spell again.

Contact with Abyssal minds is dangerous, and each time the nalfeshnee answers a question, you suffer 1d4 points of ability drain to Intelligence, Wisdom, or Charisma (determined randomly) unless you make a DC 22 Will save. Each additional question you ask with this spell over the course of a single 24-hour period imparts a cumulative –1 penalty on this saving throw. Chaotic evil spellcasters always gain a +4 bonus on this saving throw.

Init +6; **Senses** darkvision 60 ft., *true seeing*; Perception +46

Aura *unholy aura* (DC 28)

DEFENSE

AC 41, touch 17, flat-footed 38 (+8 armor, +4 deflection, +2 Dex, +1 dodge, +2 luck, +16 natural, –2 size)

hp 434 (29 HD; 14d10+15d6+305)

Fort +30, **Ref** +19, **Will** +30

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

OFFENSE

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

Melee *staff of power* +31/+26/+21/+16 (2d6+17/19–20), bite +24 (3d8+5)

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

Special Attacks hand of the apprentice (16/day), metamagic mastery (4/day), unholy nimbus (DC 27)

Spell-Like Abilities (CL 12th; concentration +22)

Constant—*true seeing*, *unholy aura* (DC 28)

At will—*call lightning* (DC 23), *feeblemind* (DC 25), *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *slow* (DC 23)

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

Wizard Spells Prepared (CL 15th; concentration +28)

8th—*quicken* *confusion* (DC 27), *demand* (DC 31), *scintillating pattern*

7th—*quicken* *displacement*, *quicken* *lightning bolt* (DC 26), *prismatic spray*, *project image* (DC 30)

6th—*flesh to stone* (DC 29), *geas/quest*, *mass suggestion* (DC 29), *quicken* *mirror image*, *mislead*

5th—*extended charm monster* (DC 27), *dominate person* (2, DC 28), *mind fog* (DC 28), *nightmare* (DC 28), *persistent image* (DC 28), *polymorph*

4th—*bestow curse* (DC 27), *charm monster* (2, DC 27), *dimensional anchor*, *greater invisibility*, *extended haste*, *phantasmal killer* (2, DC 27), *rainbow pattern* (DC 27), *resilient sphere* (DC 27), *scrying* (DC 27)

3rd—*extended alter self* (2), *beast shape I*, *hold person* (DC 26), *major image* (DC 26), *nondetection*, *suggestion* (DC 26)

2nd—*alter self*, *detect thoughts* (DC 25), *invisibility*, *minor image* (DC 25), *misdirection*, *scorching ray* (2)

1st—*charm person* (2, DC 24), *magic missile* (4), *reduce person* (DC 24), *silent image* (DC 24)

0 (at will)—*bleed* (DC 23), *dancing lights*, *ghost sound* (DC 23), *message*

STATISTICS

Str 30, **Dex** 15, **Con** 31, **Int** 36, **Wis** 22, **Cha** 30

Base Atk +21; **CMB** +33 (+35 bull rush); **CMD** 50 (52 vs. bull rush)

Feats Arcane Strike, Awesome Blow, Combat Expertise, Craft Construct, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wondrous Item, Dodge, Eschew Materials, Extend Spell, Greater Spell Penetration, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Power Attack, Quicken Spell, Scribe Scroll, Spell Penetration

Skills Bluff +42, Diplomacy +42, Fly +24, Intimidate +42, Knowledge (arcana) +45, Knowledge (dungeoneering) +45, Knowledge (engineering) +45, Knowledge (history) +45, Knowledge (local) +45, Knowledge (nature) +45, Knowledge (nobility) +45, Knowledge (planes) +45, Knowledge (religion) +45, Perception +46, Sense Motive +38, Spellcraft +45, Use Magic Device +39

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ arcane bond (*ring of wizardry IV*)

Combat Gear *staff of power*; **Other Gear** *bracers of armor* +8,

headband of mental prowess +6 (Int, Cha; Knowledge [dungeoneering, local, nature]), ring of wizardry IV, lesser rod of quicken metamagic

The city of Vantian is one of the great wonders of the planes—a massive sprawl perched along a constantly crumbling cliffside above a turbulent ocean. Ruled by Sifkesh, the demon lord of suicide, Vantian is forever being rebuilt by its denizens as portions of the city tumble away into the surf. As a result, very few buildings in Vantian qualify as truly old, since a building constructed at the city's inland-creeping edge will generally tumble into the sea within a decade.

Some of Vantian's inhabitants have found ways to secure homes of a more permanent type, even without access to Sifkesh's power to maintain her palace at the ever-changing heart of the city while the rest of its streets and structures slowly "flow" around this one island of stability. One of the most iconic structures of the Abyssal city is the towering 20-story spire known as the Risen Light.

This structure is something akin to a lighthouse in shape and function, save that the pale green light shining from its apex does not ward ships away from treacherous coastlines; rather, it warns Vantian's coastal citizens, through the pulsing and flaring of its radiances, of neighborhoods about to crumble into the ocean. The tower itself does not rest upon the ground, but rather floats in the air hundreds of feet above the waves. Rootlike tangles of iron extend from the tower's base, to which are attached immense chains anchored to huge piercings of cold iron that decorate the backs of a dozen retrievers that cling to the city's edge, crawling forward and towing the tower behind them as necessary to keep the Light attached to the city.

This singular site is the lair of one of Vantian's most dangerous and knowledgeable denizens—a nalfeshnee crone named Erotundee. This ancient demon keeps track of Vantian's suicides in an endless scroll crafted from the flesh of countless virginal lovers who died of their own hand before

consummating their desires. That Erotundee manages to keep this list accurate while studying her ever-growing library of heretical and apocryphal religious texts is a testament to her obsessive qualities. She does not suffer visitors to the Light, and any who would seek her advice must first brave the lower 20 floors of the tower and its frightening guardians before reaching her inner sanctum near the tower's peak—simply approaching the tower from the top is as sure an invitation for destruction as any in Vantian.

Those who would seek to conjure Erotundee must use a *gate* spell to work such a mighty feat. She prefers offerings of heretical writings or rare religious texts, particularly those that hold secrets their faiths would rather see redacted. It's a DC 32 check to research the Keeper of the Risen Light.





SUCCUBUS

Not all life the Abyss creates is clad in a body of bestial deformities and squamous hide. Some demons do not fall far from the human form when they rise from the birthing fields. In the case of the succubi, that form exceeds the human form in its perfection and allure. Their demonic features serve only to accent and enhance their demonic beauty, and it is the promise of unequalled sexual bliss and ecstasy that is this demon's primary weapon—a weapon among the greatest wielded by any of the Abyss's children, for no amount of arms or armor can protect against your own hidden desires.

—From the *Book of the Damned*

The sin of lust may be the most misunderstood of all the mortal sins. Because sexuality is so intrinsic to the identities and experiences of most mortals, it has a powerful influence over their minds and wills, both for good and for ill. Desire, arousal, and the enjoyment of sexual activity are not considered evil or sinful in and of themselves by most faiths, although many creeds treat them with caution due to their power over the mortal psyche. Only when these urges become overwhelming, obliterating all other concerns, do they lead to the sin of lust—when desire becomes obsession, arousal becomes temptation, and the act of sex itself becomes an assault on the body and the mind. It is from these extremes that souls bound for the Abyss enable the formation of one of the most misunderstood and notorious of demons: the succubus.

The succubus seeks to encourage lust in those she encounters, thereby continuing the cycle of abuse and seduction that ensures more of her kind will be forever created by the Abyss. While succubi are certainly capable of rape, this particular violence is a sin more accurately associated with the incubus, an entirely different demon that foregoes seduction in favor of molestation. The succubus excels at a more subtle temptation, seducing good souls away from kindness and care for others with false promises that encourage them to wallow in their basest desires without regard for the destruction of their reputations, relationships, and self-esteem. When a person targeted by a succubus is at his lowest, when he finally realizes how he has ruined not only his life but the lives of those who once loved him, all in pursuit of purely physical pleasures divorced from any thought of love or companionship—only then does the succubus reveal herself and end the victim's life in a single long night of agonizing truths. When his twisted, tormented soul finds its way to its final punishment, it will be used to create new life in the Abyss, ensuring that the terrible cycle continues.

Physiology

Of all the demons, the succubus is the closest to humanoid in shape and form. She can assume a wide range of non-demonic humanoid forms so as to walk among her prey uncontested, but even in her true form, her demonic features—horns, wings, and a long tail—can entice as well as repel, depending upon the nature of her victim. Though all succubi are female, they can use magic to assume male forms as well, and even father children in this fashion.

Succubi do more to promote the generation of new demons than most other demonic races. As with other demons, they can lure victims into their chosen sins and tempt mortals into reveling in their baser instincts, thus

generating truly sinful souls to fuel the Abyssal machine. Often, a succubus doesn't waste time in sending her victims on their way—her ability to drain energy from a mortal while engaged in an act of passion can kill swiftly. A victim slain by a succubus's energy drain dies and, barring some form of intervention, the soul is sent swiftly on to the Abyss regardless of the person's alignment and faith in life. These souls become larvae, as do all other souls sent to the Abyss, yet these larvae are atrophied and weak compared to the others. Most of them do not last long, and are consumed by predators before they can fuel a demonic transformation. The bodies that remain behind are withered and desiccated husks that often rise as undead if they are not properly buried. In cases where a victim's soul is strong enough to resist the evil energies suffusing it, the victim instead becomes a ghost rather than traveling on to the Abyss. Succubi normally have no control over undead, and so they generally leave their victims' remains behind or dispose of them swiftly rather than keeping them as trophies.

Killing her mortal lovers is but one way a succubus can foster the generation of new demons, however. A succubus can allow herself to become impregnated by a mortal if she so wishes. If the child is conceived while the succubus is in humanoid form, and if she remains in that form for the pregnancy's entire term, the child is born as a half-succubus, but if she becomes pregnant while in her true form or ever reverts to her true form while pregnant, the child is born a full demon called an alu-demon (*Tome of Horrors Complete* 154). Women impregnated by a succubus in the form of a male cannot give birth to alu-demons—these children are always half-succubi. Certain succubi know of rituals and magical elixirs to speed along the generation of a pregnancy and the growth of a child, should they need to foster a new child-minion quickly.

Perhaps the vilest option is when a succubus returns to certain realms within the Abyss with the gathered life energy or seed of a mortal she has seduced. All manner of strange, pulsing sac-like organs can be found in these ripe regions of the Abyss; by entering one and depositing her stolen essences within the raw Abyssal protoflesh within, the succubus can create nearly any type of demon. The strength of the demon formed depends more on the potency of the mortal essence than the succubus's skill, but nonetheless, this talent affords succubi a rare position of respect among many of even the most powerful of demons—a rare gift indeed for creatures that normally respect only themselves or those more powerful than they.

Demonology

Succubi often form and lead cults in the mortal realm, either disguised as mortals or in their true forms, but

HALF-SUCCUBUS

A half-succubus is the most humanoid-appearing of all the half-demons, yet she is still immediately recognizable for what she is unless she takes pains to disguise herself. She typically appears nearly identical in appearance to a full succubus, and can easily be mistaken for a full demon. A half-succubus revels in roles that allow her to satisfy her overwhelming lust—many run brothels or work as prostitutes, but the most dangerous are those who have managed to control their lusts and work as assassins or spies.

Passion (Su): A half-succubus drains energy from a mortal she lures into an act of passion—unwilling victims must be grappled before the half-succubus can use this ability. The passion bestows one negative level. A half-succubus can use this ability a number of times per day equal to her Hit Dice. The save DC to remove one of these negative levels is equal to 10 + the half-succubus's HD + her Cha modifier.

Change Shape (Su): A half-succubus can use this ability to assume the form of any humanoid creature of her size, as if using *alter self*, once per day.

Alternate Spell-Like Abilities: Replace *desecrate* with *detect thoughts*. Replace *poison* 3/day with *charm monster* 3/day. Replace *contagion* with *dominate person*. Replace *unhallow* with *greater teleport*. Replace *horrid wilting* with *ethereal jaunt*. Replace *destruction* with *dominate monster*.

Abilities: A half-succubus gains Dex +2, Con +4, Int +2, Wis +2, and Cha +8.

they detest serving and must be forced to obey via magic when a cult wishes to have a succubus minion. A succubus who leads a cult generally has more than sex on her mind—these demons are masters of manipulation and treat their cultists well as long as they remain loyal and do not hesitate to perform any task the demon demands, regardless of how vile or horrific that demand may be. A succubus cult often includes powerful members of society, including guildmasters, officers in armies, politicians, and even priests of other churches or rulers of nations.

Succubi can be summoned via *summon monster VI*, but when so conjured, any profane gift granted by the summoned creature lasts only as long as the summoning spell itself persists. As a result, most conjurers prefer to call succubi via spells like *planar ally* or *planar binding*. To conjure a succubus, the spellcaster must use rare and expensive incense and burn candles rendered from the bodies of beautiful women or handsome men. Providing the conjured succubus with a virgin to ravish can go a long way toward securing her cooperation. Beyond the obvious carnal requests many conjurers make of their succubi, these

demons excel at missions requiring stealth, diplomacy, or trickery, and are quite gifted at information retrieval or assassination. A succubus almost never declines a request for her profane gift, for each of these granted to a mortal affords the succubus one additional window across the planes through which she can observe and manipulate the world. A single mortal can never have the effects of more than one such gift at a time, but there is no limit to the number of profane gifts a succubus can impart—some of the more powerful of their kind claim to have hundreds if not thousands or more of these connections at any one time. However, a succubus can only directly influence one contact at a time through her profane gift—thus, since she can't control every soldier in an army, it behooves her to control the general instead.

Campaign Role

The extent to which you wish to take the roleplaying specifics of using a succubus in an encounter should be something with which both you and all your players are comfortable. Not everything a succubus does needs to be laced with sexual undertones; while these demons specialize in sexual temptations, they also excel at other methods of luring characters into their clutches. You know what your players want for their characters. If a wizard PC is seeking more spells, a succubus might disguise herself as a kindly and aged man seeking a younger wizard to whom he can pass his secrets before he dies, and might ask that wizard to come with him to his laboratory so he can gift the younger wizard his spellbook. If a fighter PC only wants a powerful new sword, the succubus might be the power behind the throne, the king her dominated puppet and the sword the king promises in return for slaying the dragon merely an excuse to get the fighter into the treasury alone. The succubus might even secretly approach a member of the party whom you know isn't particularly good-aligned and offer that PC her profane gift.

In combat, the succubus prefers to avoid combat entirely, relying instead on her spell-like abilities to disrupt alliances and destroy tactics by suggesting, charming, and dominating her enemies into being her allies and slaves. Only when she's sure she can take her time does she attempt an energy drain on a foe. A succubus with allies to run interference in melee might attempt to drain the life of a foe during combat, but she generally avoids such a tactic unless she's so sure of her superiority over her enemies that the very act of taking such a tactic could demoralize the enemy into surrender. A succubus without a strong weapon generally resorts to *vampiric touch* when fighting in melee; to most succubi, their claws are merely methods of making attacks of opportunity.

Most succubi seek to gain power by taking class levels. Their unusually high Charisma scores make classes that

utilize that statistic (such as bard, sorcerer, and antipaladin) strong choices for the succubus, but they also often take levels as rogues or even clerics of various demon lords. Assassin is a popular choice as well. Succubi can make deadly fighters or rangers, but they generally don't take levels in these classes simply because those choices do not play to the typical succubus's sense of style and methodology.

Treasure

The succubus enjoys fine clothes, jewelry of precious stones and metals, and other accoutrements not for their value but as props for their work—the appearance of refinement and wealth can seduce as surely as beauty and tantalizing words. Magical jewelry is a particular favorite of succubi, but they are not fond of armor unless it has been tailored to augment rather than conceal their bodies. Weapons are generally eschewed by succubi, for their strengths lie not in combat but in trickery and seduction. That said, succubi who increase in power generally seek weapons appropriate to their chosen class. It should be noted that succubi, more than any other demon, inspire countless works of art, and quite adore such objects. Paintings, poems, and particularly statuary (such as images of passionately entwined succubi) are common mediums in which the succubus has served as an erotic muse.

Notable Demons

Succubi are among the most commonly encountered demons on the Material Plane, either as conjured allies performing services for spellcasters or as predators stalking the mortal realm for their own ends. The succubus's methods of interacting with society in ways more subtle than those of most demons also result in more of their kind influencing world events than any other demon.

Avalex, The Scarlet Sun (assassin 2; **Research DC 18; Dawn of the Scarlet Sun 8**): After spending millennia trapped within a statue hidden away in a cavern in the Mushfens, the succubus assassin Avalex was released by a group of troglodytes who smashed her prison in hopes of finding treasure. So delighted was she at her release that she didn't even slay the troglodytes. She has since relocated to the city of Magnimar, where she is working to establish a cult of Shax in order to earn her way back into her lord's good graces. Avalex prefers offerings of worshipers of Sarenrae.

Delvahine, Mistress of the Iron Cages (bard 6/dominant 5; **Research DC 25^C; Rise of the Runelords 277**): Delvahine

has spent the last several thousand years imprisoned in the Iron Cages of Lust, a wing of the extraplanar dungeon Runeforge, which was created by the runelords of Thassilon. She dwells there still, attended to by her alu-demon children and various other slaves, but the power of the demiplane keeps her from leaving. Before she can be conjured, a method (if one exists) of extracting her from Runeforge must be discovered. Delvahine prefers offerings of humanoids with strong personalities, so that she can enjoy breaking them to her whims.

Izmiara, The Insatiable Queen (antipaladin 12; **Research DC 29^C; The Moonscar 26**): For the past 12 millennia, the Insatiable Queen has ruled a vast realm on Golarion's moon, a demonic jungle known as the Moonscar. Over time, she has worked endlessly to abduct mortals from Golarion, bringing them to her lunar lair and indoctrinating them as sleeper agents that, at various points during Golarion's past, have been activated in order to achieve grand deeds in the name of Nocticula. She prefers offerings of rulers of nations—the more powerful, the better.

Liluresha, The Sable Maiden (cleric of Zura 17; **Research DC 31^C; Into the Nightmare Rift 61**): A devoted minion of the demon lord Zura, Liluresha's area of focus is the drow of Sekamina—in particular, those in House Rasivrein. She has granted her profane gift to numerous drow over the years, and her latest project, a cleric of Zura who is seeking to become a vampire, is Liluresha's favorite yet. Liluresha prefers offerings of drow from houses other than Rasivrein.

Quilindra, Rapture of Tanglebriar (bard 10; **Research DC 24; A Memory of Darkness 17**): As one of the few succubi to serve Treerazer in Tanglebriar, Quilindra has found no shortage of opportunities for herself. She has infiltrated numerous organizations in Kyonin's

government, and her discoveries have aided the Lord of the Blasted Tarn immensely. She prefers offerings of elven aristocrats and bards.

Shimandylar, Mistress of Vyriavaxus (augmented succubus duelist 5/shadowdancer 10; **Research DC 33^C**): While the realm known as the Midnight Isles is controlled by Nocticula, she does not see to the day-to-day administration and rule of each of the islands in this Abyssal archipelago. That task falls to a number of unique succubi and incubi, each hand-picked and augmented by the Lady of Shadow. Discounting the nascent demon lord Shamira, the most powerful of these rulers is the Archmage of the island formed from the corpse of the demon lord Vyriavaxus—Shimandylar. A creature capable of





PROFANE TEMPTATIONS

The succubus's ability to grant a profane gift to those she encounters is one of her most subtle methods of influencing mortal actions. Yet the gift detailed in the *Pathfinder RPG Bestiary* is only one such effect—some succubi have variant profane gifts that grant additional boons to the target.

Gift of Transformation: The succubus's profane gift also allows the target to use the succubus's change shape ability. While using this ability, the succubus can also use *detect thoughts* on the target, and the target's saving throws against this or the succubus's *suggestion* ability take a –4 penalty.

Gift of Domination: The target can allow the succubus to use her *dominate person* spell-like ability through the link to affect creatures as if the target had been the source of the spell-like ability. Whenever the target allows the succubus to do so, he gains a +2 profane bonus to a second ability score of his choice (other than the one already profanely enhanced) for 24 hours.

Gift of Recovery: Once per day as an immediate action when the target fails a Will saving throw from a source other than the succubus who granted the profane gift, the character can allow the succubus to attempt a second Will saving throw (using her own Will save) to resist the effect. If the succubus fails the save the effect affects the character normally, but if she makes the save, the character is treated as if he made his initial Will save. The next time the succubus uses *suggestion* on the PC, he automatically fails the saving throw.

commanding shadows to devastating effect, Shimandylar prefers offerings of succubi who serve demon lords other than Nocticula or Shamira.

The Crimson Lotus

This pale woman is as beautiful as she is menacing—her smile promises endless bliss, yet her weapons and fangs drip with blood

AYANDAMAHLA **CR 24**

XP 1,228,800

Female succubus bard 20 (*Pathfinder RPG Bestiary* 68)

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

Init +5; **Senses** darkvision 60 ft., *detect good*; Perception +40

DEFENSE

AC 41, touch 21, flat-footed 35 (+9 armor, +5 deflection, +5 Dex, +1 dodge, +10 natural, +1 shield)

hp 490 (28 HD; 8d10+20d8+356)

Fort +24, **Ref** +28, **Will** +26; +4 vs. bardic performance, language-dependent, and sonic

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 +5 *speed wounding rapier* +31/+31/+26/+21/+16 (1d6+10/18–20), +5 *wounding unholy whip* +31/+26/+21 (1d3+10)

Special Attacks bardic performance 56 rounds/day (swift action, countersong, deadly performance, dirge of doom, distraction, fascinate, frightening tune, inspire competence +6, inspire courage +4, inspire greatness, inspire heroics, mass suggestion, soothing performance, suggestion), energy drain, profane gift

Spell-Like Abilities (CL 12th; concentration +26)

Constant—*detect good, tongues*

At will—*charm monster* (DC 28), *detect thoughts* (DC 26), *ethereal jaunt* (self plus 50 lbs. of objects only), *greater teleport* (self plus 50 lbs. of objects only), *suggestion* (DC 27)

1/day—*dominate person* (DC 29), *summon* (level 3, 1 babau 50%)

Bard Spells Known (CL 20th; concentration +34)

6th (8/day)—*mass charm monster* (DC 30), *geas/quest*, *irresistible dance*, *project image* (DC 30), *veil* (DC 30)

5th (8/day)—*mind fog* (DC 29), *nightmare* (DC 29), *persistent image* (DC 29), *song of discord* (DC 29), *mass suggestion* (DC 29)

4th (8/day)—*cure critical wounds*, *dominate person* (DC 28), *freedom of movement*, *invisibility*, *modify memory* (DC 28), *zone of silence*

3rd (8/day)—*confusion* (DC 27), *cure serious wounds*, *dispel magic*, *displacement*, *major image* (DC 27), *screaming* (DC 27)

2nd (9/day)—*blindness/deafness* (DC 26), *cure moderate wounds*, *hold person* (DC 26), *mirror image*, *misdirection*, *sound burst* (DC 26)

1st (9/day)—*animate rope*, *cure light wounds*, *feather fall*, *hideous laughter* (DC 25), *silent image* (DC 25), *undetectable alignment*

0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 24), *message*, *prestidigitation*, *summon instrument*

STATISTICS

Str 20, **Dex** 20, **Con** 32, **Int** 20, **Wis** 12, **Cha** 38

Base Atk +23; **CMB** +28; **CMD** 49

Feats Combat Expertise, Craft Magic Arms and Armor, Dodge, Double Slice, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Improved Whip Mastery^{UC}, Iron Will, Quicken Spell, Spellson^{UM}, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Whip Mastery^{UC}

Skills Acrobatics +45, Bluff +45, Diplomacy +45, Disguise +45, Fly +45, Intimidate +31, Knowledge (arcana) +32, Knowledge (local) +32, Knowledge (nobility) +32, Knowledge (planes) +32, Knowledge (religion) +32, Perception +40, Perform (act) +45, Perform (dance) +45, Perform (oratory) +45, Perform (sing) +45, Perform (string) +45, Sense Motive +45, Stealth +36, Use Magic Device +45

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

SQ bardic knowledge +10, change shape (*alter self*, Small or Medium humanoid), jack-of-all-trades (use any skill, all skills are class skills, take 10 on any skill), lore master 3/day, versatile performance (act, dance, oratory, sing, string)

Gear +5 mithral chain shirt, +5 speed wounding rapier, +5 wounding unholy whip, amulet of natural armor +3, belt of physical might +6 (Str, Con), cloak of resistance +5, headband of alluring charisma +6, ring of protection +5, strand of prayer beads (standard), statuette of herself worth 3,400 gp (for *project image*), 3,479 gp

Ayandamahla was first conjured by Runelord Sorshen on the evening she and the other runelords were to meet to discuss the removal of King Xin from power. Sorshen expected treachery at the hands of her fellow runelords, and promised Ayandamahla a week of freedom among her subjects in the nation of Eurythnia if the succubus would promise to aid her in the event of betrayal by one of the other rulers of Thassilon. As it worked out, the only betrayal that night was that of the runelords against Xin himself, but Sorshen did not renege on her promise to the Crimson Lotus. Thus began a relationship that would last the rest of Thassilon's existence—Ayandamahla would not only serve numerous times as Sorshen's spy, assassin, messenger, champion, executioner, and lover, but would also aid her in her research into the nature of blood and its relationship to eternal life. Sorshen also made Ayandamahla the warden of the Lady's Light, an immense tower Sorshen had erected at the westernmost edge of her realm.

When Sorshen learned that the end of Thassilon was nigh, she betrayed Ayandamahla—knowing that the succubus would not deign to remain as the protector of the Lady's Light once the runelord retreated into her secret vaults to wait out Earthfall, she worked a powerful binding spell to ensure that Ayandamahla would remain within the Light until Sorshen returned. The Crimson Lotus was enraged, both at Sorshen and at herself for being duped. She watched from atop the Lady's Light as Earthfall ended the world she'd helped build, used her magic and that of the Lady's Light to protect the statue from the earthquakes and tsunami that would have otherwise destroyed it, then retreated into the Light to wait out eternity. As it turned out, eternity was much shorter than the succubus expected it to be. When she discovered a flaw in Sorshen's binding spell,

she managed to shift the magic to one of her alu-demon daughters and escaped back to the Abyss.

In the 10,000 years since her service to Sorshen ended in betrayal, Ayandamahla never again forged as prosperous an alliance as that with the runelord. Instead, she has used mortals increasingly as her own tools, attended to duties for her own mistress, Zura, as needed, and has worked to perfect her skills at seduction, subversion, and slaughter the entire time. Throughout it all, the deadly creature has kept one eye on Varisia, watching patiently for any signs of Sorshen's return to the region. Even today, more powerful than ever before, Ayandamahla doubts she could match the runelord in power—but if Sorshen rises once again, the succubus plans to be there to have her revenge.





VROCK

The Abyssal skies are no safer a place than the ground below. Storms of intensities barely imagined by mortals rack and scar the atmospheres of Abyssal realms, and in some places, the air itself is toxic or infected with contagion or otherwise inimical to non-demonic life. And then there are those who dwell in the skies, both above the countless realms and, indeed, above the Abyss itself, spreading out into the Great Beyond. This is the realm of foul things on fouler wings, and none are more numerous than the vrock, that buzzard-faced, spore-infested, oily-winged eidolon of wrath and ruin.

—From the *Book of the Damned*

Hatred and anger have innumerable variations—as with all mortal sins, wrath exists in a limitless parade of species, and all of these variations seed different demons from the souls of their perpetrators mired in the Abyssal fundament. But all too often, a soul is not purely focused on one specific breed of fury, for mortals have cultivated many methods of expressing rage. When a soul is simply suffused with wrath of myriad incarnations, the result birthed from the fertile mire and mud is the vrock.

Vrocks are one of the most common of demons, but whether this is due to the fact that they can exist with comfort in the skies above all realms, or because mortal life is particularly prone to the sin of wrath, is unclear. Certainly, vrocks are themselves among the more fecund of their kind, capable of breeding and producing sizable clutches of red- and gray-splotted eggs that hatch into squawking, warbling broods of hungry hatchlings. Beyond this method of procreation, vrocks do little to actively encourage wrath in mortals, who seem to do a fine job of indulging in wrath on their own.

Vrocks are also unusual in that they do not particularly loathe serving more powerful demons, provided they have ample opportunity to engage in their favored activities. The vast majority of vrocks serve, or at least pay homage to, Pazuzu, and even those who serve other demons are quick to acknowledge the King of the Wind Demons in some way or another, unless their commander has made it fundamentally clear no such display of devotion is to be tolerated—as is the case with those who serve Lamashtu.

Physiology

In form, the vrock evokes imagery of the carrion eater—a humanoid buzzard that would seem at home wheeling in the skies above vast battlefields. Indeed, the skies above Abyssal battle sites often teem with vrocks, but these demons are not content to remain idle when opportunities to take part in violence or the looting of the dead present themselves on the fields below. Once all life has been destroyed on the ground and all valuable trophies have been harvested from the corpses, the vrock has little interest in what remains and moves on to seek new conflicts.

While the vrock is capable of unleashing blasts of lightning from its body or stunning screeches from its lungs, the strangest of this demon's features are its spores. A vrock is manifestly a creature of supernatural flesh and blood, yet the creature's scales and feathers produce a nameless fungal growth that, when introduced to the flesh of non-vrocks, grows with frightening rapidity. The spores take root and burrow through the skin, scouring tissue and extending from angry welts to form hideous, moist green tangles of blood-dripping fibers in a matter of seconds. The spores are,

fortunately, short-lived and cease their growth after a minute of agonizing proliferation, but in the case of weaker victims this is still a death sentence. Even those who survive an infestation find the experience harrowing, for there is little that can be done to combat the effect. More powerful vrocks can shed differently colored spores capable of greater afflictions than mere damage, but the purpose of these spores on a biological level has long confused scholars. They seem to serve no biological purpose whatsoever, and are merely another way in which the Abyss has seen fit to gift the vrock with methods to exercise its anger. Attempts to replicate this spore growth or cultivate the fungus into something self-sustaining have, to date, been spectacular failures. The fungi grown from these spores tends to be particularly violent, fast growing, carnivorous, and deadly—and fortunately, quite short lived, melting away into noxious pools of rotten slurry within minutes of achieving full growth. Rumor holds that demoniac cultists deep within Tanglebriar have solved this problem and are cultivating an army of sporulated vrockspawn, but as of yet, no sign of such a menace has appeared beyond that miasmatic fen's borders to plague lands beyond.

Demonology

Vrocks often do not object to serving a cult or powerful demonologist, provided they are given frequent opportunities to savage and torment those less powerful than themselves. The vrock resides in something of a sweet spot—not so powerful that conjuring it becomes the sole domain of the most powerful and gifted spellcasters, yet powerful enough that it presents a significant threat to most enemies, particularly when multiple vrocks can work together. Many demon cults who utilize vrocks build specialized “ruin chambers” built specifically to work to the vrock's advantage when creating a dance of ruin—large chambers with hidden alcoves, often cloaked by illusory walls, within which vrocks can unleash their electrical storms without fear of being interrupted.

A vrock can be summoned via *summon monster VII*, but it is when these demons are chosen in greater numbers via more powerful *summon monster* spells that they become particularly devastating, for in these large numbers, their dance of ruin ability grows potent indeed. Often, a spellcaster commands a summoned vrock to use its *heroism* spell-like ability on the spellcaster, for even after the vrock vanishes, this effect persists for half a day.

Planar ally and *planar binding* alike are capable of calling a vrock to serve. The typical components used when summoning a vrock include rare incenses and candles made from the body fat of mortals still living and capable of smelling the smoke of their own burning contributions to the conjuration; if such mortals are



HALF-VROCK

A half-vrock has a hideous face that resembles the hooked visage of a vulture. Instead of hair, it has oily black feathers, which cover its large wings as well. Its hands end in sharp talons and it has a long, thin tail. Half-vrocks often serve as mercenaries or soldiers, pursuits in which their tendency to react to any perceived slight with violence is an advantage more often than not.

Spores (Ex): A half-vrock is covered with a fine layer of spores. As a free action, it can infest a creature it hits with a melee attack with these spores; the vrock must wait a minute before using its spores again. A creature targeted by a half-vrock's spores becomes sickened by the pain caused by the spores for 2d4 rounds as they raise hideous welts on the victim's flesh. This is a disease effect.

Shriek (Su): Once per day, a half-vrock can utter a shrill screech. All creatures except demons within a 30-foot-radius spread must succeed at a Fortitude save (DC = 10 + 1/2 the half-vrock's HD + the half-vrock's Con modifier) or be staggered for 1 round.

Alternate Spell-Like Abilities: Replace *desecrate* with *mirror image*. Replace *contagion* with *telekinesis*. Replace *unhallow* with *greater teleport*. Replace *horrid wilting* with *chain lightning* 3/day.

Abilities: A half-vrock gains Str +4, Dex +2, Con +4, Int +2, Wis 4, and Cha +2.

offered as a sacrifice to the vrock, so much the better. Beyond this, a conjuration of a vrock requires the sacrifice of an innocent with a bladed weapon. The blood must be gathered in an iron basin and then boiled over the burning remains of the sacrifice. If such an elaborate sacrifice is not possible, the conjurer must substitute a small bonfire consisting of expensive works of art such as paintings, writings, and other flammable creations, preferably those associated with holy teachings or good religions. The fire must be lit from a ceremonial torch made of a human's rib (the rib must be taken from a criminal executed for murder or any other violent crime), one end of which must be wrapped with hair harvested from the head of a priest of a good-aligned faith. The value of the burning works of art can comprise up to 90% of the total cost of any payments or services rendered by the vrock.

Campaign Role

Vrocks are dangerous foes on their own, capable of inflicting punishing damage with their natural attacks and of frustrating foes with their ability to use *mirror image*. They rarely use weapons in melee, preferring their natural attacks, but favor bows for use in ranged combat,

particularly when they can be armed with magical arrows that do additional damage against humanoids, such as *bane arrows*, *arrows of slaying* or merely *unholy arrows*. When a vrock does use a melee weapon, it favors two-handed weapons—vrocks who do so often replace their Combat Reflexes feat with Multiattack so as to bolster their secondary natural attacks when fighting with weapons.

A vrock uses *heroism* on itself at the start of any battle, and *mirror image* as soon as it can thereafter; the creature prefers to stay at range at this time, or even teleport away before engaging in battle so it can prepare in peace. A vrock spends the first few rounds of combat attacking different foes as it tries to get surrounded; once it is surrounded, it uses its stunning screech and releases its spores so as to affect as many foes as possible. It generally avoids attacking stunned foes when still-dangerous targets are available. Faced with foes who use weapons capable of penetrating its damage reduction, the vrock is quite fond of using *telekinesis* to disarm weapons. The demon keeps an eye on its foes, and as a battle continues, it does its best to try to keep spores growing on spellcasters or heavily wounded foes.

A vrock doesn't always use its dance of ruin in battle, since it can take too long to matter in some short and brutal conflicts, but given the time (and, ideally, a few other vrocks to help), these demons can use this attack to devastating effect. When outnumbered by more than five to one, a vrock generally teleports away, then teleports back into a vantage point within 100 feet that foes will have difficulty reaching so it can unleash its dance of ruin more safely.

Vrocks often advance in power simply by gaining Hit Dice, but they have also been known to take class levels. Combat-focused classes like barbarian, fighter, and ranger are favored by vrocks, but those who directly serve Pazuzu often become clerics or oracles. A vrock rogue can be absolutely devastating in melee combat if it can combine its sneak attacks with a full-attack action, but most of these demons lack the patience to develop their tactical skills. Regardless of the method by which a vrock increases in power, one curious side effect of such advancement is changes to the way their spores function. The "Demonic Sporulation" sidebar presents three of the more common variant spore attacks; these attacks generally function identically to the typical spore attack save as noted in the sidebar.

Treasure

Vrocks delight in treasure, both of the monetary type and magical gear, but never more so than when they're looting such trophies from creatures they've killed. Some vrocks even follow curious behavior patterns in which they'll abandon old pieces of treasure or trophies,

simply casting aside otherwise valuable goods or pieces of gear, in favor for new trophies from a more recent kill, as if it were the act of claiming a victim's wealth and equipment that delights the hateful demon more than the fact of possession, or as if the longer a vrock owns something, the less that trophy seems to soothe the demon's need for cruelty.

As mentioned above, vrocks generally avoid using melee weapons, but they favor magical ones when they can get them. Their wings and size make finding armor somewhat difficult, and while wearing armor doesn't impact their ability to sporulate, these demons vastly prefer lighter armor unless they have some ability (such as from fighter levels) that reduces the impact of wearing armor on movement. Rings, amulets, and similar worn magic items are often employed, but vrocks are not fond of cloaks—another strange affectation akin to their dislike of heavy armor.

Notable Demons

Vrocks are some of the most ubiquitous of demons, particularly in areas where demonic activity is at its greatest, such as the Worldwound or Tanglebriar.

Oolinlanu, Blood Talon (ranger 12; Research DC 32^C; Dungeons of Golarion 21): While the Whispering Tyrant keeps numerous fiendish minions active throughout his former realms, mostly hidden in old strongholds or ancient fortresses no hero has yet been able to liberate, the greatest of his fiendish minions lurk in his prison of Gallowspire with him. One such fiend is the 20-foot-tall behemoth called Oolinlanu, the Blood Talon. This enormous vrock leads her own roost of oversized vrocks in one of the lower levels of Gallowspire, waiting patiently for the day they might be unleashed unto the world once again. So named for her crimson spores and blood-red claws, Oolinlanu cannot be conjured until the dungeons of Gallowspire are opened. Once this restriction has been lifted, in a dark future in which the Whispering Tyrant once again ravages the world above, Oolinlanu will prefer offerings of valuable works of art that are sacred to the church of Iomedae.

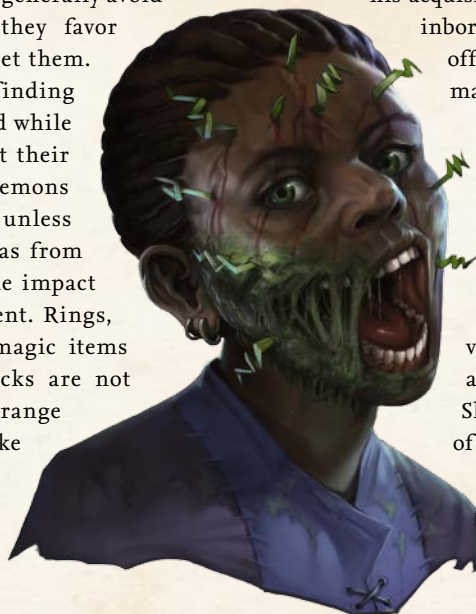
Tarigwydin, The Upstart (14 HD vrock; Research DC 23; Beyond the Vault of Souls 11): Tarigwydin rules an Abyssal town called Taste of Anguish, a sizable settlement located on the shores of a branch of the River Styx where visitors from other planar cities can come to trade with denizens of the Abyss in relative (but hardly complete)

safety. Tarigwydin dwells in the boughs of an immense demonic tree that grows from the town's heart. Rumor holds that Tarigwydin has found a strange and dangerous source of power lodged somewhere deep in the tree—certainly, this vrock possesses unusual spell-like abilities for his kind (such as *chaos hammer*, *power word stun*, *fire storm*, and *blade barrier*), although whether this is due to his acquisition of a powerful artifact or some other inborn trait is unknown. Tarigwydin prefers offerings of finely crafted masterwork or magical tools forged by the axiomites of Axis, which he can then smash and destroy.

Uzuzap, The Mother's Jester (25 HD vrock; Research DC 29^C; Sins of the Saviors 73): For as long as Lamashtu has hated Pazuzu she has tormented him in effigy, and none know this truth more keenly than pitiful Uzuzap, a once-mighty vrock captured by the Mother of Monsters and remade into her insane, capering jester. She named her new pet Uzuzap in mockery of Pazuzu's name, and when she is feeling particularly frustrated or annoyed, it is Uzuzap who knows first. Uzuzap has been horrifically destroyed countless times, only to be remade and given life anew by the Demon Queen so she might further torment the wretched creature.

Uzuzap is a hideous sight indeed, and upon first glance one might think it an undead vrock for all of its horrific wounds and malformed limbs. The mad falchion-wielding vrock no longer remembers anything but pain, and can be conjured to aid the faithful of Lamashtu in battle via *gate* spells. To a worshiper of Lamashtu, no additional sacrifices or offerings are needed, but others must give Uzuzap a vrock for him to torment and destroy if they hope to wrestle anything resembling compliance from him.

Yuz, Scapegrace of the Faceless Sphinx (bard 13, Research DC 28^C): The name of Yuz is known throughout the Abyss as a synonym for miscreant and troublemaker. With his unusually colorful feathers and the spiraling patterns of constantly shifting riddles tattooed into his flesh, Yuz in theory serves as an envoy for Areshkagal, the Faceless Sphinx. Yet the vrock seems to be allowed great latitude in how he carries out Areshkagal's demands, often deliberately drawing out his missions by overcomplicating situations or taking the time to humiliate or mock those he encounters along the way into making unadvisable attacks against him. Yuz takes delight in watching the most calm and collected of countenances shatter under his relentless insults, especially if the breakdown is particularly public.





DEMONIC SPORULATION

As vrocks grow in power by advancing Hit Dice or gaining class levels, the color and nature of the spores that infest their bodies can change. Each of the following variant spore attacks replaces the vrock's existing spores, but does not otherwise increase the vrock's CR—the CR listed for each variant simply lists the minimum CR required before the vrock can gain the variant in question. Other variants not listed here could also exist.

Ebon Spores (CR 11): These spores quickly slither along the victim's body, seeking out eyes and ears and lips in an attempt to grow over these parts of the body. Each round for 10 rounds, the victim must make a Fortitude save (same DC as the vrock's dance of ruin ability) or lose the ability to speak, go blind, or go deaf (determine effect randomly). After 10 rounds, all conditions caused by these spores end.

Pallid Spores (CR 15): A vrock can only release pallid spores once every 5 rounds. Each round these pale gray spores grow, the victim must make a Will save (same DC as the vrock's dance of ruin ability) to avoid becoming dominated by the vrock, as if by *dominate monster*. This effect ends once the spores cease growing in 10 rounds.

Scarlet Spores (CR 18): The vrock can only release its spores once every minute. Scarlet spores take root in the victim's pores and leech willpower and personality away, inflicting 1 point of ability drain from Charisma and Wisdom each round for 10 rounds before sloughing off and causing 1d4 points of Constitution drain (this final effect can be avoided entirely if the spore effect is ended early).

The Misbegotten Prince

This vulture-headed demon has crimson wings and a baleful third eye in his forehead. He is clad in lengths of chain and metal plates, and carries a cruel-looking sword in one hand and a glowing sphere of violet crystal in the other.

UVAGLOR CR 20

XP 307,200

Male advanced vrock oracle 15 (*Pathfinder RPG Bestiary* 69)

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

Init +13; **Senses** darkvision 60 ft., *true seeing*; Perception +41

DEFENSE

AC 34, touch 11, flat-footed 32 (+10 armor, +2 Dex, +13 natural, -1 size)

hp 371 (24 HD; 9d10+15d8+255)

Fort +21, **Ref** +20, **Will** +18

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 20

OFFENSE

Speed 20 ft., fly 50 ft. (average)

Melee +4 *unholy longsword* +34/+29/+24/+19 (2d6+15/17-20), bite +30 (1d8+5), claw +30 (2d6+5), 2 talons +30 (1d6+5)

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

Special Attacks command avian, dance of ruin, spores, stunning screech

Spell-Like Abilities (CL 12th; concentration +19)

At will—*greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 22)

3/day—*dominate monster* (creatures with wings only)

1/day—*heroism*, *mirror image*, *summon* (level 3, 1 vrock 35%)

Oracle Spells Known (CL 15th; concentration +22)

7th (5/day)—*destruction* (DC 24), *insanity* (DC 24), *mass cure serious wounds*, *refuge*, *reverse gravity*

6th (7/day)—*blade barrier* (DC 23), *geas/quest*, *heal*, *mass cure moderate wounds*, *planar binding* (DC 23)

5th (7/day)—*breath of life*, *greater command* (DC 22), *insect plague*, *lesser planar binding* (DC 22), *mass cure light wounds*, *telekinesis*, *unhallow*

4th (7/day)—*confusion* (DC 21), *cure critical wounds*, *dimensional anchor*, *freedom of movement*, *poison* (DC 21), *sending*

3rd (8/day)—*blindness/deafness* (DC 20), *cure serious wounds*, *dispel magic*, *searing light*, *vermin shape I*, *water breathing*

2nd (8/day)—*bull's strength*, *cure moderate wounds*, *death knell* (DC 19), *hold person* (DC 19), *levitate*, *minor image* (DC 19), *resist energy*, *sound burst* (DC 19), *status*

1st (8/day)—*command* (DC 18), *cure light wounds*, *divine favor*, *endure elements*, *entropic shield*, *sanctuary* (DC 18), *shield of faith*

0 (at will)—*bleed* (DC 17), *create water*, *detect magic*, *ghost sound*, *guidance*, *light*, *mage hand*, *mending*, *read magic*, *resistance*, *stabilize*

Mystery outer rifts^{ISM}

STATISTICS

Str 32, **Dex** 21, **Con** 31, **Int** 18, **Wis** 22, **Cha** 24

Base Atk +20; **CMB** +32; **CMD** 47

Feats Blinding Critical, Combat Reflexes, Craft Magic

Arms and Armor, Critical Focus, Extend Spell, Greater Vital Strike, Improved Critical (longsword), Improved Initiative, Improved Vital Strike, Power Attack, Quicken Spell, Vital Strike

Skills Acrobatics +28 (+24 when jumping), Bluff +34, Fly +26, Knowledge (arcana) +31, Knowledge (religion) +31, Perception +41, Sense Motive +33, Spellcraft +25, Stealth +24

Languages Abyssal, Celestial, Common, Draconic, Varisian; telepathy 100 ft.

SQ oracle's curse (haunted), revelations (balefire [2/day], dread resilience, planar haze [3/day], rift weapon [4/day], unearthly terrain [10/day]), third eye

Gear +4 *chainmail*, +4 *unholy longsword*, *crystal ball with telepathy*, *strand of prayer beads*

SPECIAL ABILITIES

Command Avian (Su) Uvaglor gains a +4 racial bonus on the save DC of charm or compulsion effects used against winged creatures.



Third Eye (Su) Uvaglor's third eye sees a few seconds into the future. This grants him a +4 racial bonus on initiative checks and Reflex saves.

In the ancient past, long before the rise of Azlant, during the near-mythical era known to scholars as the Age of Creation, two powerful demons met for the first time and descended to a world in the Material Plane to enjoy a short-lived but violently ardent dalliance in the mortal realm. The planet itself heaved and buckled before their blasphemous passions, thrusting upward to create a rasp-like ridge. The result of this vile union quickened much more quickly than a normal pregnancy, and the spawn of the two demons was birthed even as they continued their frolic. When the demons left the world, they left behind a landscape scarred by their coupling, and a just-whelped fiend of tremendous power and potential that slithered into a deep cave in the ridge to hide and grow.

Certain rare texts on demonology maintain that these two demons were none other than Lamashtu and Pazuzu, and that not long after their meeting their lusts turned to hatred. Today, there is no greater enmity in all the Abyss than the hostility between those two demon lords, and both of their cults deny vehemently that such an encounter as described above could ever have taken place.

And yet, the spawn of that union lived and grew, and in the Age of Anguish it emerged to conquer the Varisians even as they were beginning to recover from their slavery under Thassilon's rule and the devastation of Earthfall. This fiend was Uvaglor, a vrock who possessed a singular third eye in his brow that could see brief glimpses into the future. Uvaglor ruled the Varisians for many years until

the desperate indigenous people invoked Lamashtu's aid in defeating the demon. The Mother of Monsters seemed eager to comply with this request, but as the battle against Uvaglor went on, her minions turned on the Varisians and attempted to destroy them as well. Only the heroics of a priestess of the empyreal lord Ashava, a woman named Sazzleru, saved the people from annihilation and liberated them from Lamashtu's influence while banishing Uvaglor from the Rasp into a nameless prison adrift deep in the Maelstrom.

Uvaglor lives on still, but only recently managed to escape from the nameless prison to return to the Abyss. After gathering his power, he has turned his attention once again to the site of his conception—the Lost Coast of Varisia, formed when the land west of the Rasp fell into the sea. Already he has installed several of his agents, including a mysterious mothman priest known as the Red Bishop, but his actions have attracted the attention of others who would rule this region, and this time, greater eyes than those of mortals look down upon this building conflict. Lamashtu and Pazuzu's interest in the region cannot be denied, and their unknown ultimate plans, as well as Uvaglor's recent secret arrival in the region, portend dark times indeed.

Uvaglor prefers offerings of fine art depicting imagery of Ashava, or of clerics of that empyreal lord—works of art the vrock enjoys befouling and destroying in increasingly creative methods. It's a DC 30^G check to research the Misbegotten Prince.

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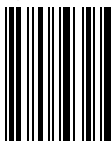
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