

Monsters Unleashed

Volume 5





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ASNAE

Penetrating red eyes study you from the thick canopy of the forest. To the left from where its body should be you see the swish of a long tail.

ASNAE (CR 6; 2,400 XP)

NG Small magical beast (good)

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 18, touch 16, flat-footed 13
(+5 Dex, +2 natural, +1 size)

hp 68 (8d10+24)

Fort +9, **Ref** +11, **Will** +6

OFFENSE

Speed 50 ft.; shadowrunning

Melee 2 claws +14 (1d3-1 plus curse of uncertainty), tail slap +9 (1d4-1)

Special Attacks hypnotic gaze

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

3/day – *blur*, *erie forest* (DC 17), *invisibility*, *phantasmal killer* (DC 18), *shadow conjuration* (DC 18), *wandering star motes* (DC 18)

At-will – *alluring voices* (DC 16), *baleful illusion* (DC 16), *minor image* (DC 16), *misdirection* (DC 16), *ventriloquism*

STATISTICS

Str 8, **Dex** 20, **Con** 17, **Int** 16, **Wis** 18, **Cha** 15

Base Atk +8; **CMB** +6; **CMD** 21 (25 vs. trip)

Feats Improved Initiative, Master of Illusion, Skill Focus (Bluff), Weapon Finesse

Skills Acrobatics +16, Bluff +13, Climb +10, Knowledge (local) +11, Perception +15, Stealth +17;

Racial Modifiers +8 Stealth

Languages Common, Elven, Gnome

ECOLOGY

Environment any

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Curse of Uncertainty (Su) The claws of the asnae carry a supernatural curse (Fortitude DC 16 negates) that inflicts the target with a -4 penalty to all saves vs. illusions and enchantments. The save DC is Charisma-based.

Hypnotic Gaze (Su) *Hypnotism* (8 HD or less), 20 feet; Will DC 16 negates. The save DC is Charisma-based.

Real Illusions (Su) The illusions created by an asnae never have the mind-affecting descriptor

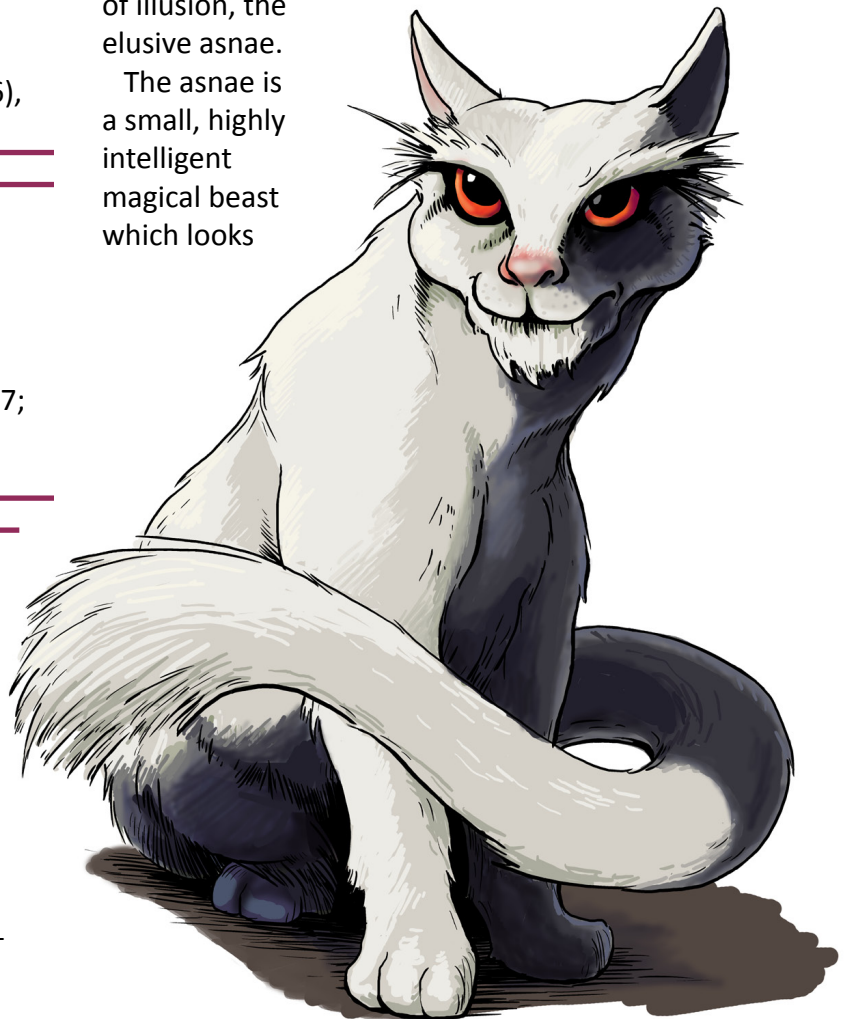
which allows them to target mindless creatures. Additionally, all illusions gain a +2 racial bonus to their save DC.

Shadowrunning (Sp): By stepping into the shadows, the asnae comes close to the Plane of Shadow and can travel up to 1 mile. This power can be used three times a day, and the asnae often use it to flee a lost battle.

The asnae can choose to take as many as two friends with it. These creatures must be small, tiny or diminutive. This ability can only be performed once per day.

The sight of two red eyes in the shadows often frightens the most heavily armored of fighters, especially if it appears that the eyes, and perhaps a mischievous grin, do not seem to be attached to anything! That a nearby gnome will walk into those shadows, wink, and disappear from view along with those eyes bodes not an ill end of that gnome, for she has met with a friend to that race, and a fellow enthusiast of illusion, the elusive asnae.

The asnae is a small, highly intelligent magical beast which looks



somewhat like a cat, though it is much more. The fur of this creature is often an odd color, such as purple, with contrasting stripes, though when in shadow either its fur or stripes seem to become transparent... They have a long, tough tail, and their signature red eyes have a pleasing appearance- to most beings.

Gnomes and asnae have always been kindred spirits, due to their inter-dimensional nature and their interests in illusion magic; good-aligned communities of gnomes will be sure to have asnae close by. A favorite activity of gnomish spell-casters is to cast reduce person and ride on an asnae's back.

The asnae realize they are not particularly dangerous in combat, so they focus on fighting with magic and trickery, taunting their enemies from the shadows, or up in a nearby tree. If the situation looks grim, asnae will not hesitate to flee into the shadows, taking their closest friends with them.

Knowledge (arcana) DC	Lore
16	Asnae are mischievous creatures with some connection to the plane of shadow.
21	The scratch of an asnae renders its victim more susceptible to illusions and enchantments.
26	Asnae will sometimes teach others how to use illusions to fool the mindless.
31	Asnae form loose partnerships with gnomish community leaders. A prosperous and well-protected gnome community always has the assistance of an asnae patron.

MASTER OF ILLUSION (GENERAL)

Your ability to make realistic illusions knows no equal.
Prerequisite: Ability to cast 3rd level illusion spells or spell-like abilities.

Benefit: Your illusion spells are particularly detailed and complete. Viewers do not receive the +4 bonus to disbelieve the illusion, when someone demonstrates to them that the illusion is not real.

Normal: When someone reveals the illusion is not real other viewers gain a +4 bonus to their saving throw.

ALLURING VOICES

School illusion (figment) [mind-affecting]; **Level** druid 2, rook 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 1 round/level (D)

Saving Throw Will disbelief; **Spell Resistance** yes

This spell creates phantasmal voices that call out for the target to follow them. The sounds can be heard by all within 30 ft. of the target, but the spell only directly affects the target. The target is compelled to follow the voices, unless he makes a successful Will save. If the target's life is in danger, meaning that an enemy attacks him, he can suppress the urge to follow the voices and engage in combat instead. If his allies are in danger, he must make a second Will save, as the phantasmal voices try to convince him that they will be okay. If he succeeds at this second save, the spell ends. Furthermore, while influenced by this spell, the target takes a -4 penalty to Perception checks.

The caster directs the voices each round, using a swift action. They can move outside the range of the spell, 30 ft. each round. This spell cannot affect a deafened creature.

BALEFUL ILLUSION

School illusion (phantasm) [fear, mind-affecting];

Level rook 2, sorcerer/wizard 2, witch 2

Casting Time 1 round

Components V, S

Range touch

Target creature touched

Duration 1 round/level

Saving Throw Will disbelief; **Spell Resistance** yes

The target is struck with fear and believes that a superior foe is attacking him relentlessly. If the target fails his Will save, he can only defend himself, which means that for the duration of this spell, the target takes the total defense action.

Every round, the target gets a new saving throw with a +1 bonus, until either the spell ends or he is successful.

EERIE FOREST

School illusion (glamer) [fear, mind-affecting]; **Level** druid 3, ranger 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, DF

Range medium (100 ft. + 10 ft./level)

Target a 60 ft.-radius area of forest

Duration 10 min./level (D)

Saving Throw Will negates; **Spell Resistance** no

With this spell, the caster temporarily enchants a small area of forest so that those walking in it gets an eerie feeling that unnerves them. The trees seem to move and branches seem to grab them. The caster can designate one creature per caster level as safe from this spell, but everyone else in the area must make a Will save or become shaken for the duration of the spell. Creatures of less than 2 HD are not shaken, but frightened instead. Once a creature leaves the eerie forest, the fear effect ends 1d4 rounds later.

Eerie forest can be made permanent with the *permanency* spell.

GNARL

Bone protrusions and hardened plates cover the body of this inhuman monster. Its skeletal face leers down at you seconds before you are snatched into the air.

GNARL (CR 7; 3,200 XP)

NE Large monstrous humanoid

Init +8; **Senses** darkvision 60 ft; Perception +13

DEFENSE

AC 22, touch 14, flat-footed 17

(+4 Dex, +1 dodge, +8 natural, -1 size)

hp 105 (10d10+50)

Fort +8, **Ref** +11, **Will** +7

DR 5/piercing

OFFENSE

Speed 40 ft., climb 30 ft.

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

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

Special Attacks dislocate

STATISTICS

Str 24, **Dex** 18, **Con** 20, **Int** 8, **Wis** 11, **Cha** 6

Base Atk +10; **CMB** +18 (+22 grapple); **CMD** 33

Feats Dodge, Improved Initiative, Mobility, Throw Anything, Wind Stance

Skills Climb +15, Intimidate +11, Perception +13, Stealth +13

Languages Undercommon

ECOLOGY

Environment any mountains or underground

Organization solitary or hunting party (2-5)

Treasure standard

SPECIAL ATTACKS

Dislocate (Ex) When the gnarl would normally deal double damage from a critical hit with its claws it can chose instead to dislocate the opponent's limb and deal normal damage plus 1d4 points of Str.

No Purchase (Ex) When grappling an opponent, the opponent is denied their Strength bonus for the purpose of breaking the grapple.

Additionally, the gnarl can move at full speed while grappling and carrying a Medium or smaller creature.

Travelers that wish to traverse trails through the mountains often have to pay more than the standard rate, due to the secretive presence of the dastardly beast known as the gnarl. About the size of a large horse, a gnarl has thick, scaly skin and a bony exoskeleton that gives it a skeletal appearance.



Gnarls inhabit terrain dominated by cliffs, caves, and ledges, as their favorite method of obtaining food is to nest above a mountain trail and ambush passers-by, grabbing lightly armored creatures with their long, scaly arms, and retreating to their shallow cave lairs for a quick meal. Thus, paths that pass through their territory have a bad reputation and are notorious for disappearances and grisly encounters. Local folklore features bed-tales of the gnarl lurking in the shadows in villages, snatching babies and naughty children who won't go to sleep.

A gnarl prefers to enter combat with the element of surprise, and rarely has the stomach for a stand-up fight in which it is outnumbered, as they typically hunt alone. Ledges and cliffs provide excellent attack points for the beast, as it knows instinctively that two-leggers cannot climb as well as most of its prospective meals can. Even against cautious prey, an opportunistic gnarl has been known to attack caravan scouts and carry them away, retreating against superior numbers. A gnarl's first attack is to strike with both claws, lifting prey to its mouth. Their arms are 12 feet long, on average, which makes it difficult for other defenders to get at the gnarl and help their friend in distress. These 'eat and run' tactics serve the gnarl race well.

The society of the gnarl, such as it is, is cruel and primitive, as gnarls see other races only as food, and their family groups permit only members that provide food for the cave-hold. These families are led by the strongest female, who directs the males to hunt and retrieve prey, casting out females as they reach maturity. It is these females, who wander, searching for a new cave-hold that give rise to the stories of baby-snatching in the villages. Wandering gnarl may also find shelter and a food source in dungeons, using any terrain within to the same advantage of their home in the mountainous cliffs.

Though gnarl do not practice magic of any kind, they do believe in symbolic magic, and gnarl lairs are often decorated with crude art, depicting the hunt, done in blood or charcoal. By drawing pictures of themselves catching their prey, they hope to make the scene a reality. Explorers who examine these cave-drawings and infer the conclusion of man's ancestors may get a big surprise when the artist comes home.

Knowledge (nature) DC	Lore
17	Gnarls are said to be able to tear the arm off an adult man.
22	The hardened skin of the gnarl turn aside slashing blades and pounding hammers.
27	Gnarls strike quickly, picking up weak targets and fleeing into the darkness with them.
32	Gnarls do not practice magic of either a divine or arcane nature.

Purple Duck Note: *Regular customers of Purple Duck Games may recognize the art for the gnarl and the ith'n ya'roo from our new line called Fehr's Ethnology. Perry has been creating new races for us based on existing art. Any resemblance between his races and the monsters in this book are purely coincidental.*

ITH'N YA'ROO

Humanoid in shape, they are typically crouched like apes, with heavy white fur, large fangs and claws, gnarled horns and bearish features.

ITH'N YA'ROO (CR 5; 1,600 XP)

LE Large monstrous humanoid

Init +1; **Senses** darkvision 60 ft., scent; Perception +13

DEFENSE

AC 18, touch 10, flat-footed 18
(+1 Dex, +8 natural, -1 size)

hp 66 (7d10+28)

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

Resist cold 10

OFFENSE

Speed 40 ft.

Melee reinforced bone greataxe +12/+7 (3d6+9/x3)
or 2 claws +12 (1d6+6)

Ranged reinforced bone javelin +7 (1d8+6)

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

Special Attacks berserker rage

Spell-Like Abilities (CL 7th, concentration +8)

At-will – *magic weapon, reinforce armaments*

STATISTICS

Str 22, **Dex** 12, **Con** 19, **Int** 11, **Wis** 16, **Cha** 13

Base Atk +7; **CMB** +14 (+16 sunder); **CMD** 25 (27 vs. sunder; 29 vs. bull rush, drag)

Feats Cleave, Great Cleave, Improved Sunder, Power Attack

Skills Acrobatics +1 (+5 balance, +5 jump), Intimidate +11, Perception +13, Sense Motive +10, Survival +13;

Racial Modifiers +4 Acrobatics check to balance

Languages Ith'n Ya'roo

ECOLOGY

Environment cold hills or mountains

Organization solitary, hunters (2-5), tribe (4-16 plus 1, 3rd-level oracle and 1, 5th-level ranger)

Treasure standard

SPECIAL ABILITIES

Berserker Rage (Ex) Ith'n ya'roo as a free action can enter a berserker rage for 14 rounds per day. During this rage, the Ith'n ya'roo gain a +4 morale bonus to Strength and Constitution, as well as a +2 more bonus to Will saves. Any attacks made with natural or manufactured weapons deal an additional 1d8 points of cold damage. The Ith'n ya'roo suffers a -2 penalty to Armor Class.

Firm Grip (Ex) Ith'n ya'roo have spent so much time traversing ice and treacherous terrain that it no longer feels slippery or unsteady under their feet. They gain a +4 racial bonus on Acrobatics checks concerning balance as well as a +4 racial bonus to resist bull rush and drag attempts.

The Ith'n ya'roo are a proud and barbaric arctic race. Fully upright, most Ith'n ya'roo would stand about 9 feet tall, however their posture lowers them almost 2 feet. Their weapons are always carved out of the remains of their fallen enemies. This is a matter of pride to the Ith'n ya'roo, and they use no other weaponry, except their claws. Ith'n ya'roo are savage and temperamental, not trusting outsiders or foreign ideas.

Despite their xenophobia, the Ith'n ya'roo have a passion for two products not of their own make: red wine and gold. They trade with other races for these two precious commodities, but only with select individuals. Typically the Ith'n ya'roo trade carved bone or ivory items, although some tribes have been known to

trade glacier beast hides and horns.

Ith'n ya'roo have their own language, although it does not have a written form, and they rarely learn another race's language unless they deem the entire race intelligent.

Ith'n ya'roo society is shamanic, tribal, and nomadic. They live in villages of mobile tents, which they cart across the arctic landscape, following the path of food through the seasons. Due to the lack of trees in their lands, all of their belongings, including their homes, are made from either bone or hide.

Ith'n ya'roo villages are led by a council of elders, who decide the laws and the judgments, and command the movement of the village. The four eldest Ith'n ya'roo in the village as well as the eldest shaman are the only ones eligible to sit on the council. Each village is considered a separate nation and has its own laws and customs. Villages often clash over prime hunting territories, especially in times of shortages.

Ith'n ya'roo have unusual ideas about



what constitutes intelligence in other races. Generally, ith'n ya'roo believe all other beings are animals, and should be treated as such. Certain foreign individuals may prove themselves intelligent to the ith'n ya'roo, but this has no bearing on how the ith'n ya'roo treat other members of the race. Typically, anyone who can provide the ith'n ya'roo with gold or wine and who can prove themselves in battle is treated as intelligent, and is considered a potential trading partner.

Ith'n ya'roo youth must prove themselves in the hunt. Often large bands of ith'n ya'roo wait at a distance and watch as a young warrior attacks alone. Survivors are considered of age, and are entitled to take a mate. The most revered and honored prey of the ith'n ya'roo is the terrible glacier beast. Glacier beasts are never faced alone. Anyone helping to defeat one of these monsters is highly elevated in status, and can marry multiple mates.

Ith'n ya'roo are excellent craftsmen of bone, and often create beautiful objects of art, sometimes on a large scale. The shamans of a village are typically the most skilled carvers, and these works of art are commonly used in their religious rites. The most powerful shamans are able to enchant bone items with magical properties, sometimes trading them for enormous shipments of wine and gold. Ith'n ya'roo religion involves ritualistic worship of animal gods as well as of the land itself. Other magic and religions are viewed as evil, and are destroyed whenever encountered.

Knowledge (nature) DC	Lore
15	Arctic beastmen waste nothing from the prey they kill.
20	Arctic beastmen are not immune to cold nor do they fear fire.
25	Upon reaching maturity, an arctic beastman must slay a glacier beast to be considered valuable to the tribe.
30	It is said that the most revered artifact possessed by the Ith'n Ya'roo is a legbone from the God of the Hunt's elk.

REINFORCE ARMAMENTS

School transmutation; **Level** cleric 1, magus 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S, M/DF (a metal pin)

Range touch

Target one armor suit or weapon touched

Duration 10 minutes/level

Saving Throw Will negates (harmless, object);

Spell Resistance yes (harmless, object)

You reinforce a weapon or armor suit to give it a temporarily upgrade or mitigate the fragile quality. A suit of armor or weapon touched that has the fragile quality is not considered to have the fragile quality for the spell's duration. Normal armor suits or weapons subjected to this spell instead gain the masterwork quality for the spell's duration and their hardness is doubled. If this spell is cast on masterwork or magical armor or weapons, their hardness is doubled for the duration of the spell.

MEZADEVS

You see a horned humanoid dressed in a tattered, hooded dark green robe. The bloody carcass of a goat hangs from the creature's left claw. It waits in the middle of the forest road, almost daring you to enter its domain.

MEZADEV (CR 11; XP 12,800)

LE Medium fey

Init +8; **Senses** forest sight 100 ft., low-light vision; Perception +33

DEFENSE

AC 25, touch 15, flat-footed 20 (+4 Dex, +1 dodge, +10 natural)

hp 153 (18d6+90)

Fort +10; **Ref** +15; **Will** +15

DR 10/cold iron or magic; **Immune** disease, poison;

Resist acid 10, cold 10, electricity 10; **SR** 22

OFFENSE

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

Melee gore +15 (2d6+5), 2 claws +15 (1d8+5)

Special Attacks bag of allies, powerful charge (+17, 2d6+7)

Spell-like Abilities (CL 18th, concentration +22):

At will—*darkness*, *dominate animal* (DC 17), *entangle* (DC 16), *hold animal* (DC 16), *plant growth*, *summon nature's ally III*

3/day—*blight* (DC 18), *command plants* (DC 18), *contagion* (DC 18), *spike stones* (DC 19) *wall of thorns*
1/day—*animate plants*, *control plants* (DC 22), *control weather*, *shambler*, *summon nature's ally IX* (elder earth elemental only)

STATISTICS

Str 21, **Dex** 19, **Con** 18, **Int** 15, **Wis** 19, **Cha** 19

Base Atk +9; **CMB** +14; **CMD** 29

Feats Alertness, Combat Casting, Dodge, Improved Bull Rush, Improved Initiative, Spell Focus (transmutation), Toughness, Weapon Focus (claw), Weapon Focus (gore)

Skills Acrobatics +25, Climb +26, Fly +2, Knowledge (geography) +23, Knowledge (nature) +31, Perception +33, Stealth +29 (+37 in forests), Survival +33, Swim +26; **Racial Modifiers** +8 Knowledge (nature), +4 Perception, +4 Stealth, (+8 in forests), +8 Survival

Languages Common, Sylvan

SQ trackless step, woodland stride

ECOLOGY

Environment cold or temperate forests

Organization solitary

Treasure double

SPECIAL ABILITIES

Bag of Allies (Su) A mezadev carries a leather sack from which it can draw an animal ally. The ally serves the mezadev to the best it is able. Using this ability is a swift action and the ally summoned is chosen from the list of creatures on the list of those summoned using *summon nature's ally V*. The bag becomes useless if no longer in a mezadev's possession.

Forest Sight (Ex) The mezadev's innate connection to the wooded realm grants it blindsight out to a range of 100 ft. whenever it is in a forested area.

The forests of the world are continually taken for granted by the beings that use them, and, indeed, by the beings that abuse them. Whole domains of green have been wiped out by the constant urge to expand, to build, and to clear the skies for the contemplation of cold progress. Treants shepherd the trees as best they can, fairies play tricks and keep superstitious woodsmen away, forest elves create ecological treetop domains- and still, the trees fall.

Sometimes these forests are domains of spirits of nature that demand total control and dominion, uncaring for the niceties of society and civilization,

only seeing the need for blood sacrifice to fuel the natural order of things. Sometimes, in these dark and primordial forests, when a tree falls, something does hear- the mezadevs. Mezadevs embody this irresistible power of nature and the dark woods, power gone beyond balance into the realm of domination, of aggression, of pacts made in blood with dire consequences and prices to pay. Mezadevs have supernatural power over every living

thing in their territory, from bushes and roots to wild beasts. Those



crossing the mezadevs must be prepared to fight against an entire evil forest geared to their destruction.

The appearance of a mezadevs evokes the Old Gods forgotten by man; a tall, rangy humanoid with rough brown skin and the horns of stag. Its eyes are those of a beast as well, glowing with an unearthly red light. Negotiation with a mezadevs is difficult, as it brooks no opposition to its dominion, and has the divine power, especially in the area of summoning, to back it up.

Rather than entering combat personally, a mezadevs prefers to use its magical abilities to cause nature itself to attack and destroy its opponents. It also enjoys many offensive magical abilities, which it can directly use in combat before having to resort to melee.

Knowledge (nature) DC	Lore
21	Mezadevs are territorial creatures who do not take kindly to the intrusion of outsiders.
26	Mezadevs carry a magical bag filled with terrible allies like cyclopes, ettins, dire lions and manticores.
31	Though seemingly earthbound, a mezadev threatened with death can take to the air to escape opponents.
36	Sonic and fire attacks have full effect on the mezadev if they can slip past its spell resistance.

STRIGA

As the illusion of beauty falls away, the true monstrous visage of this creature takes shape. Still clearly female, large devilish wings extend from her back which her hands and claw end in sharp talons.

STRIGA (CR 3; 800 XP)

LE Medium outsider (evil, extraplanar, lawful)

Init +3 [Dex]; **Senses** darkvision 60 ft., *trueseeing*; Perception +13

Aura truthspeaker (20 ft. radius)

DEFENSES

AC 16, touch 14, flat-footed 12 (+3 Dex, +1 dodge, +2 natural)

hp 37 (5d10+10)

Fort +3, **Ref** +7, **Will** +5

DR 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 14

OFFENSE

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

Melee 2 claws +8 (1d6+3 plus poison)

Spell-Like Abilities (CL 5th; concentration +8)

constant – *true seeing*

3/day – *invisibility* (self only)

1/day – *expeditious retreat*, *knock*

STATISTICS

Str 16, **Dex** 17, **Con** 14, **Int** 11, **Wis** 12, **Cha** 17

Base Atk +5; **CMB** +8; **CMD** 22

Feats Deceitful, Dodge, Skill Focus (Stealth)

Skills Bluff +13, Diplomacy +11, Disguise +13,

Perception +9, Sense Motive +9, Stealth +14

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

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

ECOLOGY

Environment any (Hell)

Organization solitary or conspiracy (2-5)

Treasure standard

SPECIAL ABILITIES

Poison (Ex) Injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d2 Str damage; *cure* 1 save

Truth Speaker (Su) Striga can emanate an aura of truthfulness that acts as a *zone of truth* as a free action. Creatures within this zone are not aware of it nor do they receive a save or spell resistance against its effects. Striga are not, themselves affected by this zone.

The Lords of Hell are gluttons for information, as they know that knowledge is power. At the same time, the Hierarchy of Hell often makes for untrustworthy spies, as those underlings that obtain information for the Infernal Bureaucracy may simply use it for their own ends. To circumvent this situation, certain of the Lords utilize the striga, (plural strigae) a magically tortured and altered mortal woman, as an agent among mortals on the Material Plane.

These beings are recruited from the various mortal cults that seek the Power Infernal, and rarely is the call refused. The process, administered by a summoned infernal practitioner, drives the subject insane and suicidal about half of the time, but those that survive find their bodies and senses altered.

Scalped and blinded, with black-feathered wings, the strigae see the world in a new way, with an implanted magic construct for an eye, in the back of their skull. This eye gives a striga true seeing, whispered in awe among cultists as able to see truly into the heart of all mortals.

Strigae serve as mission-oriented spies for various Hellish leaders, and in that capacity also belong to and lead cells of cultists, or small groups of commandos, acting as their eyes and ears. As they have extensive powers of disguise and deception, they are well suited for their purpose, and woe betide those who let slip traitorous thoughts around them, even on the smoking plains of the Nine Hells.

Knowledge (planes) DC	Lore
8	Strigae love to sow dissent among friends with her truth speaking power.
13	Though they possess many of the resistances and immunities of devils, the strigae are not true devils.
18	Strigae may not enter a building protected by an incantation bowl.
23	Strigae will often kill and replace single women in settlements to more easily blend in.

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