# **ADVENTURE PATH PLUG-INS**

# Unrighteous Villains

BY TODD STEWART, NICOLAS LOGUE, CLINTON IS BOOMER, AND ALISTAIR RIGG

AIRY

ATHFINDER BOLLEPLAVING BAME COMPATIBLE

# Unrighteous Villains

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**Special Thanks**: Erik Mona, Lisa Stevens, James Jacobs and the Paizo staff, and to all the authors of the amazing Wrath of the Righteous Adventure Path!

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# WRAT YOU WILL FIND INSIDE UNRIGHTEOUS VILLAINS

This product contains monsters. Complete monsters. I don't mean just the fact that they are not human, although certainly many of them are the fiendish spawn of the deepest pits of the lower planes. I mean ALL of them are completely rotten, vile, awful, vicious, conniving, underhanded, perverse, depraved, double-dealing, backstabbing, lying, cheating rat-bastard scum. These aren't monsters just because they're hungry and want to eat the heroes; they want to destroy every noble thought and impulse they ever had, to pollute the springs of righteousness that bring hope and joy, leaving nothing but desolate wells of wickedness in their wake. These villains are the stuff of nightmares, borne from the fervid imaginings of a quartet of talented authors and designers and rendered in disturbing detail by our amazing artists. Some of these villains are borne out of perverted passion and odious obsession, from a paladin fallen far below the pale for sake of shame, despair, gluttony, and lust,

to a quiet voice clinging to the shadow of innocents and their innocence. Some are capricious, from a gun-fighting seductress to a faux-ascetic wanderer-cum-master of the martial arts. Still others are devious and calculating, calling down false angels that mock the heavens, plotting their return to greater power, or turning individual lives or entire families into their private playgrounds. As fodder for simple encounters, they offer challenges from CR 9 to 16, but more importantly each provides a story and motivation that provides a foundation for entire adventures and arcs that can span a campaign. Every one presents a different face of chaos and evil, but each offers a wealth of possibilities to enrich a game where the corrupting draw of the nether realms threatens to pull every hero into the figurative (if not literal) abyss.



# Velcome to Adventure Patr Plug-Ins

This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with Paizo's Pathfinder Roleplaying Game. When you see the "Adventure Path Plug-In" logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they are designed to be easily incorporated into your home game regardless of what campaign you may be running.

# **Γ**εν, Ψπατ'ς Ψιτη της Adventure Path Plug-In?

You will see us use phrases such as "Righteous Crusade Adventure Path" instead of the title of the 13th adventure path published by Paizo Publishing, LLC, covering issues #73 to 78. Or, you may see us use names such as the "Demon Lands," the "Crusader Stronghold," the "Goddess of Valor," or the "God of Nature" instead of the proper names of specific characters or places from those adventures or gods from the world setting. While we can create compatible products under the Open Game License, we still have to be respectful of certain content Paizo owns. Because we want to be very respectful of their content and work in partnership with them, we use these "replacement phrases." Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection. So, enjoy these pregenerated characters for use in your "Righteous Crusade Adventure Path," helping to tame the "Demon Lands." See, that wasn't so hard, was it?

# SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official <u>Pathfinder</u> <u>Reference Document</u> as well as <u>d20PFSRD</u>. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized. Where appropriate, some links are also marked with a superscript to indicate the hardcover rulebook source for the rules in question, as follows:

APG = Pathfinder Roleplaying Game Advanced Player's Guide UC = Pathfinder Roleplaying Game Ultimate Combat UM = Pathfinder Roleplaying Game Ultimate Magic

# Unrighteous Villoins

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## CRE BOUND FORROR

Ertequete of Jund Hand?	
(THE BOUND HORROR)	CR 11

#### XP 12,800

Male quasit-bound unique demon sorcerer 10 CE Tiny outsider (chaotic, demon, evil, extraplanar) **Init** +7; **Senses** darkvision 60 ft.; Perception +8

#### DEFENSE

**AC** 17, touch 15, flat-footed 14 (+3 Dex, +2 size, +2 natural)

**hp** 64 (3d10+10d6+13); fast healing 2

**Fort** +5, **Ref** +9, **Will** +11

Defensive Abilities bound form, unusual anatomy;
 DR 5/good or cold iron; Immune electricity, poison, polymorph; Resist acid 10, cold 10, fire 10

#### OFFENSE

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

**Melee** bite +13 (1d4–2) and 2 claws +13 (1d3–2 plus poison)

**Space** 2.5 ft.; **Reach** 0 ft. (5 ft. for melee touch attacks) **Special Attacks** acidic ray, long limbs

- **Quasit Spell-Like Abilities** (CL 6th; concentration +8) Constant—nondetection, true seeing
- At will—detect good, detect magic, invisibility (self only), telekinesis

1/day—cause fear (30 ft. radius, DC 13)

- 1/week—commune (six questions), plane shift (DC 17)
  Sorcerer Spell-Like Abilities (CL 20th; concentration
  +22; +13 ranged touch)
- 5/day—acidic ray (30 ft., 1d6+10 acid, 5/day)
- Sorcerer Spells Known (CL 20th; concentration +22) 5th (3/day)—baleful polymorph (DC 17)
  - 4th (5/day)—black tentacles, dimension door, phantasmal killer (DC 16)
  - 3rd (6/day)—fireball (DC 15), slow (DC 15), suggestion (DC 15), tongues
  - 2nd (7/day)—detect thoughts (DC 14), hideous laughter (DC 14), knock, scorching ray, see invisibility
  - 1st (7/day)—charm person (DC 13), color spray (DC 13), enlarge person (DC 13), grease (DC 13), magic missile, ray of enfeeblement (DC 13)
  - 0 (at will)—arcane mark, bleed (DC 12), detect magic, light, mage hand, mending, prestidigitation (DC 12), read magic, touch of fatigue (DC 12)

**Bloodline** aberrant

#### TACTICS

- **Before Combat** The Bound Horror uses its *invisibility* spell-like ability and casts *see invisibility*.
- **During Combat** The Bound Horror uses its Flyby Attack feat to target enemies with its spells and then return to cover.
- **Morale** The Bound Horror follows the wishes of its mortal master.

#### **STATISTICS**

#### **Str** 6, **Dex** 16, **Con** 13, **Int** 17, **Wis** 12, **Cha** 15 **Base Atk** +8; **CMB** +9; **CMD** 17

- **Feats** Eschew Materials<sup>B</sup>, Flyby Attack, Greater Spell Penetration, Improved Initiative, Magical Aptitude, Silent Spell<sup>B</sup>, Spell Penetration, Weapon Finesse
- **Skills** Bluff +28, Fly +21, Intimidate +18, Knowledge (arcana) +27, Knowledge (history) +19, Knowledge (planes) +29, Knowledge (religion) +17, Linguistics +19, Perception +8, Spellcraft +31, Stealth +17, Use Magic Device +29
- Languages Abyssal, Celestial, Common, Draconic; telepathy (touch)
- **SQ** bloodline arcana (aberrant), constrained power, immortal regeneration

#### **SPECIAL ABILITIES**

**Bloodline Arcana (Aberrant)** Whenever the Bound Horror casts a spell of the polymorph subschool, increase the duration of the spell by 50% (minimum 1 round).

- **Constrained Power (Ex):** Externel & With CRV is denied much of its actual power, but gains nondetection, plane shift, telekinesis, and true seeing as spell-like abilities. In addition, it is treated as a 20<sup>th</sup> level sorcerer when determining caster level and caster level based effects. It is limited in the usage of its spells, such that it cannot cast them at full effect unless specifically asked or commanded by the mortal to which it is bound (a free action on its master's turn, as long as the orders are not too complex). If the Bound Horror casts spells on its own, it cannot cast spells above 3rd level and its caster level is reduced to 6th. Its spell-like abilities are not bound by this restriction. The Bound Horror gains a +10 competence bonus to all Intelligence and Charismabased skill checks.
- Immortal Regeneration (Su): If killed, Egettacet & Swort and the second states within 1d12 hours next to its mortal owner, fully healed and without any previously gained conditions or effects. Only with the death of the

mortal to whom it is bound, a *banishment* or the use of a *wish* is its tether to its bound mortals severed.

- Poison (Ex) Claw injury; save Fortitude DC 13; frequency 1/round for 6 rounds; effect 1d2 Dexterity; cure 2 consecutive saves.
- **Unusual Anatomy (Ex)** The Bound Horror has a 25% chance to ignore any critical hit or sneak attack scored against it.

"I want to hurt you. I want to see you suffer. I want to watch your loved ones burn alive with the crackling of flames drowned out by screams and begging and prayers spoken far too late. But alas, my mistress will not allow it. In fact, she says that I must obey you, pitiful mortal wretches that you are. So... what would you have of me?"

#### - Egeteracet & wwweller?

Outwardly, the entity known as Teraccg p nmvczy appears fairly mundane: a quasit with broken, singed wings, a mottled green and violet hide, a pair of golden spectacles, and a tendency to glare at his would-be masters and snicker at some unvoiced joke. It is not a quasit. No pronunciation of this creature's name exists that does not induce physical agony in mortals. It roughly translates as "I am nothing, but I am one of many, and by the will of the 1<sup>st</sup> Majestrix

of the Lake of Screaming Flesh, this sliver of me suffers."

A fragment of a much greater demon, Teraccg p nmvczy, long ago ran afoul of a rival archfiend who forcibly loans its services to mortals that draw its attention. Denied its freedom and original power, Teraccg p nmvczy refuses to discuss the particulars of its past and what could roughly be described as its imprisonment and diminishment. But by its own admission, it only desires to help those it follows: those who find themselves bound to it whether they desire its presence or not.

> Mortals typically encounter him after killing a large number of demons or cultists loyal to a specific demon lord. In response, like an

unexpected and unasked for reward –it- arrives. It comes when they least expect it, even within a properly warded or protected location where such things shouldn't happen. The ambient light dims, animals whine or panic, and a soft susurrus of whispers and distant agonized screams fills the air for a split second and then vanishes, leaving only a small, smiling quasit in the center of a patch of burned ground. It smirks and bows, and thanks its newfound friends on behalf of its Abyssal master. Whether these mortals want it or not, they've just been gifted it. Getting rid of it isn't as easy as just leaving it behind or killing it outright.

Beneath its constant complaints and insults, unvoiced thoughts and plans forever grind away on the blood-soaked gears of its mind. It perpetually seeks to bring misery to its mortal masters, despite being bound to them and unable to harm them directly. However it can, it will make them suffer, and its advice must be taken with extreme caution. "Remove this rune and mark the third in the sequence with an additional symbol as I sketched in the dust." Such advice might be true, or it might trap them with no hope of rescue, or summon hostile guardians. "Two days journey from here you'll come across a portal. I can provide you with the key, and it will transport you inside the wizard's tower with him none the wiser. Would I lie about such things bound as I am?" In reality, the portal might empty into the Abyss or somewhere equally dangerous. If it does nothing directly if all the danger occurs as a result of its erstwhile masters' actions- the fiend has done nothing to violate its bindings.

In the end, mortals gifted/cursed with Teraccg p nmvczy find themselves with a powerful, exceedingly knowledgeable creature that grudgingly obeys direct orders, but loathes and despises them. It refuses under most circumstances to define its capabilities except when doing so would serve its true Abyssal master or satisfy its own malicious whimsy. It is a risky asset, an unwilling ally, and a leash or anchor stone.

#### **ADVENTURE HOOKS**

 Like an unwanted, unwelcome birthday present, the Bound Horror simply appears in the middle of the PCs camp at daybreak, staring at them with frustrated disdain. It makes no attempt to defend itself if attacked, but reappears the next morning in precisely the same manner, and keeps doing so until allowed to explain that it's there on behalf of an unnamed Abyssal lord to aid them as they approach a nearby city recently fallen to cultists of Baphomet. "You don't have a choice, because -I- don't have a choice." Disdainful and aloof, it doesn't win any friends, but it does prove immensely helpful in providing knowledge and if asked, direct aid with its spellcasting abilities. But is it actually there to help, with the PCs beneficiaries to the internecine wars of Abyssal politics? Or does it intend to betray them at some key moment?

• A town has been under assault by the risen dead for a fortnight as punishment for failing to pay a local necromancer his monthly protection-tribute. The town offers the PCs tribute and more if they can stop the mad wizard, but as they near his tower, the undead fall to the ground, their animating force snuffed like a candle. Inside the tower they find the necromancer dead, his throat torn out, with what they initially think is his blood-faced quasit familiar sitting, bored, atop his corpse. "Now that I have your attention, perhaps you'll hear me out." The "quasit" explains its unique nature and offers its services in exchange for the PCs helping to release it from its corporeal prison, whatever that might take.

• A group of adventurers in the catacombs beneath a large city discover a box sealed within the tomb of a high priest of an unknown deity. One of the adventurers opens the box and releases the Bound Horror. Sealed away for centuries, it offers one of the adventurers -a man who spent a decade in the city dungeons for a crime he did not commit- the moon and stars in exchange for specifically giving it permission to destroy the city above. Thinking it a jest from such a minor fiend he laughing agrees, having no love lost for the city or its rulers, but realizes his mistake when the Bound Horror vanishes and begins to lay waste to the city, screaming curses at mortals long dead and its rivals in the Abyss. The fools that unleashed it claim that it was only a quasit. Clearly however that is not the case.

### Koyo-shojaxus

#### **KOYO-SHOJAXUS**

#### CR 13

XP 25,600

Male babau monk (martial artist <sup>UC</sup>) 7

CE Medium outsider (chaotic, demon, evil, extraplanar) **Init** +3; **Senses** darkvision 60 ft., *see invisibility*; Perception +29

#### DEFENSE

**AC** 29, touch 21, flat-footed 25 (+3 Dex, +2 deflection, +1 dodge, +5 monk, +8 natural) **hp** 160 (7d10+7d8+91)

Fort +16, Ref +13, Will +11

**Defensive Abilities** evasion, physical resistance, protective slime; **DR** 10/cold iron or good; **Immune** electricity, fatigue, poison; **Resist** acid 10, cold 10, fire 10; **SR** 17

#### **OFFENSE**

#### Speed 50 ft.

Melee unarmed strike +21/+16/+11 (1d8+9), bite +19 (1d6+5), 2 claws +19 (1d6+5) Ranged mwk cold iron shuriken +16/+11/+6 (1d2+8)

Special Attacks flurry of blows, sneak attack +2d6, stunning

fist (8/day, DC 22)

**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 at 40%) TACTICS

- **Before Combat** Koyo-shojaxus uses his Nightmare Weaver feat to debilitate his enemies.
- **During Combat** Koyo-shojaxus uses his exploit weakness ability whenever possible to enhance his attacks, and prefers to fight in areas of magical darkness, employing a combination of grapples and stunning fists to swiftly take his opponents down.
- **Morale** Koyo-shojaxus teleports to safety if reduced to less than 40 hp, or if it becomes obvious that his opponents are too powerful for him.

#### **STATISTICS**

- **Str** 26, **Dex** 17, **Con** 22, **Int** 14, **Wis** 19, **Cha** 14 **Base Atk** +12; **CMB** +22 (+27 grapple); **CMD** 41 (43 vs. grapple)
- **Feats** Combat Reflexes, Dodge, Greater Grapple, Improved Grapple, Improved Unarmed Strike, Multiattack, <u>Nightmare Fist<sup>UC</sup>, Nightmare Weaver<sup>UC</sup></u>, Power Attack, <u>Rapid Grappler<sup>UC</sup></u>, Stunning Fist, <u>Stunning Pin<sup>UC</sup></u>
- Skills Acrobatics +20 (+28 jump, +22 in magical darkness), Bluff +19, Climb +22, Heal +7, Intimidate +19 (+21 in magical darkness), Perception +29, Sense Motive +21, Stealth +28; Racial Modifiers +8 Perception, +8 Stealth

Languages Abyssal, Celestial, Common; telepathy 100 ft.SQ exploit weakness, fast movement, high jump, maneuver training, pain points

**Combat Gear** adamantine headband of unshakeable resolve; **Other Gear** babau leather bandoliers (2), mwk cold iron shuriken (50), babau leather armbands of the brawler, babau leather belt of incredible dexterity +2, cruel adamantine amulet of mighty fists +1, mithral ring of protection +2

#### **SPECIAL ABILITIES**

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

The sweetest sound in all the many worlds is perhaps also the most simple: "Please, don't hurt me."

By far, above all other glories and triumphs, to be begged through hard tears for a soft mercy that will never come is victory: total and complete. Victory is life ... easily as great as the base thrills of lies, of hurting people or of tearing beauty down, yet far grander in its scope. Victory over your foes, over your chosen prey or even over your horrified allies is the only real poetry; the brutal lightning-storm which rushes through your blood as victory draws near is eclipsed only by the quiet, perfect stillness after the thunderclap of your utter dominance and success. To know that you are being challenged is to know that you are growing stronger with each breath; to breathe in the unwilling air of the cosmos after such a victory—from the roots of distant mountains to the treetops of ancient forests—is to soar on wings of black sky and burning heaven. Without challenge, there is no victory. Without victory, there is no joy. Without joy, even an eternity of existence is empty.

Koyo-shojaxus is a wanderer, an artist, and a scholar of pain, hunting endlessly after ever-greater foes, prey, paradoxes, and challenges. He desires little more than to see all creation submit, weeping, before him, and he is an active antagonist toward all who live. Those who cross his crooked path are invariably challenged to single combat, a game of riddles, or another test of mettle; those who cannot best him—and many thousands have failed—are left broken in his red wake.

From what deep well of insight does such excellent martial & mental skill as his spring? None, including him, can say; he has no teacher but the world, no master but the call of his heart, no book of instruction except the field of battle. If, in time, he comes to understand the sublime mystery of his gifts, he intends to build a dojo of terror, hate and disharmony in which he will instruct others -- willing or not -- as to his way of burning anguish and victory in all things. For now, the demon Koyo-shojaxus knows & practices only this wisdom: on occasion, when a man has read many maps and walked many miles, a new map is produced into the world. So it is with life-or-death combat.

Although he wanders the world making trouble, bringing inauspicious signs and picking fights, it is the height of foolishness to imagine that Koyo-shojaxus is a brave or honorable combatant; his desire for victory -- by any and all means necessary -- triumphs over the entirety of other concerns, and he will flee a fight at the slightest proof that he is over-matched. It is simple enough to goad the arrogant demon into conflict, for there are no matters or disagreements so petty that he will not kill over them ... but there is nothing for which he would willingly die.

#### **ADVENTURE HOOKS**

• The demon has taken great offense at some slight, real or imagined, committed by the members of an arcane academy in a large town the PCs are using as a base, home or way-point. At irregular and unpredictable intervals, at any time of the night or day, he arrives as close to the tower as he can via greater teleport and proceeds to randomly attack all passerby, focusing his anger (and his at-will *dispel magic* effects) on spell-casters and vanishing again when brought to 40 hit-points. If left unopposed, the babau marches directly at the warded doors of the academy and attempts to bring them down, tackling and killing all those who oppose him.

• A long-standing rivalry between two (or more) competitive fighting-schools, war-colleges or gladiatorial-stables has piqued the interest of the demon, and he has begun challenging -- and then murdering -- both former and current members of the groups in an attempt to prove once and for all which produces the superior combatants. Not wishing for the coalitions to join forces against him and thus spoil the elegant experiment, he is actively framing others for their deaths ... although his methods are crude and haphazard, at best. If a cunning detective eventually uncovers his duplicity, the demon intends to simply kill the investigator.

• The demon has, as a simultaneous test of his own power & an act of enlightening poetry, declared himself the sole ruler over some mountain pass, ancient bridge or woodland highway; he refuses to allow allow any soul to use the road unless they can best him. Taking great joy in challenging all those who seek to use "his" pathway, the demon has begun to allow some rare individuals to face him in games other than outright combat, including tests as diverse -- and random -- as riddles, archery, paperfolding, chess or even kite-flying. In this way, via infrequent survivors, word of the demon's presence has spread to the cities and villages once linked by the rural road.

#### LILEVYRRIN

#### LILEVYRRIN

#### CR 13

#### XP 12,800

Female succubus <u>gunslinger</u> (<u>mysterious stranger</u><sup>UC</sup>) 5 CE Medium outsider (chaotic, demon, evil, extraplanar) **Init** +9; **Senses** darkvision 60 ft., *detect good*; Perception +26

#### DEFENSE

**AC** 27, touch 16, flat-footed 21 (+4 armor, +6 Dex, +7 natural)

**hp** 149 (13d10+78)

Fort +12, Ref +17, Will +10

DR 10/good or cold iron; Immune electricity, fire, poison; Resist acid 10, cold 10, fire 10; SR 23

#### **OFFENSE**

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

**Melee** 2 claws +13 (1d6)

**Ranged** +1 unholy glamered revolver <sup>UC</sup> +19/+14/+9 (1d8+1/19-20/×4), +1 anarchic glamered revolver <sup>UC</sup> +19 (1d8+1/19-20/×4)

**Special Attacks** energy drain, grit (13), profane gift **Spell-Like Abilities** (CL 12th; concentration +25)

Constant—detect good, tongues

At will—charm monster (DC 26), detect thoughts (DC 25), ethereal jaunt (self plus 50 lbs. of objects only), greater teleport (self plus 50 lbs. of objects only), suggestion (DC 25), vampiric touch

1/day—dominate person (DC 27), summon (level 3, 1 babau 50%)

#### TACTICS

**Before Combat** Lilevyrrin attempts to summon a babau to aid her.

**During Combat** Lilevyrrin uses Acrobatics and flight to stay at range, employing Deadly Aim and focused aim while full attacking with her revolvers. She uses *dominate person* on anyone who is proving difficult to keep at bay.

**Morale** Lilevyrrin teleports away if reduced to less than 30 hp.

#### **STATISTICS**

#### **Str** 11, **Dex** 25, **Con** 22, **Int** 20, **Wis** 14, **Cha** 36 **Base Atk** +13; **CMB** +13; **CMD** 30

Feats Deadly Aim, Gunsmithing, Improved Critical (revolver), Point-Blank Shot, Precise Shot, Quick Draw, Rapid Reload, Rapid Shot, Two-weapon Fighting
Skills Acrobatics +23, Bluff +30, Craft (alchemy) +9, Diplomacy +30, Disguise +30, Fly +19, Intimidate +30, Knowledge (local) +21, Knowledge (planes) +9, Perception +26, Perform (dance) +17, Perform (sing) +17, Profession (barmaid) +10, Profession (gambler) +10, Ride +11, Sense Motive +18, Sleight of Hand +23, Stealth +23; **Racial Modifiers** +8 Bluff, +8 Perception

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

**SQ** change shape (*alter self*, Small or Medium humanoid), deeds (deadeye, focused aim, gunslinger initiative, gunslinger's dodge, pistol-whip, utility shot), gunsmith, lucky, stranger's fortune, wealthy

**Combat Gear** oil of silence (4); **Other Gear** +2 angelskin leather armor, +1 anarchic glamered revolver, +1 glamered unholy revolver, metal cartridges (72), belt of incredible dexterity +4, hat of persuasion (as circlet), endless bandolier, headband of alluring charisma +4, ring of mind shielding, mithral and platinum star-shaped brooch (500 gp), set of mithral spurs (400 gp), mithral and diamond bull-skull belt buckle (1000 gp), mwk cheating gambler's kit, 10 gp.

#### **SPECIAL ABILITIES**

- **Energy Drain (Su)** Lilevyrrin drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before Lilevyrrin can use this ability. The succubus's kiss bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another act of passion from Lilevyrrin. The victim must succeed on a DC 29 Will save to negate the suggestion. The DC is 29 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.
- Profane Gift (Su) Once per day as a full-round action, Lilevyrrin may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a succubus at a time. As long as the profane gift persists, Lilevyrrin can communicate telepathically with the target across any distance (and may use her *suggestion* spell-like ability through it). A profane gift is removed by *dispel evil* or *dispel chaos*. Lilevyrrin can remove it as well as a free action (causing 2d6 Charisma drain to the victim, no save).
- **Wealthy** Lilevyrrin has more equipment than an NPC of her level would normally have, increasing her CR by 1.

She's a screaming sandstorm out of a clear blue sky, a brutal stampede in a blind desert canyon, and a gore-soaked wind, blowing hot and low from a nameless frontier ghost town.

Lilevyrrin is a drifter and a killer with a thousand different faces, wandering the open plains with a wicked grin, a taste for trouble, and an itchy trigger-finger; where she goes, blood runs, coins spin, powder burns, ... and men die. All aces and eights, she's the dead man's hand, the royal flush, the Joker, the wildcard and the Queen of Hearts all rolled into one. With hair and eyes like spun sunlight, spilled whiskey, ripe cherries, or woven ink as the mood strikes her, she's a feral beast wrapped in smooth skin like perfect porcelain, creamy bronze, supple mocha, or flawless mahogany. By the turning of the cards, the succubus has been called Lil, Lilly, Lillian, Lilli-Anna, Ann, Eve, Eva, Ms. Everett, Evelyn, Erin and—on more than one occasion—a coltish, lovely young lad by the name of Aaron.

In the guise of a sly schoolmarm, flirtatious barmaid, eager farmer's daughter, lonely prospector's wife, exotic foreign dancer, or even a buxom ranch-hand, the demoness draws bad-hearted hucksters, grifters, and regulators to her side with seductive skill, all while luring lawmen, travelers, trappers, and townsfolk alike to taste of her temptation. After weaving an elaborate web of intrigue, jealousy, corruption, and revenge within a small community, in the blink of an eye or the spin of bottle faster than the hand or heart can rightly follow—Lilevyrrin transforms from shy and sweet to something savage, obscene, and grotesque.

Although it would be beyond foolish to call such a wildhearted girl a "scholar" of the mortal world, the realms of the living are Lilevyrrin's single point of focus and most burning obsession; she despises the Abyss, and delights in the resources and imagination promised by the 'real'. Beyond all other things, new gadgets, toys, processes, and the transformation of society fascinate her: she longs for those time when human society spreads across the world to claw at ever newer frontiers so she can slip between the

#### **ADVENTURE HOOKS**

• The demoness has discovered the existence of a hidden gold-mine, rare wood preserve, long-buried treasure-trove or other incalculably valuable piece of property somewhere near an isolated village or on the far outskirts of a frontier territory; knowing that the secrecy of the place is its greatest defense, she has begun subtly sharing word of its existence --under a variety of guises -- amongst hungry outlaws, optimistic travelers and and starving farmers alike. Hoping to destabilize the region into mob violence and possibly a small war, she is not above poisoning a well or framing a prominent local for murder to get blood running ... although she would prefer not to get her hands dirty until the last possible minute.

• The complex, centuries-old relationship between the demoness and a certain glabrezu has once again soured. The two are a back-biting, contemptuous pair united primarily by a seething admixture of mutual obsession, loathing, jealousy, lust and professional -- and artistic -- rivalry, leading to an ever-escalating arms-race of cruelty, vindictiveness and sabotage; their spats are tempestuous and their reunions obscene. Now that the two are once again at each others' throats, each will gleefully attempt to tear down anything they think the other holds precious or dear: the demoness will recruit any allies she can to smash the big-city web of treachery spun by her one-time lover ... just as he does the same to her.

• Teaching the delicate arts of the gunsmith to dim-witted cultists, thuggish swordsmen, small-minded slavers and bloodthirsty tribes of gnoll raiders is a task at times grueling, time-consuming and deadly boring ... but the results are sometimes a delight. The demoness has taken her hobby on the road, heading to the ugliest possible places on the map and putting firearms in the hands of the worst folk she can scrape up from the bottom of the barrel. With a new-found spring in her step, she hopes to establish a bright, cruel new era of heavily-armed brigands opposed only by folk carrying ever bigger, faster and deadlier guns.

cracks to work ever-greater mischief. The succubus treats her time amongst humans as one grand, never-ending party: a raucous place full of strangers to talk to, drinks to imbibe, dances to be spun, and tales to be told. And, when it gets boring, she simply burns the place to the ground with a giggle.

Killing, for her, has grown almost too easy; she revels, these days, mostly by placing a whisper of gold in the ear of a butcher, a bottle in the hand of a drunk, or a loaded gun in the hand of a child. Gangs, cults, and covens spring up around her, and Lilevyrrin prefers the company of angry, selfish, lonely men; her greatest joy is riling them up, egging them on to bigger scores, more daring deeds, and crueler delights until she has run her desperados to the end of the rope... and into a final shoot-out.

#### MALCAEDIX

#### MALCAEDIX

**CR 10** 

#### XP 9,600

Female shadow demon rogue 6

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

Init +10; Senses darkvision 60 ft.; Perception +27

#### DEFENSE

**AC** 22, touch 22, flat-footed 16 (+6 deflection, +6 Dex) **hp** 91 (7d10+6d8+32)

Fort +8, Ref +18 (+20 vs. traps), Will +12

Defensive Abilities evasion, incorporeal, trap sense +2, uncanny dodge; DR 10/cold iron or good; Immune cold, electricity, poison; Resist acid 10, fire 10; SR 17 Weaknesses sunlight powerlessness

#### **OFFENSE**

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

**Melee** 2 claws +17 touch (1d6 plus 1d6 cold), bite +17 touch (1d8 plus 1d6 cold)

**Special Attacks** pounce, sneak attack +3d6 **Spell-Like Abilities** (CL 10th)

At will—deeper darkness, fear (DC 20), greater teleport (self only), telekinesis (DC 21)

- 3/day—shadow conjuration (DC 20), shadow evocation (DC 21)
- 1/day—*magic jar* (DC 21), summon (level 3, 1 shadow demon 50%)

#### TACTICS

- **Before Combat** Malcaedix casts *deeper darkness* to control the battlefield.
- **During Combat** Malcaedix uses her shadow blend and *deeper darkness* abilities to enable her sneak attacks. She casts fear and telekinesis to keep strong melee warrior at bay.

**Morale** Malcaedix teleports away if reduced to less than 30 hp.

#### **STATISTICS**

# **Str** —, **Dex** 23 **Con** 15, **Int** 16, **Wis** 16, **Cha** 23 **Base Atk** +11; **CMB** +17; **CMD** 27

- **Feats** Blind-Fight, Combat Reflexes, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Penetrating Possession (see sidebar)
- Skills Acrobatics +22, Bluff +22, Diplomacy +15, Disable Device +22, Fly +30, Knowledge (arcana) +9, Knowledge (dungeoneering) +12, Knowledge (local) +13, Knowledge (planes) +13, Perception +27 (+30 to find traps), Sense Motive +19, Sleight of Hand +16, Stealth +22, Use Magic

# 

#### **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* or any similar spell, you have a chance to dispel that spell as if you had cast dispel magic on the spell.

Device +15; **Racial Modifiers** +8 Perception **Languages** Abyssal, Common, Haleet; telepathy 100 ft. **SQ** shadow blend, rogue talents (honeyed words, surprise attack, trap spotter), trapfinding +3

#### **SPECIAL ABILITIES**

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

- **Shadow Blend (Su):** During any conditions other than bright light, a shadow demon can disappear into the shadows as a move-equivalent action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability.
- **Sunlight Powerlessness (Ex):** A shadow demon is utterly powerless in bright light or natural sunlight and flees from it. A shadow demon caught in such light cannot attack and can only take a single move or attack action. A shadow demon that is possessing a creature using *magic jar* is not harmed by sunlight, but if it is struck by a *sunbeam* or *sunray* while possessing a creature, the shadow demon is driven out of its host automatically.

"I'm the best friend you never knew you had." – Malcaedix, shadow demon rogue

Few demons are known for their subtlety, much less their willingness to suppress their darkest and most wanton desires. Most demons harm or destroy everything around them, but the shadow demon Malcaedix is much more selective. Capable of finding malign purchase within intelligent mortal flesh, she uses her position to benefit her host, choosing the most devastatingly clever times to take control and unleash her fury. Malcaedix acts much as she exists, hiding in darkness and fading in and out of view. While she is courting a victim, she often lurks in nearby shadows or even the shadow of the mortal to whom she attaches like a malevolent symbiote. Far more dexterous and skilled than most of her own kind, she has gained rogue class levels of her own over centuries of hiding within talented mortals and observing them closely.

Typically she selects a single mortal and follows them for years at a time, putting her talents to direct use only rarely. For months or even years she simply watches as they go about their lives, softly whispering to them from time to time like a warped and beguiling conscience. The skilled temptress does her best to convince her victims that the voice in their head is just that, a voice in their head, inspired entirely from within.

Malcaedix is not necessarily malign to her mortal hosts, and she even cares for them in her own twisted way. She seizes control should a favored host be threatened, and willingly uses her formidable skills to their advantage. In these cases the mortal usually wakes up surrounded by the bloody corpses of his or her attackers or somewhere unfamiliar but safe, having avoided a trap or an overwhelming ambush, with no knowledge of how they survived. Many assume that faced with dire need, a separate personality surfaced and did what had to be done, efficient, skilled, and completely without mercy. Others tell themselves that they must have some divine savior or protector. Few are willing to probe deeper into their own minds to discover the truth, especially after seeing the brutal results of their own unexplained survival.

Malcaedix doesn't always wait for these opportunities to arise. Should she be tempted by the chance to wear her sleeping victim's flesh and commit acts of vice she eagerly does so, often leaving her mortal entirely ignorant of the night's bloody festivities except for perhaps an errant bruise, aching muscles, and a feeling of exhaustion despite what was presumably a lengthy sleep. Most hosts never become aware of Malcaedix, thinking their actions their own or the result of some mental illness or instability.

Should her host begin to suspect the truth, eventually Malcaedix reveals herself. If they object to her presence, she murders them outright or compels them to suicide the moment they let down their guard. But not all object. Already evil themselves or twisted by her long whispered influence, some of them embrace her presence knowingly, allowing her to augment their skills in a terrible partnership of possessor and willing host.

#### **ADVENTURE HOOKS**

• As the PCs enter a small village, they come across a young woman with a tale of lost treasure in tunnels below a barrow mound only several days travel away. She would recover it herself, but at the site, she was the only survivor of an attack by a group of demons that apparently served as guardians. Her too-goodto-be-true story is compelling and the riches equally so, that is, until one of her former companions shows back up, having survived and claiming that she -rather than any guardian demons- was responsible for slaying the others and attempting to murder him as well, an act she had apparently done multiple times before. He draws a blade and in return she smiles, as within her shadow, Malcaedix stirs.

• A contingent of royal soldiers stands watch at the border of a village, enforcing quarantine due to strange reports of an outbreak of spontaneous, mindless violence. At random it seems as if the infected townsfolk fly into savage attacks, and they suspect that blood from the infected is spreading some necromantic plague. In reality the shadow demon Malcaedix is simply having fun: each day using her magic jar ability to possess a new host and trying to cause as much bloodshed while riding the unfortunate before they're put down by their own townsfolk or the guards outside. She also wants to draw in mercenaries and adventurers like the PCs, with the hopes of latching onto one of them as a literal second shadow, finding a skilled and like-minded partner since the death of her last - incidentally at her own hand.

• Mila Orendievna the bandit queen exacted tribute and fear from the local population of a dozen towns and villages, always evading any attempt to hunt her down and possessed of bizarre, many say supernatural luck. At least that was until she fell from a rooftop and snapped her neck. Some say she was pushed. Others say she had been in an argument with someone that wasn't there. But in any event the town is selling her possessions, including a ring she wore: an artifact she claimed made her invincible. The ring is non-magical, but inscribed with the refrain in Common, "Wear me always mortal and I in turn dwell within you, shield you, and protect you forever more." A line in Abyssal follows with the snide addition: "Till I tire of you or find a better host." It has no powers at all, but Malcaedix preferentially preys upon those willing to take the ring for whatever it takes to gain it. The PCs being the most skilled potential clients of her unique abilities, she uses her magic jar ability to possess the first person to wear the ring and then forces them to kill themselves after pointing at the PCs and demanding, "Wear me!"

## SER MERIDRAND PALLISARD

#### SER MERIDRAND PALLISARD

#### CR 15

#### XP 51,200

Male human (Talladan) <u>antipaladin</u> 9/inquisitor (infiltrator) of the Locust 1/<u>low templar</u> 5
CE Medium humanoid (human)
Init +5, seize the initiative; Senses Perception +11
Aura cowardice (10 ft.), despair (10 ft.)

#### DEFENSE

AC 26, touch 10, flat-footed 26 (+0 Dex, +13 armor, +3 natural)

**hp** 146 (14d10+1d8+60)

- **Fort** +20, **Ref** +10, **Will** +16; +1 vs. effects that detect lies or that reveal or force the truth, +2 vs. the abilities of chaotic evil outsiders
- **Defensive Abilities** live to fight another day, path of darkness (evil); **DR** 3/—; **Immune** disease

#### **OFFENSE**

#### Speed 20 ft.

- Melee fallen axe +24/+19/+14 (1d12+12/19-20/×3)
- **Special Attacks** channel negative energy (5d6, DC 19, 4/day), crusader, dirty fighting, smite good 3/day (+5 attack and AC, +13 damage), sneak attack +1d6
- **Antipaladin Spell-Like Abilities** (CL 9th; concentration +14)

At will—detect good

Antipaladin Spells Prepared (CL 6th; concentration +11)

2nd (2/day)—*darkness*, *silence* (DC 17)

1st (4/day)—disguise self, <u>linebreaker</u>, <u>litany of sloth</u><sup>UC</sup>, protection from good

**Inquisitor Spells Known** (CL 1st; concentration +2) 1st (2/day)—detect demon, protection from evil 0 (at will)—create water, guidance, light, stabilize **Domain** tactics

#### TACTICS

**I6** 

- **Before Combat** Every day that one is available to him, Meridrand consumes the body of a human to gain the benefits of his demon hunger implant. He casts *linebreaker* and *protection from good* on himself while using his fiendish boon to make his *fallen axe* unholy and activating his *boots of speed* before combat begins. These effects are not included in his stats.
- **During Combat** Meridrand targets identifiable worshippers of the Goddess of Valor with his smite good ability before others. As early as possible in combat, he uses his judgement ability. He uses Charge Through to quickly get close to enemy spellcasters and employs

Power Attack unless most of his attacks miss. **Morale** Meridrand has no wish to die and seeks to escape if reduced to less than 30 hp.

#### **STATISTICS**

- **Feats** Adept Champion<sup>UC</sup>, Charge Through, Greater Overrun, Improved Critical (greatsword), Improved Overrun, Mounted Combat, <u>Noble Scion (War)</u>, Power Attack, Weapon Focus (greatsword)
- Skills Bluff +26, Diplomacy +23 (+25 vs. Chaotic/ Evil subtypes), Disguise +14, Heal +5, Intimidate +9, Knowledge (nobility) +9, Knowledge (planes) +14, Knowledge (religion) +6, Perception +11, Ride +7, Sense Motive +24, Use Magic Device +20

#### Languages Common, Viking

- **SQ** aura of evil, change shape (*alter self*, Small or Medium humanoid), cruelties (dazed, poisoned, shaken), fiendish boon (weapon +2, 2/day), flag of convenience, forbidden lore, guileful lore, judgement 1/day, misdirection (Lawful Good), necessary lies, profane gift of transformation (+2 Cha), touch of corruption (4d6, 9/ day), unholy resilience, wealthy
- **Combat Gear** boots of speed; **Other Gear** fallen axe (see below), +1 holy cold iron greatsword, mwk cold iron dagger, +4 adamantine full plate of command, amulet of natural armor +3, belt of physical might +4 (Str/Con), bracers of the avenging knight, cloak of the diplomat, earring of mental superiority +2 (as headband, uses headband slot), demon hunger (see below), holy symbol of Goddess of Valor, unholy symbol of the Locust, waterskin, belt pouch.

#### **SPECIAL ABILITIES**

Profane Gift of Transformation (Su) Meridrand currently benefits from a +2 profane bonus to his Charisma as a result of his succubus lover's profane gift of transformation. As long as this profane gift persists, Meridrand can communicate telepathically with her across any distance (and she may use her suggestion spell-like ability through it). The succubus's profane gift also allows Merdirand to use her change shape ability. While using this ability, the succubus can also use detect thoughts on Meridrand, and his saving throws against this or her suggestion ability take a –4 penalty. This profane gift is removed by dispel evil or dispel chaos. The succubus can remove it as well as a free action (causing 2d6 Charisma drain to Meridrand, no save). **Wealthy** Ser Meridrand has more equipment than an NPC of his level would normally have, increasing his CR by 1.

#### **DEMON HUNGER**

**Aura** strong transmutation (evil); **CL** 15th **Slot** none; **Price** 25,000 gp; **Weight** 25 lbs

#### DESCRIPTION

This large gray sac of digestive fluid and folded length of reddish-gray bowel can be implanted only if the recipient's own stomach and intestines are first removed—removing these organs deals 2d4 points of Constitution damage and 1 point of Constitution bleed to the recipient, and at the beginning of its next turn the recipient is reduced to -1hit points and begins dying. Implanting the demon hunger requires a successful DC 20 Heal check made as a full-round action, and causes it to graft itself into the recipient's abdomen and halt the Constitution bleed. Once in place, the demon hunger fortifies the recipient but fills it with a yearning to devour human flesh—the recipient gains a +4 profane bonus on saving throws against effects that result from ingestion, such as ingested poisons, or that cause the nauseated or sickened conditions. In addition, once per day, the recipient can entirely consume the body of a human over the course of 10 minutes, causing the recipient's body to bloat. The recipient gains 75 lbs of weight, a +4 profane bonus to Constitution, and a -2 penalty to Dexterity. These effects last for 24 hours.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *bear's endurance*, *beast shape II, remove sickness*; **Cost** 12,500 gp

#### FALLEN AXE

Aura strong evocation; CL 15th Slot none; Price 64,340 gp; Weight 12 lbs

#### DESCRIPTION

This +1 <u>fervent</u> cold iron greataxe of Goddess of Valor becomes a +3 <u>heretical</u> cold iron greataxe of the Goddess of Valor in the hands of an antipaladin who may also use the fallen axe to deliver a coup de grace as a standard action.

An antipaladin who is carrying a holy weapon benefits from any feats associated with the holy weapon's type when wielding the *fallen axe*. For example, an antipaladin with Weapon Focus (greatsword) who is carrying a holy greatsword can wield a *fallen axe* as though he had Weapon Focus (greataxe). In addition, if the antipaladin expends one use of her touch of corruption ability while touching both weapons she can choose to suppress one of her antipaladin abilities in exchange for the use of a paladin ability for 1 hour as follows: aura of evil for aura of good; touch of corruption for lay on hands; aura of cowardice for aura of courage, or channel negative energy for channel positive energy.

#### **CONSTRUCTION**

**Requirements** Craft Magic Arms and Armor, *align weapon, death knell, weapon of awe,* creator must be evil; **Cost** 32,340 gp

Meridrand is a stinking pus-ridden sore on the face of the Crusade against the Demonlands. His past deeds, and one-time glory have blinded most of his loyal followers and even a few of his superiors to his current downfall and new dark nature. In the last great push of the Crusade, Meridrand single-handedly defeated a clutch of vrocks that had swooped down upon the vanguard, seeking to murder Meridrand's commander, Lucaris Sovin.

Afterward, Meridrand became Lucaris' sworn brother, entrusted with missions and secrets of the Crusade at the highest level. Meridrand proved worthy of this trust... at first. Then he met Lucaris' daughter, Jonnelle, a maid whose fierce spirit ignited a fire deep in Meridrand's heart. Striving to prove himself a shining exemplar of the holy way, and an honorable suitor, he courted her in a chaste fashion for a few weeks before returning to the front.

Months later, when Jonnelle's belly began to grow, her father was furious. He assumed Meridrand had overstepped his suit, and dishonored his daughter. Jonnelle did nothing to disabuse her father of this view, though in truth a rapscallion of a bard had planted the seed in her belly, after disarming her with his songs and charms. Lucaris called Meridrand back from the front without explanation, and summoned the paladin before him. Before Meridrand could even speak a greeting, Lucaris demanded his sworn brother make right by his daughter by marrying her immediately. Meridrand's heart shattered when Jonnelle appeared, in tears, her belly swollen. Poised on the edge of a soulslicing knife, Meridrand quieted his mind, and decided. He took the blame and married Jonnelle to save her from her father's wrath.

At first he was proud of himself, but at his wedding feast the odd jibe or two from those members of Lucaris' household who knew the truth of Jonnelle's impregnator, bore deep into Meridrand's heart and mind. That night as he lay with his bride, he could not perform, and he made arrangements to ship out to the front again in the morning, preferring to be as far from his tainted wife as possible. The distance did not save his soul's torment. He dreamed about her with some faceless bard every night, cuckolding him, and bringing shame to his once great name. Soon his honorable sacrifice at the nuptial altar became his undoing

instead. He began to volunteer for more and more dangerous missions behind enemy lines and grew withdrawn, leaving his loyal followers and allies confused. It wasn't long before he found himself on a smoldering plain with a supple young succubus, who seduced him and drew him deeper into his downward spiral. The ensuing loss of his holy powers actually drove Meridrand further into the embrace of the Abyss than to recoil from it; he cared little for anything but rutting with his demoness. And when his lieutenant, a young cleric of Goddess of Valor named Athol, arrived with a unit of crusaders to rescue him, he turned on them and defeated them with his new "wife" and her demonic allies at his side. The crusaders not slain in battle were captured and then sacrificed, one after another, as Meridrand revoked his oaths to Goddess of Valor and, with the guidance of his succubus lover, replaced them with devotions to her lord. As his final sacrificial victim, Athol himself, died at his feet, Meridrand's damnation was assured and he arose an antipaladin of the Locust, the plague-bringer and world-breaker who heralds the apocalypse.

Now, many months after his fall, Meridrand has begun his transformation into a demon and yet, with newfound powers, he continues to be able to pass as his former self, leading units of his crusader follows into the Worldwound to "search for his lost cohort, and the succubus who captured him". His bloated form stretches the leather straps of his platemail near to bursting and his flapping fatty jowls overflow his gorget, and make his black goatee seem ridiculous. His once glorious locks of midnight-black hair now hang limply around his head and shoulders, always wet with the sheen of unhealthy sweat. He retains thick hews of muscle beneath his recent layers of blubber, but the fallen paladin has let himself fall to sloth, drink and indolence. He no longer wears a helm—his sweaty brow and wine-infused red cheeks would stifle beneath the steel.

Meridrand still wears his gleaming milk-white bladed greatsword upon his back, its ornate hilt visible over his right shoulder. He hasn't drawn it in over a year—its touch burns his hands, and pulls deeply-buried shameful memories to the surface of his mind. He now prefers to wield an executioner's axe of black iron, a gift from his new lover, always close to hand.

#### **ADVENTURE HOOKS**

• The PCs are summoned by a deeply troubled Commander Lucaris Sovin and asked to quietly investigate why Ser Meridrand Pallisard is spending so much time away from his young pregnant bride, Sovin's daughter, Jonnelle. Commander Sovin shares his growing concerns about rumors suggesting that it was not the paladin who overstepped his suit with Jonnelle, but her dalliance with a bard that led to her current, delicate condition. The Commander wishes to know if Ser Meridrand wed her to protect her honor so that he can take steps to repair the damage his hasty conclusions caused to his relationship with the paladin. The PCs are asked to accompany Ser Meridrand on his next mission into the Demon Lands and to subtly, and sensitively, learn the truth of it.

• Silas, the young son of one of the PC's family friends, has picked up a sword and joined the crusade under the banner of Ser Meridrand Pallisard, a wellknown paladin of the Goddess of Valor. Despite his lack of experience, nothing can dissuade Silas from heading into the Demon Lands with his comrades to help Ser Meridrand search for his lost friend Athol and the succubus who captured him. The family friend begs the PCs to join Pallisard's unit and help keep Silas safe on his first mission. Perhaps after an experience of the Demon Lands, he will reconsider taking over the family farm...

• A young investigator named Ollish approaches the PCs with her belief that a demon is hidden amongst the crusaders stationed in the Spire barracks. She believes that it has been preying on the young women of the area, mainly barmaids, dancers, and prostitutes. Its victims, she says, have all disappeared without a trace but she cannot convince the crusader sergeants of her suspicions—she has no proof and the comings and goings of the working women are difficult to track. She thinks the problem has arisen since the captain of the barracks, Ser Meridrand Pallisard has spent so much time in the Demon Lands searching for a lost friend. If the paladin can't be persuaded to help, perhaps the PCs can?

### **Mons'**UERIX

#### MONS'VERIX

XP 76.800

**CR 16** 

Male glabrezu summoner 7 CE Huge outsider (chaotic, demon, evil, extraplanar) Init +4; Senses darkvision 60 ft., true seeing; Perception +34

#### DEFENSE

AC 28, touch 8, flat-footed 28 (+20 natural, -2 size) **hp** 313 (12d10+7d8+216)

Fort +21, Ref +8, Will +17

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

#### **OFFENSE**

#### Speed 40 ft.

Melee 2 pincers +24 (2d8+9/19-20), 2 claws +24 (1d6+9), bite +24 (1d8+9)

Space 15 ft.; Reach 15 ft.

Special Attacks rend (2 pincers, 2d8+13)

Spell-Like Abilities (CL 14th; concentration +21) Constant – true seeing

At will—chaos hammer (DC 22), confusion (DC 21), dispel magic, greater teleport (self plus 50 lbs of objects only), mirror image, reverse gravity (DC 24), unholy blight (DC 22), *veil* (self or eidolon only)

- 10/day—summon monster IV
- 1/day—power word stun, summon (level 4, 1 glabrezu 20%) or 1d2 vrocks 50%)
- 1/month—wish (granted to a mortal humanoid only)

Summoner Spells Known (CL 7th; concentration +14)

- 3rd (3/day)—greater invisibility, nondetection
- 2nd (5/day)—invisibility, lesser evolution surge (DC 19), misdirection (DC 19), summon eidolon
- 1st (6/day)—daze monster (DC 18), magic mouth, unfetter, unseen servant, ventriloquism (DC 18)
- 0 (at will)—arcane mark, detect magic, light, mending, message, read magic

#### **TACTICS**

20

Before Combat Mons'verix uses veil and Bluff to appear as an innocent, or invisibility to stay out of sight, for as long as possible.

During Combat When identified as a threat, or if his eidolon is exposed as evil, Mons'verix uses reverse gravity to control the battlefield and power word stun to disable enemy spellcasters, dispelling their magical defenses or countermeasures before ripping his enemies apart under the cover of greater invisibility.

Morale Mons'verix teleports to safety if reduced to less then 50 hp. He never forgets the defeat and stalks those who caused him to retreat thereafter, waiting for time to exact his revenge.

#### **STATISTICS**

Str 29, Dex 11, Con 33, Int 20, Wis 18, Cha 25 Base Atk +17; CMB +28; CMD 38

- Feats Augment Summoning, Destructive Dispel, Dispel Synergy, Extra Evolution, Improved Critical (pincer), Improved Initiative, Persuasive, Power Attack, Quicken Spell-like Ability (dispel magic), Spell Focus (conjuration)
- Skills Bluff +37, Diplomacy +24, Intimidate +24, Knowledge (arcana) +15, Knowledge (history) +20, Knowledge (local) +20, Knowledge (planes) +15, Knowledge (religion) +15, Linguistics +15, Perception +34, Sense Motive +26, Spellcraft +20, Stealth +10, Use Magic Device +29; Racial Modifiers +8 Bluff, +8 Perception
- Languages Abyssal, Celestial, Common, Draconic, Dwarven, Elven, Gnome, Goblin, Halfling, Haleet, Infernal, Orc; telepathy 100 ft.
- SQ bond senses, eidolon, life link, maker's call, share spells, shield ally
- **Combat Gear** amulet of proof against detection and location, ring gates, silent metamagic rod, wand of cure moderate wounds (caster level 3rd, 41 charges).

#### **MONS'VERIX'S ANGEL**

Female eidolon (biped) CE Medium outsider (chaotic, evil, extraplanar) Init +2; Senses darkvision 60 ft.; Perception +7

#### DEFENSE

AC 25, touch 13, flat-footed 23 (+2 armor, +1 deflection, +2 Dex, +10 natural)

hp 39 (6d10+6)

Fort +8, Ref +6, Will +7; +4 morale bonus vs. enchantment spells and effects

Defensive Abilities evasion

#### **OFFENSE**

**Speed** 30 ft., fly 30 ft. (good) Melee 2 claws +11 (1d4+5 plus 1d6 fire) and 2 wing buffets +9 (1d4+3 plus 1d6 fire)

**Spell-Like Abilities** 

3/day—cure light wounds (CL 4th) 1/day—dancing lights (CL 6th)

#### TACTICS

Before Combat The angel maintains its guise as a celestial creature for as long as it can, brandishing its illusory



greatsword dramatically and using Bluff and Diplomacy to persuade doubters.

- **During Combat** The angel uses flight to maneuver around foes, attacking creatures caught in its master's *reverse gravity* field or that have been stunned or otherwise left vulnerable to counter-attack.
- **Morale** The angel follows Mons'verix's orders and fights to the death or retreats at his telepathic command.

#### STATISTICS

#### **Str** 19, **Dex** 15, **Con** 13, **Int** 9, **Wis** 10, **Cha** 12 **Base Atk** +6; **CMB** +10; **CMD** +22

Feats Deceitful, Multiattack, Skill Focus (Bluff)

Skills Bluff +23, Diplomacy +18, Disguise +7, Fly +10, Knowledge (planes) +6, Knowledge (religion) +6, Linguistics +3, Perception +7

Languages Abyssal, Celestial, Common, Draconic

- SQ devotion, evolutions (base magic, claws, flight, improved natural armor, limbs (arms), limbs (legs), minor magic (2), skilled (Bluff, Diplomacy), wing buffet)
   Gear amulet of mighty fists (+1 flaming), bracers of armor
- +2, cloak of resistance +2, headband of vast intelligence +2 (Diplomacy), ring gates, ring of mind shielding, ring of protection +1

"Even the righteous must bow to pragmatism and know that what must be done, must be done, and in the end all will be forgiven."

- Mons'verix the angel, eidolon of the Glabrezu summoner Mons'verix

As demons of treachery, glabrezu revel in the temptation of mortals through lies, deceit, and promises of power. Mons'verix is no different in this respect, but his methods are even more devious and rich in irony than his kindred, making open mockery of celestials and of mortal hope. Rather than offering to fulfill his victims' wildest dreams or exchange simple services, Mons'verix deceives them in such a way that they follow his dictates willingly, zealously even, convinced of their righteousness. Most are never even aware that their actions serve a demon until they have already damned themselves and despoiled the world around them. Centuries ago, the glabrezu encountered a mortal spellcaster unlike any other he had known, a summoner. This mortal exposed his manipulations and would have killed him had Mons'verix not managed to escape back to the Abyss. Mons'verix lost years of work and was deprived of savoring the delicious agony of the mortals he'd targeted. For decades, the fiend obsessed over this mortal wizard and his bizarre familiar, but he was unable to find them until the wizard was on his deathbed. The glabrezu learned the unique source of their power as he watched their conjoined souls depart for judgment. Realizing the potential for duplicity inherent in such magic, Mons'verix cackled with delight and pored over his former enemy's writings, learning the process by which he'd summoned and bound his eidolon.

To the world's lament, Mons'verix learned well, summoning a powerful eidolon warped and twisted to match his own fiendish nature. The glabrezu named it after himself, and cackled as he wove its form to resemble that of an astral deva with brilliant white wings that radiate a pure white glow. He focused his powers of illusion and deception, discovering a method to shroud his eidolon's appearance in an illusory veil, creating shining celestial mail and pristine robes and a great flaming blade graven with sacred runes, all forged of nothing but whispers and lies. For the eidolon of a demon, appearances mean nothing save how they can be used to confound the hopes and prayers of the enemy.

Few ever encounter the glabrezu directly. He prefers to remain veiled or invisible, able to observe and savor the irony, deceit, and looming pain as his eidolon plays the part of an angelic herald or savior. The two of them most often target mortals in the midst of a holy war against fiends or rival religions. The angel descends from the sky, surrounded by a brilliant light, butchering the enemies of its targets (be they mortal or fiendish) and healing their wounds. Believing themselves saved by divine intervention, most mortals hurl themselves at the eidolon's feet, praising it and their own gods. Thus deceived, they never question any subsequent demands it makes. After all, they owe it their lives and surely it saved them for a purpose. They never question when it plants notions of paranoia in their minds, sowing seeds of discord, or instructs them to kill good men or women it identifies as demonic agents. Through

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the angel's honeyed words, Mons'verix slowly corrupts righteous men and women into zealots willing to commit acts of horror in the name of good. After all, why would an angel lie?

#### **ADVENTURE HOOKS**

• As the PCs enter the main square of a large city in the midst of a religious crusade, they come across a crowd gathered around a group of men suspected on fairly flimsy evidence of a number of moderate offenses. The men protest their innocence, at which point an invisible Mons'verix, lurking beyond the crowd, summons his "angel" to appear. The glabrezu's eidolon declares the men guilty and exhorts the authorities to carry out a sentence of death, for in the army of the righteous there can be no impurity! The PCs can intervene, but the crowd clearly believes themselves to be carrying out divinely decreed justice.

• A group of well equipped and heavily armed soldiers led by a cleric of a good deity ambushes the PCs. Screaming accusations that the PCs are in thrall to demons, the attackers have every intention of fighting to the death. If any of them survive, or if their corpses are magically interrogated, the PCs find no evidence of magical compulsion or demonic possession. Instead they discover that they had been commanded by the "angel" Mons'verix two days before to hunt down and kill the PCs. Why an "angel" would do such a thing and why is a troubling question with a troubling answer.

• Wandering through a demon-plagued stretch of wasteland, the PCs are attacked by a number of demons well beyond their ability to defeat. One round into combat the demons shriek as a bright light flashes and the "angel" appears, commanding them to depart in the name of Mons'verix. Hissing and raging, the demons teleport away, leaving the PCs with an apparent heavenly benefactor. In reality the attacking demons are in collusion with Mons'verix the glabrezu and the entire event has been staged in order for the angel to present the PCs with a request. Having saved them from certain death, why would they distrust the celestial?

## Count Ulus VonKaval

#### **COUNT ULUS VONKAVAL**

#### CR 11

#### XP 12,800

Male half-elf demon-possessed inquisitor (<u>spellbreaker</u><sup>UC</sup>) 8/ assassin 3

CE Medium humanoid (elf, human)

**Init** +13; **Senses** darkvision 60 ft., low-light vision; Perception +20

#### DEFENSE

**AC** 29, touch 16, flat-footed 23 (+9 armor, +6 Dex, +4 natural)

**hp** 86 (11d8+33)

**Fort** +10, **Ref** +10, **Will** +10; +2 vs. arcane enchantments, +1 vs. arcane evocations, +2 vs. enchantments, +5 vs. poison

**Defensive Abilities** uncanny dodge; **DR** 10/cold iron; **Immune** sleep; **Resist** electricity 30 **Weaknesses** exorcism

#### **OFFENSE**

#### Speed 30 ft.

**Melee** +1 <u>agile kinslayer</u> elven curve blade +15/+10 (1d10+10/15-20)

- **Ranged** +1 seeking darkwood composite longbow +15/+10 (1d8+2/×3)
- **Special Attacks** death attack (DC 13), greater bane, sneak attack +2d6

**Spell-Like Abilities** (CL 8th; concentration +11) At will—detect alignment 8 rounds/day—discern lies 3/day—contagion, invisibility (self only)

1/day—summon (level 6, 1 nabasu 100%)

#### TACTICS

**Before Combat** The Count uses *invisibility* to enable his sneak attack.

**During Combat** The Count activates his greater bane ability to target accessible spellcasters.

Morale The Count flees if reduced to less than 20 hp.

#### **STATISTICS**

#### **Str** 13, **Dex** 22, **Con** 16, **Int** 10, **Wis** 16, **Cha** 9 **Base Atk** +8; **CMB** +9; **CMD** 25

**Feats** Combat Reflexes, Deceitful<sup>B</sup>, Disruptive<sup>B</sup>, Improved Critical (elven curve blade), Improved Initiative<sup>B</sup>, Intimidating Prowess, Power Attack, Step Up, Weapon Finesse

**Skills** Bluff +21, Disguise +9, Intimidate +15, Knowledge (arcana) +11, Knowledge (planes, religion) +4, Perception +20, Sense Motive +23, Spellcraft +11, Stealth +17, Survival +7 (+11 to track); **Racial Modifiers** +2 Perception

#### Languages Common, Elven

**SQ** ancestral arms (elven curve blade), aura of evil, domain (spellkiller inquisition), foil casting, poison use, possessed (mythic coloxus demon named Dasnikynlin), strong-willed, track

**Gear** celestial armor, +1 agile kinslayer elven curve blade, +1 seeking darkwood composite longbow (+1 Str), bane baldric, belt of incredible dexterity +2, inquisitor's monocle, deathblade poison (2)

#### **SPECIAL ABILITIES**

**Exorcism (Ex)** Certain spells can eject the coloxus demon Dasnikynlin from the Count if they overcome the demon's SR (26). *Dispel evil* or *dispel chaos* can eject Dasnikynlin, but the caster must succeed at a DC 36 caster level check. *Banishment* and *dismissal* immediately eject Dasnikynlin from the Count if the demon fails to save against the spell. If Dasnikynlin is ejected from the Count's body, it appears in the nearest open square and is stunned for 1 round. The Count immediately loses the demon-possessed template and is stunned for 1 round.

**Possessed (Su)** Count Ūlus VonKaval is possessed by a mythic coloxus demon named Dasnikynlin but shows no outward signs of the demon's presence.

While possessing the Count, Dasnikynlin's body and abilities are unavailable. The demon cannot be harmed until it leaves or is forcibly ejected. Dasnikynlin shares the Count's senses and can communicate with him telepathically but can neither read his mind nor control him. However, while the Count remains Chaotic Evil as a result of the possession, his goals have aligned with the demon's.

Each day, the Count is allowed a DC 28 Will save to force Dasnikynlin to leave his body unless the demon suppresses this by expending one use of mythic power. Should the Count ever make this save or be killed, the demon is ejected, retakes its original form in an adjacent space, and is stunned for 1 round. The demon may not possess a new target for 24 hours after being ejected from the Count. Dasnikynlin can exit the Count at any time voluntarily as a standard action. If it does so, it appears in the nearest available open space. If Dasnikynlin exits or is ejected from the Count, the Count immediately loses the demon-possessed template and is stunned for 1 round (if he is still alive).

Pride, above all things, is meat and marrow, breath and bone and blood to those of his type: vanity and selfobsession are what construct the slim, stylish forms of the coloxus, from crown to toe ... yet they also serve as a bounteous feast the rapacious demons gleefully consume. For all that the ageless beast called Dasnikynlin is an exemplar and paragon of coloxus-kind, cut precisely from the same elegant cloth as his fellows, his pride takes a unique shape: he is an avid collector. The charming fiend is a collector of many things, to be sure: rare, lovely insects, pinned and posed; sweet treats taken from murder-scenes; mannequins and toys that have touched corpses; the dying words of demonsummoners; heartbreaking yet hilarious tragicomic operas; baroque pipe-organs; finely-wrought carriages; medical texts detailing the most invasive and radical of surgeries; dentures, wigs, glass eyes, and false limbs of cunning design; children's shoes in every style and type, from painted leather to smooth wood; art crafted from human flesh ... and many others.

Such a vast collection is catalogued and kept only in Dasnikynlin's whirling mind, of course; the demon has no need for sagging trophy-cases or dusty shelves, as he meticulously destroys all those things he fancies—after sufficiently appreciating, deconstructing, and memorizing them—so that they might never enter the collection of another. Once his treasures are committed to acid, blades, and flame, they are forever his. Amongst the few things he does not collect are weapons, armor, and instruments of torture; he considers them utterly banal. His greatest collection, however, is a stroke of true, wicked genius: a family.

Over the centuries, as each successive generation of the wide-spread VonKaval bloodline perishes at the hands of the demon or his schemes, his collection grows; the family has experienced thrilling victories and terrible misfortunes for years, going from Dukes to serfs, from witch-hunters to the hunted ... and back again. Since the involvement of the coloxus, more and more often the VonKavals are finding themselves bound for the Abyss upon their untimely deaths: the most perfect way for Dasnikynlin to show off his collection to envious peers.

Many of the VonKavals have died by some ironic but direct malfeasance of the demon—pushed from a parapet of their mansion on the birthday of a child, for example while others are undone by more subtle methods: some have been formally executed by the state (or murdered by a jealous rival) after being framed for some grave misdeed, and many others have perished in the misadventurous pursuit of some imagined, lofty goal fabricated entirely by the fiend. In some instances, however, Dasnikynlin has had to take a very active role indeed ...

Count Ulus VonKaval, witch-hunter and champion of righteousness, is a changed man since the demon finally clawed his way in and took root inside his mind. Gone are the dreams of ridding his family of their curse—now, the swift swordsman hunts the far-flung cousins, greatnephews and other extended family that have attempted to escape Dasnikynlin's cruel grasp.

#### **ADVENTURE HOOKS**

• The demon has begun an active, long-term and far-reaching campaign of focused violence, seeking out the most obscure members of the VonKaval family and putting them all to corrupt, ugly and brutal ends. Any PC -- or friendly NPC -- with human or elven blood (and a sufficiently mysterious past) might discover that they are being sought by a handsome, well-mannered swordsman who wishes to know more about their ancestry. The demon takes great care in selecting his victims, confirming their identities and blackening their hearts as best he can before killing them; he leaves as few traces as possible when he strikes, and is happy to frame other members of the VonKaval family for his crimes.

 Distant relations of the VonKaval bloodline are sometimes approached with news that they are the lucky recipients of a great inheritance, and will only know that they were being manipulated all along -- lured to easy choices, small corruptions, petty cruelties and eventual madness -- when their grandchildren die senselessly in some humiliating accident, terrible plague or manufactured war. A penniless peasant may discover that he is secretly the heir to a fortune, a title and a castle when the rugged Count arrives at his door bearing the ill-tidings of a dead relative ... and a sizable deed to lands and estates he hopes will make the grief less hard to bear. The demon considers this simply "planting seeds": when his current host finally dies, the demon simply snatches up another strong body from his sprawling, poisonous garden.

• An avid collector, the demon has discovered that some arcane or occult school holds a collection of lore about fiend-summoning which he simply must possess. Guiding his mortal host-body in the direction of that library has proven easy, as the Count holds spell-casters in great, terrible and wrathful contempt, but accessing the stacks so that the books can be properly enjoyed -- before being utterly annihilated -has thus proven far more difficult. The demon is now actively recruiting aides to bring the blasphemous books to him, and will reward anyone who can deliver the books; the demon is not above posing as a holy man in oder to get his hands on the books, and he is happy to send fellow "righteous" warriors in the direction of a family of demon-worshiping witches: the VonKavals.

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## DASNIKYNLIN

#### DASNIKYNLIN

#### CR 15/MR 6

XP 51,200

Male mythic coloxus demon

- CE Medium outsider (chaotic, demon, evil, extraplanar, mythic)
- **Init** +20/+0<sup>MA, MF</sup>, dual initiative<sup>MA</sup>; **Senses** darkvision 60 ft., scent; Perception +31

#### DEFENSE

**AC** 33, touch 20, flat-footed 23 (+10 Dex, +13 natural) **hp** 228 (16d10+140)

**Fort** +15, **Ref** +20, **Will** +9

Defensive Abilities evasion; DR 10/epic and good;
Immune disease, electricity, poison; Resist acid 10, cold 10, fire 10; SR 26

#### **OFFENSE**

- **Speed** 50 ft., fly 100 ft. (good) **Melee** bite +26 (1d6+10 plus siphon), 2 slams +26 (1d4+10)
- **Special Attacks** death attack<sup>MA</sup>, draining siphon<sup>MA</sup>, mesmerizing drone, mythic power (6/day, surge +1d8), possess creature<sup>MA</sup>, sneak attack +4d6
- **Spell-Like Abilities** (CL 12th; concentration +20) Constant—*tongues*
- At will—contagion (DC 22), invisibility, suggestion (DC 21) 3/day—confusion (DC 22), haste, quickened invisibility, mind fog (DC 23)
- 1/day—giant vermin, shadow evocation (DC 23)

#### TACTICS

- **Before Combat** If afforded the opportunity, Dasnikynlin either attempts to possess a strong martial character or study an arcane spellcaster in order to deliver his death attack. Otherwise, he casts mythic *haste* and quickened *invisibility*.
- **During Combat** Dasnikynlin uses a combination of his mesmerizing drone and death attack whenever possible. At other times, he focuses full attacks on single characters to put them down.
- Morale Dasnikynlin flees if reduced below 50 hp.

#### **STATISTICS**

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#### **Str** 19, **Dex** 30, **Con** 20, **Int** 17, **Wis** 18, **Cha** 27 **Base Atk** +16; **CMB** +26; **CMD** 40

- Feats Agile Maneuvers, Combat Reflexes, Deceitful<sup>MF</sup>, Flyby Attack, Hover, Improved Initiative<sup>MF</sup>, Quicken Spell-Like Ability (*invisibility*), Weapon Finesse<sup>MF</sup>
   Skills Acrobatics +28, Appraise +22, Bluff +29, Diplomacy
- +14, Disguise +19, Fly +32, Knowledge (arcana) +10,

Knowledge (planes) +10, Knowledge (religion) +10, Knowledge (history) +14, Knowledge (nobility) +14, Perception +31, Sense Motive +15, Stealth +28; **Racial Modifiers** +8 Perception

- Languages Abyssal, Celestial, Common, Elven; telepathy 100 ft., *tongues*
- SQ mythic spell-like abilities<sup>MA</sup>

#### **SPECIAL ABILITIES**

- **Death Attack (Ex)** A mythic coloxus knows the art of killing or paralyzing a foe with a careful strike. This ability functions as the assassin's death attack ability with an effective assassin level equal to half the mythic coloxus' HD. If the mythic coloxus has levels in a class that grants the death attack ability, those levels stack with this ability to determine the DC and duration of its death attack.
- **Draining Siphon (Su)** Any creature bitten by Dasnikynlin must make a DC 25 Fortitude save or take 1d4 points of Charisma drain and 1 point of Charisma bleed damage. A coloxus heals itself of 5 points of damage for every point of Charisma it drains. The save DC is Constitutionbased and includes a +2 racial bonus.
- Mesmerizing Drone (Ex) Once per day, when he flutters his wings as a standard action, or as a move action if he expends one use of mythic power, Dasnikynlin can create a mesmerizing display of color and a sounddampening buzzing drone. All creatures within 30 feet that can see him must make a DC 26 Will save or be fascinated for 1d4+1 rounds and then *slowed* (as the spell) for as long as Dasnikynlin maintains the drone, plus 1 round. Dasnikynlin must take a swift action each round to maintain the effect or the effect ceases at the end of his turn. Additionally, the sound creates a buffer against sonic energy, granting Dasnikynlin immunity to sonic attacks or effects while he continues to drone. The save DC is Charisma-based. Dasnikynlin can use his mesmerizing drone one more time per day by expending one use of mythic power.
- Mythic Spell-Like Abilities (Su) Three times per day Dasnikynlin may cast the mythic spell version of any of its corresponding spell-like abilities. He must expend the same amount of mythic power that would normally be required to cast a mythic spell, treating its mythic rank as its mythic tier for the purpose of qualifying to use augmented versions of mythic spells.

**Tenacious Possession (Su)** Once per day, as a full-round action, Dasnikynlin can discorporate into a malign presence and target a creature within 15 feet. The creature targeted must succeed at a DC 28 Will save or be possessed. A successful Will save forces Dasnikynlin back into his natural form and stuns him for 1 round. By spending one use of mythic power as part of the full-round action, Dasnikynlin can use this ability an additional time.

Creatures immune to possession, such as those already under the effects of *protection from evil* or *protection from chaos* when targeted by this ability are unaffected unless Dasnikynlin spends one use of mythic power as a free action.

When Dasnikynlin successfully possesses a target, he enters its space and merges with it. A creature possessed by Dasnikynlin gains the demon-possessed template but gains both bonus feats, rather than just one, and gains epic skill bonuses, rather than profane. While possessing a creature, Dasnikynlin's body and abilities are unavailable. Once Dasnikynlin merges with his target he cannot be harmed until he leaves or is forcibly removed. While possessing a target, Dasnikynlin shares the senses of his host and can communicate with it telepathically. The demon can exit the possessed creature at any time as a standard action. When it does so, it appears in the nearest available open space.

Each day, the victim of a possession is allowed a new DC 28 Will save to force the possessing fiend to leave its body unless Dasnikynlin expends one use of mythic power. Should a victim make this save or be killed, Dasnikynlin is ejected, retakes his original form in an adjacent space, and is stunned for 1 round. Dasnikynlin may not possess a new target for 24 hours after being ejected from a victim unless he expends one use of mythic power. Dispel evil or dispel chaos can eject Dasnikynlin, but the caster must succeed at a DC 36 caster level check. Banishment and dismissal immediately eject Dasnikynlin from a host if they overcome his SR and he fails to save against the spell. The save DCs are Charisma-based, and include a +2 racial bonus. If Dasnikynlin exits or is ejected from a creature, the creature immediately loses the demon-possessed template and is stunned for 1 round (if it is still alive).

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