# Weekly Wonders Abyssal Hordes Alex Ríggs, Joshua Zabac





Necromancers of the Northwest

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# Introduction

This book presents several specific and unique demons of a wide variety of types, which can be called forth with summoning and calling spells. The demons are presented in groups based on the type of demon they are, and each demon has a short description of their background and personality, as well as an entry describing the way that their statistics entry varies from other demons of their kind.

Each time a spell with the calling or summoning subschools is used to conjure one of the types of demons listed in this book, roll a d% to determine whether the conjured creature is a standard one, or one of the ones listed. At the GM's discretion, the conjured creature may be a different outsider with the same statistics, especially in cases with relatively high percentage chances, or if the caster already has poor relations with that particular summoned creature. If more than one creature is summoned, roll the d% only once, and if the result indicates a unique outsider, only one of the summoned creatures is unique, with the others being standard versions of their kind.

A caster who knows of a unique creature listed here can specifically ask for that creature when using a *planar binding* or *planar ally* spell, or similar magic, increasing the odds of getting that creature to 100% (however, the creature may choose not to answer the call, in cases such as *planar ally*, or may still succeed on its Will save, in the case of *planar binding*, etc.). If summoned or called with a spell that requires some sort of payment for the creature's services, the cost of the payment is increased based on any new class levels or other Hit Dice the creature may possess, but such costs are always increased by at least 10%, even for unique creatures that do not have additional Hit Dice or class levels.

# Babaus

Murderers and assassins of the Abyss, babaus are in many ways the bloodiest of the demons, and make excellent muscle for covert attacks. The following table summarizes the chances of encountering the following unique babaus with summoning or calling spells.

#### **Table: Babau Summoning**

<b>d%</b>	Result	
01 - 90	Standard babau	
91 - 99	Haraxus	
100	Bloody Jack	

#### **Bloody Jack**

This babau's true name is Shakthus, but over time, legends about him and his numerous murders have caused him to be known by the nickname "Bloody Jack." Like many babaus, he loves the slaughter of innocents more than anything else, and amuses himself by stalking the night, hunting his victims, and ultimately slaying them. When summoned, he can often be persuaded to provide his services for a small fraction of what similarly powerful outsiders might charge, but only if he is allowed to remain on the Material Plane after his service is completed, to do as he pleases. When he is able to live on the Material Plane for an extended period of time, he takes a human guise as Jack Wellington, a brooding and mysterious nobleman.

**Mechanics:** Bloody Jack has vigilante levels. When in his social identity, he appears to be a human, gaining a +20 bonus on Disguise checks made to appear human. His full stat-block is presented below.

## BLOODY JACK

XP 4,800

Babau demon vigilante 4 (*Pathfinder RPG Ultimate Intrigue*) CE Medium outsider (chaotic, demon, evil, extraplanar) **Init** +7; **Senses** darkvision 60 ft., *see invisibility*; Perception +22

#### DEFENSE

AC 25, touch 13, flat-footed 22 (+4 armor, +3 Dex, +8 natural) hp 126 (11 HD; 4d8+7d10+70)

Fort +12, Ref +12, Will +8

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

#### OFFENSE

Speed 30 ft.

**Melee** bite +19 (1d6+9), 2 claws +19 (1d6+9)

**Special Attacks** hidden strike +2d8/+2d4, sneak attack +2d6 **Spell-Like Abilities** (CL 7th; concentration +11)

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

**During Combat** Bloody Jack attacks from hiding, picking off his foes one at a time, using hidden strike and sneak attack to deliver massive damage on his initial attack, and using pull into shadows to drag his victims out of sight.

Morale Bloody Jack knows no fear, and fights to the death.

#### STATISTICS

Str 26, Dex 17, Con 22, Int 14, Wis 11, Cha 18 Base Atk +10; CMB +18; CMD 31 Feats Combat Reflexes, Deceitful, Improved Initiative, Iron Will, Lunge, Skill Focus (Stealth)

**Skills** Acrobatics +17, Bluff +6, Climb +18, Disable Device +14, Disguise +21 (+25 when in his social identity, +41 to appear as human and part of polite society while in his social identity), Escape Artist +13, Perception +22, Sense Motive +14, Sleight of Hand +16, Stealth +36; **Racial Modifiers** +20 Disguise to appear human in his social identity, +8 Perception, +8 Stealth

**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft. **SQ** seamless guise, social grace, social talents (case the joint, social grace), unshakable, vigilante specialization (stalker), vigilante talents (pull into the shadows, twisting fear) **Gear** +1 studded leather, amulet of mighty fists +1, cloak of elvenkind, 125 gp

#### Haraxus

The most commonly known member of a rare breed of babaus, Haraxus's skin does not ooze protective slime, but rather a thick, greasy black oil, which burns with intense heat when lit, something that the demon's resistance to fire protects it from. Haraxus is no less a vicious killer than others of his kind, though he does have a particular fondness for arson, which sometimes leads him to pause over the agonizing choice between watching a victim burn alive or burying his claws deep in their flesh. He often solves this quandary by either disemboweling his victim and then burning down their home around their corpse, or burning the victim and then snapping and stomping on the scorched bones.

**Mechanics:** Haraxus's protective slime does not deal acid damage. Normally, it does no damage at all, but if Haraxus is exposed to flame, the oily slime catches on fire, at which point it functions as normal for protective slime, but deals fire damage, instead of acid damage. This also provides Haraxus with a limitless supply of oil, allowing him to harvest one ounce of oil from his skin as a move action.

## Balor

The mightiest of demons, only the most powerful conjurers are capable of bringing them forth, and only the most foolish are willing to try. There is a 1% chance of summoning the following balor with a summoning or calling spell.

#### **Bakhephros**

While it is daemons, not demons, who are best known for a desire to bring an end to all living things, there are certainly demons who have similar aims, and Bakhephros is one such creature, a powerful balor whose hatred and malice leads it to want nothing more than to snuff out all life that it encounters. He hates little more than being summoned or called via magic, and spellcasters who insist on summoning him are recommended to ensure that their identity remains anonymous, so that he does not track them down and slay them after their deal is complete, for no amount of bribes or payment can soothe Bakhephros's rage at being summoned.

**Mechanics:** Bakhephros can cast *weird* at will instead of *dominate monster, horrid wilting* instead of *power word stun,* and *cloudkill* instead of *telekinesis* (his Quicken Spell-Like Ability feat applies to *cloudkill*). Additionally, instead of death throes, Bakhephros has a death curse, allowing him to affect his killer as though with the spell *bestow curse,* with no saving throw, and regardless of range. This curse can only be lifted by a *miracle* or *wish* spell, and the caster must succeed on a DC35 caster level check, or the attempt fails. Finally, Bakhephros wields a +*1* unholy wounding scythe instead of the longsword and whip favored by most balors. As a result, he has Weapon Focus (scythe) instead of Weapon Focus (longsword), and Vital Strike, Improved Vital Strike,

and Greater Vital Strike instead of Two-Weapon Fighting, Improved Two-Weapon Fighting, and Greater Two-Weapon Fighting. Instead of the entangle ability, whenever a creature is slain by Bakhephros's scythe, that creature is affected as though by the spell *soul bind*, with the soul trapped inside the scythe. Bakhephros can hold any number of Hit Dice worth of souls in this scythe.

# Dretches

The lowliest of demons, dretches still serve as popular summoned demons for spellcasters who lack the skills to conjure anything greater. The following table summarizes the chances of encountering the following unique dretches with summoning or calling spells.

#### **Table: Dretch Summoning**

<b>d%</b>	Result	
01 - 90	Standard dretch	
91 - 95	Orgmond the Foul	
96 - 98	Gorblast	
99 - 100	Carcasho	

#### Carcasho

One of the few dretches to survive long enough as a dretch, without either being killed or mutating into another form of demon, to truly stand out from the others, Carcasho is a somewhat controversial figure amongst some demonic circles. Claiming to be a cleric of the Abyss itself, she preaches the values of ruthlessness and spontaneity, of defying societal norms and pursuing whatever your heart desires, with no regard of whether others might say that it is evil or wrong. These teachings in and of themselves are hardly controversial amongst demons, but Carcasho often calls out powerful demons in her sermons, claiming that they have grown weak and soft in their positions, or else that they impose too much order on the free-spirited free-for-all that the Abyss should be. Her powerful words have caused many demons—even those far more powerful than her—to seek out her aid and guidance, and there are whispered rumors that she has some kind of special connection with the plane itself, which gives even mighty demon princes pause when they consider eliminating her.

**Mechanics:** Carcasho has class levels. Her full stat-block is included below.

CARCASHO	CR 2
XP 1,200	1
Dretch demon cleric of the Abyss 3	
CE Small outsider (chaotic, demon, evil, extraplanar)	
Init -1; Senses darkvision 60 ft.; Perception +10	
DEFENSE	
AC 18, touch 10, flat-footed 18 (+5 armor, -1 Dex, +3 natu	ıral,
+1 size)	
<b>hp</b> 45 (5 HD; 3d8+2d10+18)	
Fort +9, Ref +3, Will +9	
DR 5/good or cold iron; Immune electricity, poison; Re	esist
acid 10, cold 10, fire 10	
OFFENSE	

Speed 20 ft. (15 ft. in armor)

#### **Melee** bite +8 (1d4+3), 2 claws +8 (1d4+3) **Special Attacks** channel negative energy 4/day (DC 14, 2d6) **Spell-Like Abilities** (CL 2nd; concentration +3)

1/day—*cause fear* (DC 12), *stinking cloud* (DC 14), summon (level 1, 1 dretch 35%)

**Domain Spell-Like Abilities** (CL 3rd; concentration +5) 5/day—touch of chaos, touch of evil (1 round)

**Cleric Spells Prepared** (CL 3rd; concentration +5) 2nd—align weapon (evil only)<sup>D</sup>, dread bolt<sup>UM</sup> (DC 14), shard of chaos<sup>UM</sup> (DC 14)

1st—bane (DC 13), doom (DC 13), murderous command<sup>UM</sup> (DC 13), protection from law<sup>D</sup>

o (at will)—*detect magic, guidance, read magic, resistance* D Domain spell; **Domains** Chaos, Evil

#### TACTICS

**During Combat** Carcasho attempts to use *murderous command* to cause disruption in her enemies' ranks, and may use *dread bolt* or *shard of chaos* if it seems likely that such spells will be useful. Otherwise, she focuses on ripping foes apart with her melee attacks.

**Morale** Fearless and completely insane, Carcasho fights to the death.

#### STATISTICS

**Str** 16, **Dex** 8, **Con** 14, **Int** 7, **Wis** 15, **Cha** 13 **Base Atk** +4; **CMB** +6; **CMD** 15

**Feats** Improved Channel, Lightning Reflexes, Toughness **Skills** Escape Artist +2, Perception +10, Stealth +8 **Languages** Abyssal (can't speak); telepathy 100 ft. **Other Gear** +1 hide armor, cloak of resistance +1, 235 gp

### Gorblast

Referred to in some fiendish codices as Gorblast the meat bag, or Gorblast the maimed, this dretch has supposedly survived over a century in its current form, an impressive feat for a creature that can be counted amongst the weakest and most pathetic of all of the Abyss's denizens. So used to being beaten, tortured, and maimed is Gorblast that he has become something of a masochist, relishing the pain and punishment that is a regular part of existence in that foul plane. Like many dretches, Gorblast actively fights other dretches for the chance to answer *summon monster* spells, as these both have a high likelihood of resulting in violence and pain, and also any time that Gorblast spends summoned by such a spell is time that he can't truly die, unlike time spent on the Abyss.

**Mechanics:** Gorblast has 6 additional hit points (for a total of 24). Instead of being able to cast *cause fear* and *stinking cloud* as spell-like abilities, he can cast *compel hostility*<sup>UC</sup> and *shield other*.

#### **Orgmond the Foul**

Because of their weak and pathetic natures, and the tainted nature of the Abyss itself, many dretches inhabit squalid and terrible places, and some dretches live in filth and grime of such intensity that it actually mutates them, causing them to become even more disgusting than they already are. Orgmond is one such dretch, and every tome and scroll that records his name warns the summoner to beware the terrible stench that accompanies him, which persists long after the dretch itself is gone, and, according to several testaments, is all but impossible to remove entirely, with faint traces of rotten fruit, viscera, and worse remaining even after thorough and magical attempts to clear the air.

**Mechanics:** Orgmond the Foul is not able to cast *stinking cloud* as a spell-like ability, but does have the stench universal monster ability (DC 13, 10 rounds).

# Glabrezu

Perhaps the most in-demand type of demon for conjurers to call or summon, glabrezus delight in offering wealth and power in exchange for performing acts of corruption. While there are many tales of glabrezus twisting the wishes that they grant to do as much harm as possible, mortals nonetheless line up in droves for a chance to bargain with one. There is a 1% chance of summoning the following glabrezu with a summoning or calling spell.

#### Barbexur

Barbexur considers himself a specialist and an artist: while most glabrezus are quite happy to ply their corruptive trade with any mortal who they come into contact with, Barbexur often sets his sights on specific targets, whose corruption he feels would either be a particular challenge, or at least be spectacular and entertaining in some other way. He then sets out to track down that person and arrange their downfall, laboriously manufacturing situations that lead the poor soul on a one-way path to madness and hedonism. While this does not mean that he strictly refuses to deal with mortal summoners, he often requires payment in the form of favors—typically odd and very specific favors—which play into one of his ongoing projects. Those who fail to meet their end of the bargain find that his wrath is incredible, especially if their mistake causes setbacks in his schemes.

**Mechanics:** Barbexur can cast *discern location* once per day instead of *power word stun*. He also has class levels. His full stat-block is included below.

CR 17

#### BARBEXUR

XP 102,400 Glabrezu demon sorcerer 8 CE Huge outsider (chaotic, demon, evil, extraplanar) Init +1; Senses darkvision 60 ft.; Perception +33

#### DEFENSE

AC 30, touch 10, flat-footed 28 (+1 Dex, +1 dodge, +20 natural, -2 size)

hp 342 (20 HD; 8d6+12d10+248) Fort +22, Ref +9, Will +16 DR 10/good; Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR 24

### OFFENSE

Speed 40 ft.

**Melee** bite +25 (1d8+11), 2 claws +25 (1d6+11), 2 pincers +25 (2d8+11/19-20)

Space 15 ft.; Reach 15 ft.

**Special Attacks** claws (2, 2d6, treated as magic weapons, 11 rounds/day), rend (2 claws, 2d8+16)

Spell-Like Abilities (CL 14th; concentration +22)

Constant—true seeing

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

1/day—discern location, summon (level 4, 1 glabrezu 20% or 1d2 vrocks 50%)

1/month—wish (granted to a mortal humanoid only)
Sorcerer Spells Known (CL 8th; concentration +16)

4th (5/day)—scrying (DC 22)

3rd (7/day)—invisibility sphere, rage, suggestion (DC 21) 2nd (14/day)—bull's strength, cat's grace, command undead (DC 20), detect thoughts (DC 20)

1st (8/day)—cause fear (DC 19), charm person (DC 19), jump, mage armor, magic missile, ventriloguism (DC 19)

o (at will)—acid splash, arcane mark, bleed (DC 18), dancing lights, detect magic, ghost sound (DC 18), mage hand, prestidigitation **Bloodline** Abyssal

#### TACTICS

**Before Combat** If Barbexur knows combat is imminent, he casts *invisibility sphere*, *bull's strength*, *cat's grace*, and *mirror image* on himself. He casts *mage armor* every eight hours. **During Combat** Barbexur tries to avoid combat as much as possible, but when the situation calls for it, he mostly rips his foes apart with his natural attacks, using his *confusion* spell-like ability to divide his foes against themselves, if necessary. **Morale** Barbexur flees if reduced to less than 160 hit points.

#### STATISTICS

**Str** 33, **Dex** 13, **Con** 35, **Int** 16, **Wis** 14, **Cha** 26 **Base Atk** +16; **CMB** +29; **CMD** 41

Feats Cleave, Combat Casting, Dodge, Empower Spell, Eschew Materials, Great Cleave, Improved Critical (pincer), Improved Vital Strike, Lightning Reflexes, Persuasive, Power Attack, Vital Strike

Skills Bluff +39, Diplomacy +32, Intimidate +27, Knowledge (history) +18, Knowledge (local) +18, Perception +33, Sense Motive +25, Stealth +21, Use Magic Device +23; Racial Modifiers +8 Bluff, +8 Perception

**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft. **SQ** bloodline arcana (summoned creatures gain DR 4/good) **Other Gear** cloak of the bat, ring of mind shielding, ring of wizardry II, 1,000 gp

#### Hezrou

Foul demons of corruption, hezrou are far from the most popular demons to summon, but there are those that find them to be useful as muscle. There is a 3% chance of summoning the following hezrou with a summoning or calling spell.

#### Gluraum

While many of the hezrous that are summoned or called to the mortal plane are the least of their kind, competition can be fierce in the Abyssal swamps and mires for the best territory, and centuries of such disputes often lead to certain hezrous becoming particularly formidable warriors. One such hezrou is Gluraum, who once was the chieftain of an entire tribe of demons, mostly hezrous, and ruled a large portion of a relatively small layer of the Abyss. It was believed for some time that Gluraum's ascension to the status of demon prince was inevitable, but he grew fat and lazy in his success, and ultimately much of his power was stripped from him. He is now much weaker than he once was, but he spends most of his time sulking and licking his wounds. Summoners who play to his pride are likely to get the best results.

**Mechanics:** Gluraum can cast *plague storm* once per day instead of *blasphemy*. He also has class levels. His full stat-block is included below.

#### GLURAUM

#### XP 76,800

Hezrou demon barbarian 5 (*Pathfinder RPG Bestiary*) CE Large outsider (aquatic, chaotic, demon, evil, extraplanar) Init +6; **Senses** darkvision 60 ft.; Perception +30 Aura stench (30 ft., DC 27, 10 rounds)

**CR 16** 

#### DEFENSE

AC 33, touch 11, flat-footed 31 (+6 armor, +1 Dex, +1 dodge, +16 natural, -1 size)

hp 272 (15 HD; 10d10+5d12+185)

Fort +27, Ref +9, Will +15

**Defensive Abilities** fortification 50%, improved uncanny dodge, trap sense +1; **DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 22

#### OFFENSE

Speed 40 ft. (30 ft. in armor), swim 30 ft.

**Melee** bite +24 (4d4+10 plus grab), 2 claws +24 (1d8+10 plus grab)

Space 10 ft.; Reach 10 ft.

**Special Attacks** nausea, rage (24 rounds/day), rage powers (guarded stance +1, smasher<sup>APG</sup>)

Spell-Like Abilities (CL 13th; concentration +16)

At will—chaos hammer (DC 17), greater teleport (self plus 50 lbs. of objects only), unholy blight (DC 17)

3/day—gaseous form

1/day—plague storm<sup>UM</sup> (DC 20), summon (level 4, 1 hezrou 35%)

#### TACTICS

**During Combat** Gluraum makes liberal use of his rage and Power Attack, tearing into his foes with reckless abandon. His favored tactic is to disarm his foes, then grapple them until he literally squeezes the life from them. **Morale** Having already lost so much, Gluraum is not willing to flee combat again, and fights to the death.

#### STATISTICS

Str 31, Dex 13, Con 34, Int 14, Wis 16, Cha 16

**Base Atk** +15; **CMB** +26 (+30 grapple, +30 sunder); **CMD** 38 (40 vs. sunder)

**Feats** Blind-fight, Cleave, Dodge, Great Cleave, Greater Sunder, Improved Initiative, Improved Sunder, Power Attack **Skills** Acrobatics +18, Appraise +3, Bluff +4, Climb +22, Diplomacy +4, Disguise +4, Escape Artist +10, Heal +4, Intimidate +22, Knowledge (arcana) +16, Perception +30, Sense Motive +4, Spellcraft +16, Stealth +14, Survival +4, Swim +30; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft. SQ amphibious, fast movement

**Other Gear** +2 moderate fortification hide armor, cloak of resistance +3, marvelous pigments, stone of good luck (luckstone), 320 gp

# Quasits

Known primarily for their role as familiars to evil spellcasters, quasits can also serve as useful spies and allies to conjurers who are able to summon them (a somewhat difficult task, as they are not generally available via *summon monster*). The following table summarizes the chances of encountering the following unique quasits with summoning or calling spells.

#### **Table: Quasit Summoning**

Result
Standard quasit
Sarlus
Zanzibrand the magnificent

#### Sarlus

Sarlus's first master, the mortal whose spirit, brushing against the Abyss, ultimately created him, was a wizard by the name of Sandra Feldrik. Unfortunately for Sarlus, his master was turned from the path of evil before he could arrange her untimely demise in order to secure her soul. Instead, a young man fell in love with Sandra, and his love and guidance turned her from her dark path and led her to salvation. Sarlus was dismissed from his master's service, but Sandra didn't have the heart to slav him. He spent ages wandering the Material Plane, finding and interfering with the lives of lovers, attempting to foil any chances at true love or happiness that he found. Eventually he found his way back to the Abyss, but without any captured souls, he is far from being able to transform into a greater demon. He delights in tormenting youths by using his spell-like abilities to make them besotted with another, while also sabotaging any chance that the object of their affection could ever like them.

**Mechanics:** Sarlus can cast *negative reaction*<sup>UC</sup> as a spelllike ability once per day instead of *cause fear*, and instead of being able to cast *commune* once per week, he can cast either *reckless infatuation*<sup>UM</sup> or *unadulterated loathing*<sup>UM</sup> once per week.

#### Zanzibrand the Magnificent

Among those rare quasits that choose to remain on the Material Plane after their first master dies, Zanzibrand decided that he rather enjoyed life in the mortal realm, where things were much more pleasant than what he had heard about his home plane, and where he possessed much more power and ability than those around him, unlike what he knew he could expect in the Abyss. Zanzibrand's reign of terror was relatively short-lived, however, and he was eventually imprisoned by a powerful psychic, Seeva Spiritsight, who sought to redeem the quasit. During his captivity, Zanzibrand picked up many occult secrets, but when it eventually became clear that he would not turn from his demonic nature, Seeva banished him back to the Abyss. Ever since, he has used his occult skills to barter information to his allies.

**Mechanics:** Zanzibrand can cast *clairaudience/clairvoyance* instead of *cause fear*. He also has class levels. His full statblock is presented below.

#### ZANZIBRAND THE MAGNIFICENT XP 1,200

Quasit demon occultist 3 (*Pathfinder RPG Occult Adventures*) CE Tiny outsider (chaotic, demon, evil, extraplanar) **Init +8; Senses** darkvision 60 ft.; Perception +11

CR<sub>4</sub>

#### DEFENSE

AC 19, touch 17, flat-footed 14 (+4 Dex, +1 dodge, +2 natural, +2 size)

hp 38 (6 HD; 3d8+3d10+9); fast healing 2

**Fort** +5, **Ref** +8, **Will** +8

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

#### OFFENSE

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

Melee 2 claws +11 (1d3-1 plus poison), bite +11 (1d4-1)

**Ranged** +1 shortbow +12  $(1d_3/x_3)$ 

Space 2-1/2 ft.; Reach o ft.

Special Attacks poison

**Spell-Like Abilities** (CL 6th; concentration +5) At will—detect good, detect magic, invisibility 1/day—clairaudience/clairvoyance 1/week—commune

Implement Schools (2 generic focus)

Abjuration (amulet, 1 point) Resonant—warding talisman; Focus—mind barrier

Divination (crystal ball, 1 point) Resonant—third eye; Focus—sudden insight

Illusion (ring, 1 point) Resonant—distortion; Focus minor figment

**Occultist Spells Known** (CL 3rd; concentration +5) 1st (4/day)—mindlink<sup>OA</sup>, shield, silent image (DC 13) 0 (at will)—detect psychic significance<sup>OA</sup>, ghost sound (DC 12), resistance

#### TACTICS

**Before Combat** Zanzibrand casts *shield* if he expects an upcoming fight.

**During Combat** Zanzibrand keeps his distance, avoiding melee if at all possible. He becomes *invisible* at the first opportunity, then uses *silent image* to make an image of himself, allowing his foes to waste their resources against it for a few rounds before attacking with his shortbow, or simply fleeing.

**Morale** If the attacks made against his *silent image* indicate that he is outclassed, Zanzibrand flees immediately. He also flees if he encounters foes that can see him while he is invisible, or if reduced to fewer than 10 hit points.

#### STATISTICS

**Str** 8, **Dex** 18, **Con** 13, **Int** 15, **Wis** 14, **Cha** 9 **Base Atk** +5; **CMB** +7; **CMD** 17

**Feats** Dodge, Improved Initiative, Weapon Finesse **Skills** Appraise +11, Bluff +8, Fly +25, Intimidate +5, Knowledge (arcana) +8, Knowledge (planes) +8, Perception +11, Sense Motive +8, Stealth +21 **Languages** Abyssal, Auran, Common, Draconic; telepathy

(by touch only) SQ change shape (bat, wolf; *polymorph*), implements 3, magic item skill, mental focus (5/day), object reading Gear +1 shortbow with 40 arrows, Tiny crystal ball worth 20 gp, Tiny gold ring worth 20 gp, Tiny ruby amulet worth 40 gp

# Shadow Demon

Shadow demons are creatures consumed by jealousy and emptiness. There is a 3% chance of summoning the following shadow demon with a summoning or calling spell.

#### Araxitor

Araxitor is a truly ancient shadow demon, and he spends his time pursuing ancient secrets and arcane lore. Though he is knowledgeable in many areas, his specialty is shadow magic, and he has even found a way to overcome his race's aversion to sunlight, a secret that he keeps to himself, much to the frustration of his brethren. He primarily answers summons from spellcasters who ask him to teach them arcane lore, and he is able to pass on the knowledge of how to cast any spells he can use as spell-like abilities, at a rate of 2 hours per spell level of the spell. He can also teach summoners how to make their shadow magic more real, as his own is, but this requires no less than 14 days of training.

**Mechanics:** Araxitor does not have the sunlight powerlessness weakness, and in fact gains a +2 enhancement bonus to Dexterity and Charisma in areas of normal or bright light. Additionally, his *shadow conjuration* and *shadow evocation* spells are 10% more real than they would otherwise be.

## Succubus

There are few male conjurers who did not, in their youth learning magic, dream and fantasize, at least once, about summoning and calling a succubus to serve them, despite all of the excellent reasons not to do so. While many a fool has met his death summoning a succubus, and those with true ambition and talent quickly outgrow such fantasies, there are still many reasons why a prospective summoner might call upon a succubus to perform various tasks—after all, just because he is too clever to fall for her charms and wiles does not mean that his enemies will be, especially if they do not know it is a succubus they are dealing with. There is a 2% chance of summoning the following succubus with a summoning or calling spell.



#### Ninxia

By many accounts, Ninxia should have transformed into a more powerful type of demon long ago, but she chose to remain in her current form due to a mixture of vanity and pride in her skills at manipulation. While she physically remains the ravishing picture of beauty that is a succubus, mentally she has evolved somewhat beyond the constant lust that such creatures embody, and she considers herself to have failed if she is forced to resort to carnal desires in order to get what she wants. She is no less manipulative, however, than any other succubus. One of her favorite routines is to claim to be a reformed succubus, who now uses her abilities to help ease the minds of others.

**Mechanics:** Ninxia has class levels. Her full stat-block is presented below.

#### NINXIA

#### **XP 9,600** Succubus demon mesmerist 7 (*Pathfinder RPG Occult Adventures*)

CE Medium outsider (chaotic, demon, evil, extraplanar) Init +10; Senses darkvision 60 ft.; Perception +27

#### DEFENSE

AC 27, touch 15, flat-footed 22 (+5 armor, +5 Dex, +7 natural) hp 157 (15 HD; 7d8+8d10+82) Fort +9, Ref +17, Will +23 DR 10/good or cold iron; Immune electricity, fire, poison; Resist acid 10, cold 10; SR 18

#### OFFENSE

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

**CR 10** 

# **Melee** +*1 flaming rapier* +21/+16/+11 (1d6+4/15-20 plus 1d6 fire) or 2 claws +14 (1d6+1)

**Special Attacks** bold stares (psychic inception<sup>OA</sup>, susceptibility<sup>OA</sup>), hypnotic stare (-2), manifold tricks (2 tricks), mental potency (+1), mesmerist tricks 12/day (gift of will, meek facade, mesmeric mirror, mesmeric pantomime), painful stare (+3 or +2d6)

Spell-Like Abilities (CL 12th; concentration +21)

Constant—detect good, tongues

At will—charm monster (DC 23), detect thoughts (DC 21), ethereal jaunt (self plus 50 lbs. of objects only), greater teleport (self plus 50 lbs. of objects only), suggestion (DC 22), vampiric touch

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

Mesmerist Spells Known (CL 7th; concentration +16)

3rd (3/day)—demanding message (DC 22), displacement 2nd (5/day)—calm emotions (DC 21), invisibility, knock, share memory<sup>UM</sup> (DC 21)

1st (7/day)—demand offering<sup>OA</sup> (DC 20), forbid action<sup>UM</sup> (DC 20), lock gaze<sup>UC</sup> (DC 20), ray of enfeeblement (DC 20), undetectable alignment (DC 20)

o (at will)—*d*ancing lights, detect magic, detect psychic significance<sup>OA</sup>, ghost sound (DC 19), prestidigitation, read magic

#### TACTICS

**During Combat** Ninxia prefers to avoid combat, when possible. If it is unavoidable, she casts *displacement* on herself, uses Combat Expertise, fighting cautiously with her rapier, and working to outlast her opponent.

Morale Ninxia flees if reduced to less than 75 hit points.

#### STATISTICS

#### Str 17, Dex 22, Con 20, Int 20, Wis 12, Cha 29 Base Atk +13; CMB +19; CMD 32

**Feats** Agile Maneuvers, Combat Expertise, Combat Reflexes, Improved Critical (rapier), Improved Initiative, Iron Will, Weapon Finesse, Weapon Focus (rapier)

**Skills** Bluff +38, Diplomacy +27, Disguise +27, Escape Artist +24, Fly +24, Intimidate +27, Knowledge (local) +23, Perception +27, Sense Motive +19, Sleight of Hand +24, Stealth +24; **Racial Modifiers** +8 Bluff, +8 Perception **Languages** Abyssal, Celestial, Common, Draconic, Elven, Ignan; telepathy 100 ft.

SQ change shape (small/medium humanoid; alter self), consummate liar +3, energy drain, profane gift, touch treatment 12/day (Moderate)

Other Gear +2 studded leather, +1 flaming rapier, 255 gp

## Vrock

Among the more iconic demons, the terrifying vrocks are popular choices for summoners looking for enforcers or assassins. There is a 3% chance of summoning the following vrock with a summoning or calling spell.

#### Greinoch

Even more of a cackling maniac than others of her kind, Greinoch is a delusional and wildly unpredictable killer, who quickly turns against even other vrocks. She is blind in one eye, bearing an incredibly ugly scar over the right half of her face, from a long-ago battle. She often talks in rhyme, or, on days when her grip on reality is at its weakest, speaks each word backwards, instead. Her insanity sometimes makes her easier to bargain with than other demons, as she agrees to strange and outlandish forms of payment, which may be of little value to others, although her reliability as an agent leaves much to be desired.

**Mechanics:** Greinoch can cast *ash storm* once per day instead of *heroism*, and *create pit* once per day instead of *mirror image*. She also has class levels. Her full stat-block is presented below.

#### GREINOCH

#### XP 51,200

Vrock demon slayer 6 (*Pathfinder RPG Advanced Class Guide*) CE Large outsider (chaotic, demon, evil, extraplanar) **Init** +9; Senses darkvision 60 ft.; Perception +30

CR 15

#### DEFENSE

AC 33, touch 14, flat-footed 28 (+8 armor, +5 Dex, +11 natural, -1 size)

hp 208 (15d10+126)

Fort +23, Ref +22, Will +15; +2 vs. mind-affecting spells, spell-like abilities, and supernatural abilities

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

#### OFFENSE

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

**Melee** bite +21 (1d8+7), 2 claws +22 (2d6+7/19-20), 2 talons +21 (1d6+7)

Space 10 ft.; Reach 10 ft.

**Special** Attacks sneak attack +2d6 plus 2 bleed, studied target +2 (2nd, move action)

**Spell-Like Abilities** (CL 12th; concentration +14)

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

1/day—ash storm<sup>UM</sup>, create pit<sup>APG</sup> (DC 14), summon (level 3, 1 vrock 35%)

#### TACTICS

**During Combat** Greinoch prefers to fight with allies, when possible, using flanking to get sneak attack. If the allies are other vrocks, she uses *ash storm* to hinder her foes and buy herself and her allies time to use dance of ruin. **Morale** Thoroughly insane, Greinoch fights to the death.

#### STATISTICS

Str 25, Dex 20, Con 27, Int 14, Wis 18, Cha 14 Base Atk +15; CMB +23; CMD 38

**Feats** Cleave, Combat Reflexes, Improved Critical (claw), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Rending Claws<sup>APG</sup>, Weapon Focus (claw) **Skills** Fly +21, Intimidate +20, Knowledge (planes) +20, Perception +30, Sense Motive +22, Spellcraft +20, Stealth +19, Survival +22; **Racial Modifiers** +8 Perception

**Languages** Abyssal, Celestial, Common; telepathy 100 ft. **SQ** dance of ruin, slayer talents (bleeding attack +2, powerful sneak, weapon training), spores (1 / 3 rounds), stunning screech, track +3

**Combat Gear** mind sentinel medallion<sup>UE</sup>; **Other Gear** +5 studded leather, cloak of resistance +4, 300 gp

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