



VILE IDOLS

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Sidebars



VILE IDOLS

Idols exist in many cultures, even if you don't recognize them. A bronze bull, a triangle with inset eye, a malformed human body; all of these are representations of ideas worshipped in some way or another. But even among these symbols there exist ones with ties to dark forces and old ways. These vile idols draw power from primal influences, like darkness, the cold, and even blood.

Vile idols are essentially intelligent artifacts, and these three examples expand on the concept of [idols in the *Pathfinder Roleplaying Game*](#) that hold power and influence, either from absorbing dark energy, or channeling it.

GRINNING DEMON

Aura strong (all schools); **CL** 20th; **Weight** 2,000 lbs.

Alignment neutral evil; **Senses** 120 ft.

Attributes Intelligence 14, Wisdom 12, Charisma 16; **Ego** 15

Language speech (Common, Aklo)

The Grinning Demon is an aptly named stone gray statue that is as thick as it is tall, encompassing a robust looking demon with a grotesquely large face. Its tongue is rough to the touch, and is often stained red.

The statue imposes a great depression on all that stray towards it, and further compels those it influences to worship it, to give them short bursts of joy. This cycle of joy and sadness causes an intense addiction that lasts until people starve from constantly worshipping the idol. The idol will usually compel some creatures to stay away so that they can lure new victims.

The statue is hearty (hardness 14, 520 hp, break DC 45).

The Grinning Demon can affect creatures within 200 feet with the effects of the *enthrall* and *cause fear* spell once per day each. These effects require a Will saving throw against a DC of 15.

DESTRUCTION

The Grinning Demon loses potency when it runs out of victims. When it is desperate enough to turn on its remaining victims, it becomes weak and vulnerable. During that time, if a great and truly joyful party is held within its radius of influence, the statue's grin becomes a frown, and its power becomes inert for all time.

FIERCE FETISH DOLL

Aura strong (all schools); **CL** 20th; **Weight** 5 lbs.

Alignment chaotic evil; **Senses** 60 ft., darkvision

Attributes Intelligence 10, Wisdom 10, Charisma 10; **Ego** 12

Language speech (Common, Abyssal)

This idol takes the shape of a grim looking fetish doll, wearing a fierce face, wiry hair, a loincloth and miniature spear. The doll appears nearly demonic, with teeth filed to sharp points. Despite being crudely made, the doll's countenance is disturbing to most sensibilities.

The Fierce Fetish Doll often preys upon unsuspecting creatures that take the doll with them, thinking it to be a trinket of interest. The doll awakes when the victim is sleeping, and murders their temporary owner, only to go inert and be recovered by one of its few willing worshippers until the process is repeated.

The Fierce Fetish Doll is fragile (hardness 7, 20 hp, break DC 13) and is normally kept carefully guarded in an underground catacomb, though it may be nearly anywhere after killing a new victim.

The idol can animate as per the *animate objects* spell (treat as a tiny animated object from the *Pathfinder Roleplaying Game: Bestiary*). The idol also has a total of +5 to Stealth checks, and +5 to Perception checks.

DESTRUCTION

If the *Fierce Fetish Doll* is damaged, the doll becomes weak and inert for 1 week. Within that week, if the doll is played with by a truly innocent child, it falls apart and can never reanimate.

SACRIFICIAL ROOM

Aura strong (all schools); **CL** 20th; **Weight** Incalculable

Alignment neutral good; **Senses** 120 ft.

Attributes Intelligence 16, Wisdom 18, Charisma 10; **Ego** 15

Language speech (Infernal)

Rather than a single idol, *Sacrificial Rooms* are all too common, a natural development of the darkest places of humanoid suffering like torture chambers, ritualistic murder rooms, or even a common basement regularly used for the darkest of deeds. Some rooms are made to look like the object of worship, while other rooms merely have some kind of makeshift shrine that marks the presence of the idol's influence.

A *Sacrificial Room* gathers cultists that wish to worship dark powers, acting as a surrogate force that thirsts for blood.

A room is incredibly difficult to damage (hardness 10, 460 hp, break DC 60) and is usually guarded by at least a dozen cultists.

A *Sacrificial Room* can actually grant spells as a dark deity does to 1d4 priests. It can target creatures within 200 feet with the effects of the *enthrall* and *cause fear* spell once per day each. Finally, it can bolster its worshippers once per day with the effects of the *heroes' feast* spell.

There are three days during the year when the stars are right in which the *Sacrificial Room* can actually grant a form of immortality to its favored worshippers, for as long as they worship the idol. While within 1 mile of the idol, these selected worshippers do not age; do not need to eat, drink, or breathe; and do not suffer any ill effects from extreme heat or extreme cold. The power of immortality is typically granted to those worshippers that also receive priestly powers from the idol, as long as they do not invoke its wrath.

DESTRUCTION

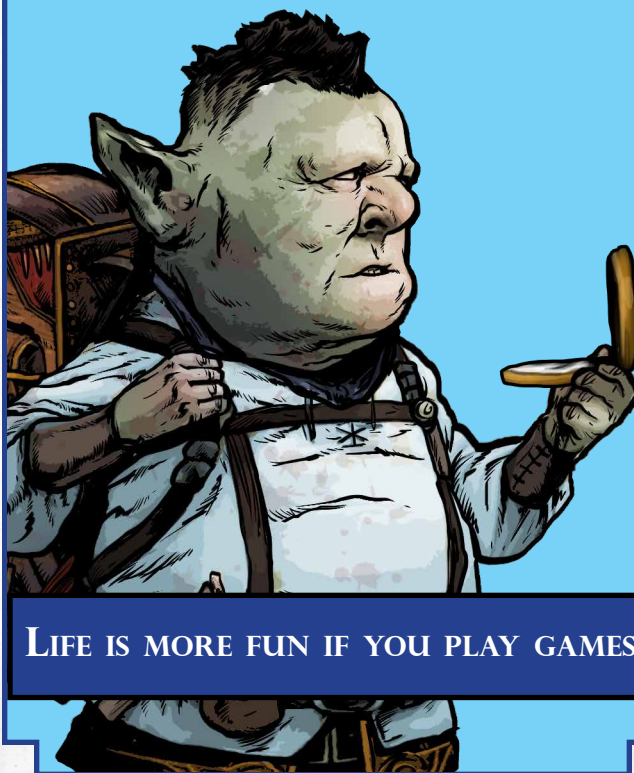
If the building and walls that made up a *Sacrificial Room* are destroyed, and it is subject to a *hallow* spell for 1 year, the *Sacrificial Room* ceases to function and is permanently destroyed at the end of that year.

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