



ARCHDEVILS OF PORPHYRA

PERRY FEIR



ARCHDEVILS OF PORPHYRA

Ye are of [your] father the devil, and the lusts of your father ye will do. He was a murderer from the beginning, and abode not in the truth, because there is no truth in him. When he speaketh a lie, he speaketh of his own: for he is a liar, and the father of it.

- John 8:44

The singular being that is Lord Sathax rules the vast legions of lawful evil outsiders known as devilkind, who seek to deceive and rule mortal life and eliminate all weaker beings from the lower planes- and the upper planes, if they can manage. On the Patchwork Planet of Porphyra, devilkind had even less presence on that world than the hated demons with their blaspheming city of Bhaal-Aak, and any dark lore that might have summoned devils was actively sought out and repressed by the chaos-loving erkunae. The restriction irked Sathax mightily, but the Dark Father was able to play the long game, and in the fullness of time, The Calling took place, and the NewGods War hard upon it. Some factions, indeed, claim that the Lord of the Seven Circles worked from beyond the dimensional veil to influence the members of the Cormazog Alliance to engineer the Calling of the Gods, and through them, access to the souls of Porphyran mortals. A likelier truth is that Sathax's collection of blackmail information in *The Black Tome* steered the paths of the disparate New Gods themselves to come to Porphyra and make the necessary contacts. Sathax has always hated the Elemental Lords, as they have ever resisted his alliances and threats, and the lawful evil Lords Enor and Grunzol both refused Hadriel's hand in infernal marriage- a great affront. Thus, when the NewGods War was engaged, Sathax made his services and legions available through his first and strongest cult, The Septagon, and through tentative alliances made with Rolterra, The Boundless One. Devils are found on Porphyra mostly through summons by haughty wizards, or clerics that believe their god merely uses devilkind as servants. Some cadres of devils are remnants of the legions committed to the NewGods War on the Gods' behalf, where servants of reluctant gods have been unwilling to deal with them, due to some

agreement between the Dark Father and a deity whose name is in his dire *Black Tome*.

The subsidiary Archdevils of the Seven Circles, sometimes referred to as Hell, are the family and vassals of Sathax, and he does not permit them full portfolios of domains, asserting his total control over them and their power. Devil-worshippers assume an ecclesiastical hierarchy in that Sathax is their "Lord" and the Archdevils serve at his pleasure, and their cults are not completely independent religions. When the Septagon or other devil-worshippers are opposed or persecuted, especially by chaotic good religions like those of Tulis and Yolana, their contributions to the NewGods War are often thrown up, and their infernal efforts flourish.

Deific Obedience

Your reverence for a deity or equivalent being is so great that daily prayer and minor sacrifices grant you special boons

Prerequisite(s): Knowledge (religion) 3 ranks, must worship a deity or equivalent being.

Benefit(s): Each deity requires a different daily obedience, but all obediences take no more than 1 hour per day to perform. Once you've performed the obedience, you gain the benefit of a special ability or resistance as indicated in the "Obedience" entry for the god to whom you performed the obedience.

If you have at least 12 Hit Dice, you also gain the first boon granted by your deity upon undertaking your obedience. If you have at least 16 Hit Dice, you also gain the deity's second boon. If you have 20 Hit Dice or more, you also gain the deity's third boon. Unless a specific duration or number of uses per day is listed, a boon's effects are constant.

Certain prestige classes or prestige archetypes gain access to these boons at lower levels as a benefit of their prestige class. If you have no levels in one of these prestige classes or caster prestige archetypes, you gain the boons marked as exalted boons. If you later take levels in sentinel or evangelist, you lose access to the exalted boons and gain access to the new boons appropriate to your class. If you ever fail to perform a daily obedience, you lose all access to the benefits and boons granted by this feat until you next perform the obedience

This feat is reprinted with minor changes.

Lord Sathax (Grand Archdevil)

Lord of the Pit, Dark Father

Emperor of the Seven Circles

Worshippers: All devil-worshippers, lawful evil rulers and aristocrats

Minions: evil dragons, fire giants, pit devils

Alignment: Lawful Evil

Domains: Evil, Knowledge, Law, Nobility

Subdomains: Aristocracy, Blackmail, Devil, Tyranny

Lower Realm Dominated: Sathax, the Seventh

Favored Weapon: Heavy flail

Favored Animal: Emperor cobra

Favored Instrument: Violin

Obedience

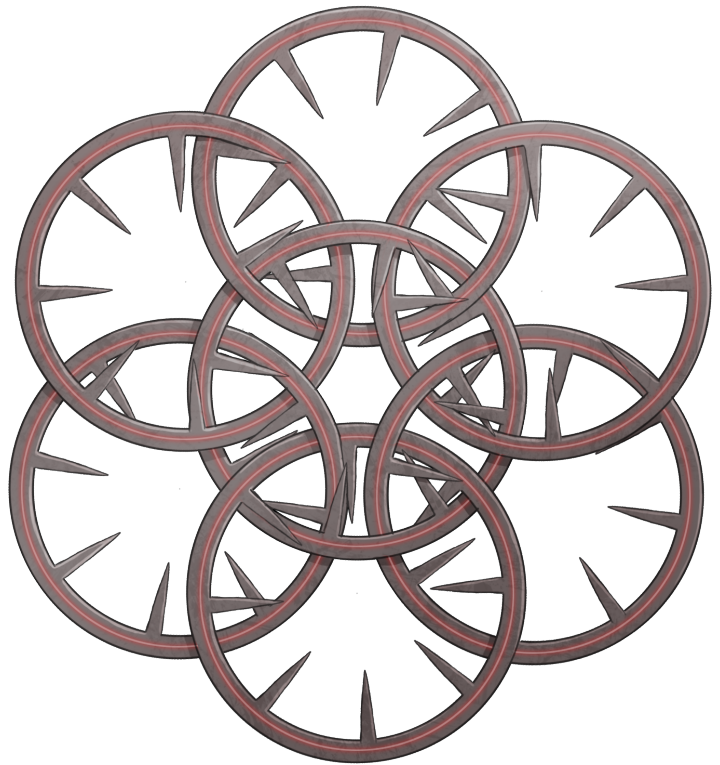
Read from *The Black Tome* for one hour while standing, then write any possible activities that could be used in blackmail files on a parchment and then burn it. Gain +4 to saves vs. compulsion spells and effects.

Boons

1. **The Gifts of Knowledge (Sp):** *comprehend languages* 3/day, *communal protection from chaos* 2/day or *detect desires* 1/day
2. **Master of Lies (Ex/Sp):** You gain +5 to Bluff checks, add +2 to the DC of illusion spells you cast, and can cast illusion spells without any components whatsoever; once per day you may cast *programmed image* as a spell-like ability.
3. **High Acolyte of the Dark Father (Sp):** You may request an audience with Lord Sathax! The audience takes place on the full moon, once a month, that results in the equivalent of a granted *wish* if the receiver of the boon makes a DC 28 Diplomacy check.

Legend

Lord Sathax is a brilliant, manipulative, and ambitious para-deity, and the only things holding him back from being far more powerful and controlling of Porphyra and its Material Plane is his late arrival to the world. That and his demand for total obedience and discipline, which does not regularly combine with the lack of good morals that “The Snake in a Robe” (an epithet of the Geranites) possesses. Sathax is quite content with the idea of quality over quantity, and the surest way to displease him is to recruit weak and lesser beings. Though some frankly desperate religions attempt to paint Sathax as a rebel against some moral order, he is no such thing; Sathax is the coalescent personality of a past universe, the living remnant of a dead reality, boiled down to ruthless sentience and desire to dominate, control, snuff



out all willfulness, in what Sathax believes will be an eternal cycle of dominance.

Church

Sathax's cult is fairly healthy on Porphyra, finding a niche above the revolutionaries of Rolterra, the militarism of Kamus, and the bureaucracy of Eshsalqua. Followers of Sathax are those who crave control over others, who need to own the hearts and souls of those around them, by the most efficient means possible. Many Sathaxians are petty lords, manor-holders, even shopkeepers that keep extensive records on everyone around them, all that they do or see, thus, they are all educated. Cult cells rarely stray outside family lines, with outsiders being tolerated only if they are slavishly subordinate. Temples to Sathax are always tall and straight; if worship of Sathax needs to be concealed it will simply go into the parlors and meeting-rooms owned by practitioners. Most cultists of Sathax will have spell or magic power of some kind.

Spell Preparation Ritual

Cultists draw the Seven Rings of Sathax upon the designated altar in the blood of a sacrifice of fitting stature. They chant memorized verses from the *The Black Tome* while making mystical passes with a knife or appropriate instrument. If the blood is that of a chaotic being, the first spell cast that day adds +1 to the DC of its save.

The Chained Queen

(Arch-devil)

The Jailed Empress, Dark Mother

Deposed Queen of the Seven Circles

Worshippers: police, jailers, bounty hunters

Minions: hellhounds, hobgoblins, kytons

Alignment: Lawful Evil

Domains: Community, Evil, Law

Subdomains: Betrayal, Cooperation, Devil

Lower Realm Dominated: Carcerem, The Sixth

Favored Weapon: Garrote

Favored Animal: Bloodhound

Favored Instrument: Casaba

Obedience

Flagellate yourself with a personally purchased or crafted chain, repeating verses from your assigned code of conduct. You gain DR/4 against all non-lethal damage.

Boons

1. **Jailer's Arsenal (Sp):** *barbed chains* 3/day, *bloodhound* 2/day or *blood scent* 1/day.
2. **Mercenary Agent (Sp):** Once per day you can call forth a kyton as an ally, which will serve until it is killed or dismissed. You can have one kyton ally at a time.
3. **Selective Bondage (Su):** You are immune to all evocation spells except those that have the word "chain" in them, which you save at a -2 penalty.

Legend

Ecclesiastic doctrine outlined in *The Gift of Knowledge* asserts that Lord Sathax, created for himself, from his own will and the generative power of the Universe, a mate and wife. The accomplishments of the two are many, including the procreation of Hadriel, Melektus and Mastema, but this being's true name is expunged from his unholy book, for a crime committed at least 3,500 years before the present day. The wife and partner of Sathax dared to tryst with the God Kamus, the Lord of Chains, and did produce from this union the powerful and fast-rising demigod Kram-Hotep, Pharaoh of the Freezing Portal. The "Queen" argued the legitimacy of her actions in that their union had not been presided over by a 'higher power' and that she and Kamus' child had the potential to be great because of the mixing of Sathax and Kamus' inherent power... The argument could not be faulted in Sathax's logic, so instead of annihilation, the now-named "Chained Queen" would be given her own prison-kingdom and rule it from ascendant captivity. The Jailed Empress epitomizes the



purpose and occasional price of ambition, and the honor of service, even to a dangerous ruler.

Church

Many beings in law enforcement serve The Chained Queen, especially those in oppressive regimes whose mantra is "I was just following orders". A businesslike faith, clerics and adherents of The Jailed Empress are adept at shifting blame and responsibility, all in the name of getting ahead at another's expense. There is a ritualistic sense of subversion among Reginites (their formal ecclesiastical name) that advocates patience and seeking an opportunistic advantage, and their number see the rising power of Kram-Hotep as the fulfillment of this philosophy. A discreet badge of chains on their regular work-insignia marks an adherent of The Chained Queen.

Spell Preparation Ritual

Reginite worshippers of all types carry a rosary-like token, a string of 49 chain-links of materials commensurate with the rank or station of the worshipper within their organization. Spell-casters attach their unholy symbol to this dark rosary, and use in their morning meditations, counting a chain link and reciting a passage from *The Black Tome* and/or regulations and requirements for the day, and the proper spells. When all of the links have been meditated over, the ritual is over. This rosary doubles as a functional garrote, if made of metal.

Duke Melektus

(Arch-devil)

The White Twin, Doctor Infernus

Favored Twin Son of Sathax

Worshippers: architects, doctors, courtiers and sadists, necromancers

Minions: giant leeches, kahrn, parasitic monsters, undead

Alignment: Lawful Evil

Domains: Evil, Healing, Law

Subdomains: Devil, Loyalty, Medicine

Lower Realm Dominated: Sputimius, the Fifth

Favored Weapon: Lance

Favored Animal: Leech

Favored Instrument: Viol

Obedience

Use leeches to drain a cup of blood into a vessel or into stagnant water. Write your secret failings in the dirt or on a mirror with blood, confess it, then erase it. Gain a +4 profane bonus on saves vs. poison.

Boons

1. **Patients' Price (Sp):** *infernal healing* 3/day, *blinding ray* 2/day or *appearance of life* 1/day.
2. **Parasitic Penetration (Su):** Once per day with a successful touch attack, you can infest a living creature with foul worms unless the target makes a Fortitude save (DC 10 + 1/2 your HD + your Constitution modifier). These parasites retain an unholy link to you, draining that creature's energy and transferring it to you. This infestation persists for 10 rounds, during which you act as if *hasted* and the infested victim is staggered. These parasites count as a disease effect.
3. **Eternal Servant(Ex):** You gain the undead type and the ability to use Command Undead a number of times per day equal to 3 plus your Charisma modifier. No unintelligent undead can attack or harm you in any way.

Legend

A millennium after the semidivine birth of Hadriel, Sathax furthered his plans and ambitions and engendered twin sons with his Queen. An efficient process, so he reasoned, and they were, in the logic of the Lower Realms, mirror images of each other. The 'light' twin, named Melektus, was coerced, manipulated and molded by his infernal parents to be a false beacon to gullible mortals, and thus draw more power to the Seven Circles. Melektus is entirely Sathax's creature, with only his personal flaws and insecurities to give him a distinct



personality, which plays perfectly into his portfolio of appearance over substance, and pretense over real accomplishment. Melektus does little without Sathax's approval or permission, though he does skirmish with his hated brother Mastema and haughty sister Hadriel occasionally.

Church

Melektus' cult is one of faddishness and false popularity, of looking better than one feels and maintaining pretenses of power at all costs, if you have none of your own. This attitude is actually written into doctrine, a flashy pamphlet-like "unholy book" called *The Power of Healing* which white-robed Melektites hand out to anyone who stands still long enough. Cults of the Doctor Infernal spring up, surge, and scatter, spreading steadily but raggedly across the land while their leaders dole out small amounts of healing in exchange for large sums of money that are funneled into larger Hell-based projects, given outright to armies loyal to Sathax, or embezzled by Melektite devil-worshippers, an acceptable practice if you don't overdo it and get horribly tortured by an eager Mastemite. The followers of Melektus are the leading Infernal practitioners of undead animation.

Spell Preparation Ritual

The rituals of Mastema are quite similar to those of the Dark Father, Sathax, though the altar must be smaller and is typically made of stainless metal; many Melektites carry a large steel shield for this purpose in the field.

Duke Mastema

(Arch-devil)

*The Black Twin, Khan of the Asherake, The Punisher
Twin Son of Sathax*

Worshippers: gladiators, mercenaries, privateers

Minions: asherake, rakshasas and half-rakshasas, giants

Alignment: Lawful Evil

Domains: Destruction, Evil, Law

Subdomains: Devil, Judgement, Torture

Lower Realm Dominated: Aeronicus, the Fourth

Favored Weapon: Bastard sword

Favored Animal: Tiger

Favored Instrument: Trumpet

Obedience

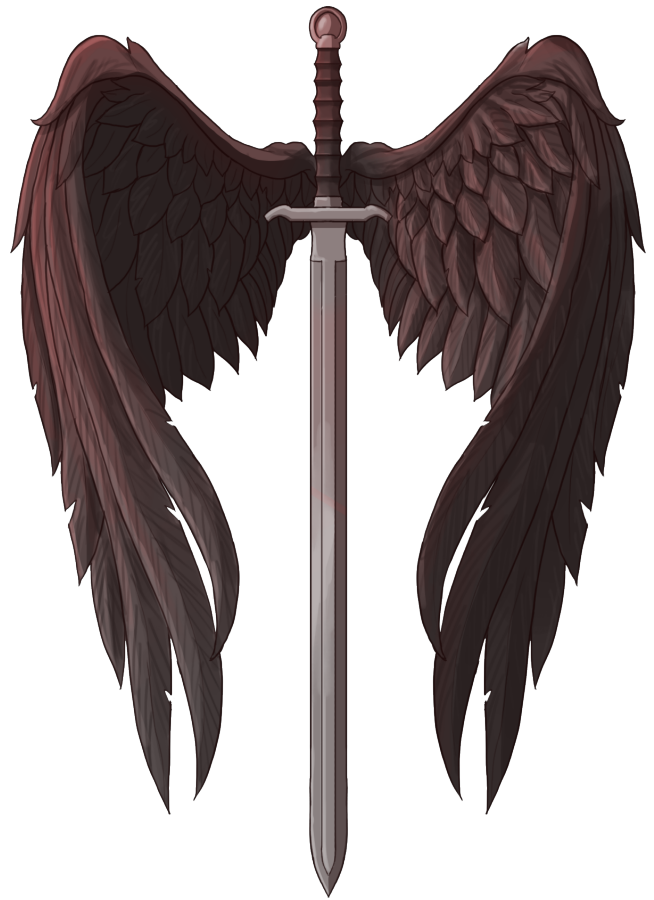
Dress in the ritualistic garb of The Black Goat, performing the chant and sword exercises prescribed by Mastema, anointing your blade in alchemists' fire for the duration. You gain +4 to weapon confirmation rolls with your master's favored weapon, the bastard sword.

Boons

1. **Oppressor's Might (Sp):** *interrogation* 3/day; *castigate* 2/day or *righteous vigor* 1/day.
2. **Blackship Captain (Ex):** You have been granted command of an asherake flying ship, identical to a longship, but able to *levitate* its own maximum weight; a crew of 10 asherake warriors loyal to you come with it.
3. **Infernal Might (Ex):** You become infused with infernal power, and gain a +4 profane bonus to Constitution and your natural armor.

Legend

The twin brother of the Archdevil Melektus and arguably the eldest son of Lord Sathax and the Chained Queen, the Archdevil Mastema, called The Punisher, is the dark hope of lawful evil in the Seven Circles, as covertly rebellious as one may be in the Infernal Lands and still maintain one's immortal existence. Mastema is as bold and defiant as Melektus is compliant and obedient, and believes, probably with some truth, that his father admires this and will reward him some day. Mastema chose to rise through the ranks of greater demons rather than be groomed for Lordship like his brother and sister, and what he lost in time invested he gained in knowledge of cruelty and manipulation, and figures himself Hadriel's equal in that department. Mastema also disagrees with his fellows in the merits of the human race, and he rejects them with disgust, preferring non-human, more powerful races for his ends, his favorite being the



felinoid asherake, rakshasas, and various giant races.

Church

Mastema prefers whole tribes and racial variants for worshippers, rather than cultist cells lurking in basements and decadent palaces. The aggressive asherake warrior-race is his pride and joy, and much effort was placed in transplanting them to Porphyra. Worshippers of Mastema are a violent lot, but disciplined, and always push for war, alternated with periods of building up power; leader-types have the welfare of whole communities in their hands, and do not spend their lives gratuitously. Slaves taken may choose to worship Mastema, but it profits them little, being used for cannon-fodder and skirmishers rather than brute labor and food.

Spell Preparation Ritual

Within communities that worship Mastema, the morning meal is both sacrifice and worship service, calling for aid and magic from The Black Twin. It is perfunctory and functional, and always well-guarded. Certain scheduled observance are affairs with more pomp, with blaring trumpets, dire costumes and enactments, and pronouncements of the season of war.

Duchess Hadriel

(Greater Devil)

Duchess of Domination, The Ambitious One

Daughter of Lord Sathax

Worshippers: unmarried female aristocrats, social climbers, bureaucrats

Minions: Erinyes, gynosphinxes, pergensia

Alignment: Lawful Evil

Domains: Charm, Evil, Law

Subdomains: Captivation, Devil, Corruption

Lower Realm Dominated: Sorata, The Third

Favored Weapon: Sickle

Favored Animal: Eagle

Favored Instrument: Glockenspiel

Obedience

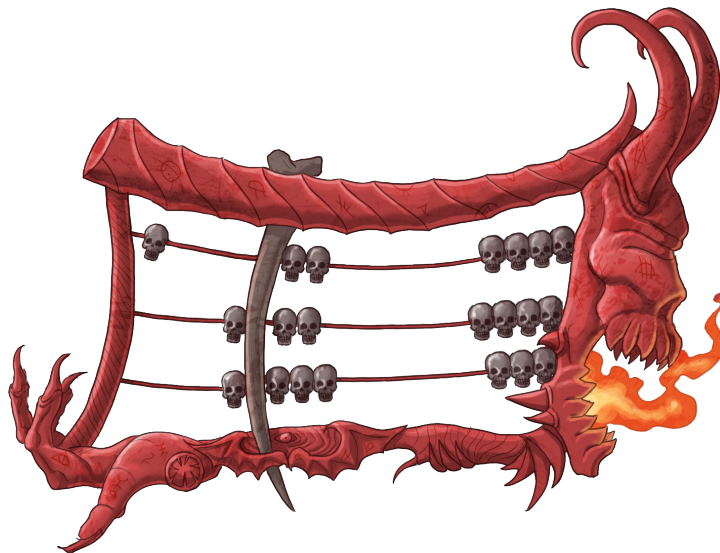
Sit in a circle of seven lit candles and calculate the permutations of seven with your abacus, associating each number with a being that you plan to coerce to your cause. Gain a +4 bonus on saves versus fire and charm effects.

Boons

1. **Infernal Infatuation (Sp):** *charm person* 3/day, *unnatural lust* 2/day or *reckless infatuation* 1/day.
2. **Bend to the Will (Sp):** You may use *dominate person* twice per day as a spell-like ability.
3. **Loaned Retinue of the Duchess (Ex):** A pergensia becomes your bodyguard (and Hadriel's spy) for the term of a year.)

Legend

Firstborn of Sathax, Hadriel was engendered to further their ambitions in new and Hellish ways. The infinite possibilities of political and personal manipulation are the meat and ale of Hadriel. It is said that she will have no being in her presence that is not bound to her will, that is not part of her overarching plan of infernal and Prime Material control. This is probably infernal propaganda, as she is obliged to follow the summons of her father, Lord Sathax, or, indeed, any other Pit Lords or Arch-Devils. Though her proclivities tend toward the female, it is known to students of the infernal that Hadriel's reluctance to take a consort, male or otherwise, is a consternation to Hell's aristocracy. It is whispered that Hadriel seeks a consort from the ranks of the non-infernal gods, and control of that consort will propel The Ambitious One into at least demi-goddess status. Hadriel always deals from a position of political or situational strength, her own personal preference, which



raises a few brimstone-laced eyebrows in Hell, as ambition is usually associated with risk. She walks to the beat of her own drummer, though, and has created a network of spies, servants, and cat's-paws that make her all but invulnerable to the machinations of her fellow-devils. She hosts an annual festival in Hell, celebrated also by her devotees on the Prime Material plane, in which gladiatorial contests are conducted.

Church

Self-styled Hadrielites are bold and insinuate themselves into bureaucracies of all kinds in all situations, from field army supply stations and chapels, to large city administrations, to underworld warrens of swarming creatures; Hadriel is not choosy about her servitors other than their willingness to serve well and shrewdly. The Duchess of Domination is not pleased with her status as mere demigod, and wants, more than anything, to possess the Knowledge domain in her portfolio. That this basically means supplanting her father does not trouble the Infernal community, it is the natural way of things. Hadrielite cultists are efficient and helpful but always prepare blackmail books and bribery funds for every contingency in establishing power by any means, and real power, with legitimate backing, not squalid caves or ruins!

Spell Preparation Ritual

Hadrielites prefer a publicly viewed exhortation, a display of power at an altar or similar venue, as they rarely have to hide their actions. Barbed trinkets, censers, curved blades and books of power abound, and though interruption of an adherent will result in a wild rage (+1 to hit on the first strike) it is expected that all who view the ritual will be impressed and in awe of the power and boldness of the supplicant.

Duke Ibolis (Arch-devil)

The Singularity, The Hard Darkness

Worshippers: hermits, misanthropes, schizophrenics

Minions: solitary dragons, pit fiends, kaiju

Alignment: Lawful Evil

Domains: Darkness, Evil, Law

Subdomains: Corruption, Devil, Loss,

Lower Realm Dominated: Xozox, the Second

Favored Weapon: Any (selected at 1st level)

Favored Animal: None

Favored Instrument: Dead-bell

Obedience

Go to a place devoid of any other life, a cave, a chamber; take off all garments, and cover yourself with a black cloak, meditating on the solitary oneness of your own power. Gain +4 to your CMD to any grapple, pin or reposition maneuver.

Boons

1. **Hostile Isolation (Sp):** *sanctuary* 3/day, *obscure object* 2/day or *nondetection* 1/day.
2. **Master of Singularity (Ex):** You can no longer be flanked, and cannot lose your Dexterity bonus due to being feinted.
3. **Heart of Darkness (Sp):** You constantly emit *deeper darkness*, but can see through your particular aura of darkness perfectly.

Legend

It is held in *The Gift of Knowledge* that Ibolis was a slighted colleague of Sathax in whatever milieu of cosmic competition they came from, and that Sathax saw Ibolis' hatred of other beings and fostered it for his own purposes. Ibolis was Sathax's implacable ally in all things in that unimaginably ancient rebellion, a force of pure purpose unstoppable even by gods. The Hard Darkness' wish of solitude and power over the self to the exclusion of imperfect others was granted when he helped Sathax achieve dominion over the Seven Circles, the only being among the Lords of Hell that is not family of some sort to The Dark Father; that suits Ibolis just fine. Ibolis hates to be seen or regarded, but fawning fanatics jabber about his figure being that of anti-light, no features but a dead-black outline of a powerful, cloaked being, like a hole in a canvas looking at the new-moon sky. He is likely the most secretive ruler of any of the lower planes that can be identified.



Church

The doctrine of Ibolis states that his cults are cults of one, a solitary adherent who must cast off all ties with others, family and friends and other faiths. An adherent to Ibolis seeks to ruthlessly increase his power and perfect himself in an inexorable progress. They are very hard to detect because of this singularity and secrecy, and can wipe out a whole village of unworthies with dark efficiency. There is a protocol of recruitment of new cells, and of terse communication of established members, mostly through the use of carefully placed documents intended to corrupt likely recruits, and utilizing imps or accuser devils. Ibolites are master summoners, but immediately send their lackeys on tasks that will destroy them utterly and increase the power of their masters.

Spell Preparation Ritual

Spell preparation for Ibolites typically takes place in a private closet in one's domicile, or under a specially prepared tent-like cloak when traveling. Whispers and recollections reinforce the superiority of the self, and conceals the cultist's identity at the same time. Ibolites often conceal their identities for a long time, and pride themselves on operating right under the noses of those who would oppress their rise to greatness. A *cloak of fiendish recovery* is a prized magic item.

Prince Kram-Hotep

(Arch-devil)

Pharaoh of Axor, King of the Freezing Portal

Worshippers: bankers, builders, slavers

Minions: anpur, monstrous vermin, desert and tundra creatures

Alignment: Lawful Evil

Domains: Artifice, Cold, Evil, Law

Subdomains: Fear, Industry, Slavery

Lower Realm Dominated: Pyramids of Axor, The First

Favored Weapon: Whip

Favored Animal: King crab

Favored Instrument: Sistrum

Obedience

Flagellate yourself enthusiastically, while stacking a gilded set of stones into a pyramid pattern. Keep at this toil for the appointed hour of time, knocking down your labor, switching arms, and beginning again. Gain a +4 profane bonus on saves against compulsion spells, and effects that cause fatigue or exhaustion.

Boons

1. **Taskmaster's Will (Sp):** *command* 3/day, *whip of spiders* 2/day or *ice spears* 1/day.
2. **Scales of the Pharaoh (Ex):** You grow a reddish carapace like a giant lobster, increasing your base natural armor bonus by +3.
3. **Guardian of the Frozen Temple (Sp):** You may transform yourself into an ice devil for fifteen minutes per day as per the *greater polymorph* spell.

Legend

One great evil that cannot be countered, cannot be avoided, that is eternal and unavoidable is the evil of the fear of mortality, the fear of being forgotten. It is this fear that causes sentient beings to build monuments of stone and steel, works that speak of counting for something, being part of an organization whose actions will live through the ages. The demigod and archdevil Kram-Hotep, scion of Kamus, lawful evil god of slavery and she who is now The Chained Queen, dominates the nuances of that part of sentients that toil to be remembered, to foolishly believe that their physical works count for something. Certainly the vast Twilight Pyramid, the capital, center, and name of his great frosty necropolis on the outskirts of Hell is Kram-Hotep's personal vanity, seeking the approval of his god-father and to somehow impress his infernal cousins. Certainly what Kram-Hotep has done to impress his demifather and



liege Sathax is well-guarded and a whole new discipline of devilish behaviour. Differing in method from most devils, Kram-Hotep seeks not souls but slaves, workers to expand the Twilight Pyramid and build new, pointless monuments. Kram-Hotep's appearance is reminiscent of crabs, spiders, and other arthropods, though his vestments are beyond costly and he wields a magical steel whip.

Church

Kram-Hotep's cult is powerful, widespread and industrious, and is rising quickly in popularity among the Oliti River anpur who build and live in the City of Tombs. Hotepites wear red scale armor and carry a nasty assortment of whips, often with magical powers. They are notorious for aggressive recruiting, promising gold, weapons, and joining a grand crusade against poverty and chaos; if the cultists have access through spells or items they will usually send recruits to Axor via *plane shift*. Those devious and strong enough will join the recruitment team or maintain Hotepite strongholds, which often double as mine heads.

Spell Preparation Ritual

The pyramidal unholy symbol of Kram-Hotep has movable parts inscribed with arcane sigils, and Hotepites rotate them, hoping to discover the combination that will grant them access to Axor, while exhorting the Lord of the Twilight Pyramid to grant them their spells. There is a 2% chance per day of discovering a word of power, which will grant +1 to the save DC of the first spell cast that day.

Infernal Magic Items

Of demons and their kings there are many, for chaos struggles against itself, and waxes and wanes in power. But of those yclept devils, those that come of mortals that believe their own lies and those of their evil leaders, who number Seven. And their King and Lord is the Great Blackmailer, who has set his own family in command of the deceiving fiends yclept devils. Do not call them by their names, or their attention shall surely be garnered! The Shelled Pharaoh, The Lonely Darkness, The Ambitious Daughter, The Dark Twin, The Light Twin, The Exiled Queen, all serve and support him- and I will chance it, I will name him, I will name Sathax, he will lie, and deceive, and corrupt, for He seeks but one thing- to supplant those of Goodness and Kindness, and Honesty, and take their places- but hearken, there is a knock upon my door, I shall return to finish this important script--

-last entry in the manuscript
Fiends Below by Abbot
Nodt Shwietz of Rotburg

The following items are often in the possession and use of diabolic beings, as many of them are emblematic of that infernal faith and are treated as badges of office and allegiance. They can sometimes draw suspicion upon the possessor if they are not of that faith, especially by good observers. See also *Hadriel's actuarial abacus*, a minor artifact that amuses the Duchess of Domination to release into the Material plane. Copies of this item are tool and badge of office among the senior underlings in her duchy *Hadriel's actuarial abacus* is found in **Monsters of Porphyra**.

Book of Infernal Extortion

Aura moderate conjuration and divination, evil; **CL** 9th; **Weight** 2 lbs.

Slot none; **Price** 8,000 gp

Description

These black-bound tomes emulate the great *Black Tome* carried by Sathax himself, though only a laughable shade in power. By taking a full-round action, the possessor can make a +6 monster knowledge check upon a target within 30 ft., and if the result is 15 or higher, the target's name or description can be found within. Once identified and named by the *book of infernal extortion*, the caster may thereafter always use *command* and *forbid action* upon the named target, and always has a *sanctu-*

ary effect in place against them, with a DC 15 Will save. These effects can also be inflicted on the target indirectly, with a delivered written message, a *whispering wind* spell, the user's familiar, or similar effect. The effects of a *book of infernal extortion* last until the item is destroyed or has had *dispel magic* cast successfully upon it, or the target has *break enchantment*, *remove curse*, or similar magic cast upon them.

Construction

Requirements Craft Wondrous Item, Scribe Scroll, *command*, *forbid action*, *know the enemy*, *sanctuary*; **Cost** 4,000 gp

Cloak of Fiendish Recovery

Aura faint illusion, evil; **CL** 5th; **Weight** 1 lb.

Slot shoulders; **Price** 12,000 gp

Description

This fine sable cloak bears a faint odor of brimstone, and the collar is tufted red panda, giving a devilishly fashionable appearance. Once per day, the wearer may crouch down and pull the cloak over themselves, granting *invisibility* for 1 minute. The wearer may not move during this time, and cannot see what is going on outside the cloak, though they can hear and use other senses. When they reveal themselves or the duration expires, the wearer appears in a puff of smoke, equivalent to a half-strength *fog cloud*, which lasts for 1 round. If the wearer is a spellcaster, they subsequently recover one daily use of a spell, though it must be 1 level lower than the highest level the wearer can cast, and no higher than 2nd level.

Construction

Requirements Craft Wondrous Item, *fog cloud*, *invisibility*; **Cost** 6,000 gp

Coin of Corruption

Aura faint enchantment; **CL** 5th; **Weight** –

Slot none; **Price** 5,000 gp

Description

Appearing as a commonplace gold coin, a *coin of corruption* imparts its magical aura upon any amount of coins it is placed with; it can only be singled out if it is with no other coins. Whoever is in possession of the coin receives 1 less point from healing magic, takes two days to recover lost ability points, and subtracts 1 round from the duration of any beneficial enchantment cast upon them. If in the possession of a lawful evil being, it gives them a +1 luck bonus to the first saving throw they have to make each day.

Construction

Requirements Craft Wondrous Item, *bane*, *bless*, *nonde-*

tection, crafter must be lawful evil; **Cost** 2,500 gp

Cube of Kram

Aura moderate conjuration; **CL** 9th; **Weight** 1 lb.

Slot none; **Price** 10,000 gp

Description

This item appears as a 4 in. cube made up of a collection of 8—2 in. cubes that slide and rotate against each other. The cubes seem to be made of differently shaded sandstone. Written on one side of the matched cube is the phrase, in any Material Plane language (not Abyssal or Infernal) “Move the cubes for a reward in gold”; it may take some puzzling and easy skill checks to read the phrase. The multisided cubes of a *cube of kram* can be moved like a puzzle toy, and the first move does, indeed, cause seven gold pieces to appear in the hand of the item holder. A second move by that holder causes an infernally cold dimensional gate to open beneath them and *plane shifts* them to Axor, the infernal plane of Kram-Hotep. The cube drops to the ground nearby. The GM is advised to suggest the user make some kind of skill or ability check, though nothing changes the seven gold/ Infernal gate pattern. Figuring out the trick of the cube, such as getting an entire army to use it once, will net gold for a while, but such things are monitored, and after 66 such slave-less uses, Kram-Hotep will send an infernal investigator such as a barbed devil to deal with the advantage-takers.

Construction

Requirements Craft Wondrous Object, *fools gold*, *plane shift*, must be a cleric of Kram-Hotep; **Cost** 5,000 gp

Flail of Humiliation

Aura faint evocation; **CL** 5th

Slot none; **Weight** 5 lbs.; **Price** 12,000 gp

Description

This favored and emblematic weapon of devilkind is beautifully and cruelly fashioned in black iron, with accents of deep red bronze. The weapon can be found in the heavy version, as well, with the same properties. A *flail of humiliation* is a +1 *weapon* that does special damage when it hits a creature that has resistance or immunity to electricity (ie. demons) doing an extra 1d6/1d8 non-lethal damage (resistance/immunity) and stunning the target for a round on a successful strike if they fail a DC 15 Fort saving throw. In addition, once per day, a *flail of humiliation* casts *deeper darkness* on an object or creature struck with a critical hit, the first critical hit of the day to do so.

Construction

Requirements Craft Magic Arms and Armor, *body capacitance*, *deeper darkness*; **Cost** 6,000 gp

Rod of Cynical Duality

Aura faint conjuration and evocation; **CL** 10th

Slot none; **Weight** 5 lbs.; **Price** 7,000 gp

Description

This imposing looking rod is half alabaster, half iron, and can be used as a light mace in combat, counting as a magical weapon but granting no bonuses. A *rod of cynical duality* can be used three times per day, and can cast either *cure light wounds* or *shatter*, but must alternate uses. If used to cure, the next use must be to damage, for example. The order resets each day. When used to cure, it heals 1d8+5 points of damage, and casts *shatter* CL 9th, doing 50 damage to inanimate objects (10d6 to crystalline creatures).

Construction

Requirements Craft Rod, *cure light wounds*, *shatter*; **Cost** 3,500 gp

The Sceptre of the Seven Circles (Minor Artifact)

Aura strong conjuration; **CL** 20th

Slot none; **Weight** 7 lbs.

Description

This ornate object is a replica of that carried by the Emperor of the Seven Circles himself, Lord Sathax, Dark Father, King of Devilkind. It is a heavy fluted rod, composed of oddly mottled gold, with a long steel spike on the bottom, and an orb-like structure composed of seven interlocked rings of various metals at the apex. The +7 touch of the *sceptre of the seven circles* causes the target to be shaken, no saving throw, for 7 rounds, and it can cast each of the infernal spells detailed below, once per week; costly material component costs are still expected, of course.

Further, the magic power of the *sceptre of the seven circles* allows that when a *summon monster* spell of levels IV, V, VI or VII is cast, the sceptre adds 1d4 more monsters per level described as “1d4+1 creatures of the same kind from a lower-level list.” Thus, if a *summon monster V* spell is cast to summon dire bats, which are on the Level III list, 2d4+1 would be summoned, instead of 1d4+1. If the same spell were used to summon small fire elements from the Level II list, 3d4+1 would be summoned, and if the same spell were used to summon fire beetles from the Level I list, 4d4+1 would be summoned. If the monster is subtyped as “Evil, Lawful”, then an additional 1 monster would be summoned per additional 1d4 monsters summoned, thus a *summon monster V* spell

used to summon lemures (Lawful Evil) would summon 3d4+3 of them. Additionally, the *sceptre of the seven circles* reduces payment for using *planar ally* spells for Lawful Evil beings by 1/7, that is, 14%.

Destruction

The *sceptre of the seven circles* can only be destroyed by a greater devil that has renounced evil and truly become good, simply casting it into a common campfire.

Superior's Ring

Aura faint divination; **CL** 3rd; **Weight** —

Slot ring; **Price** 3,000 gp

Description

This large, gaudily crested ring is immediately noticeable to any who see the wearer, and cannot be disguised or glamered to appear less important or valuable. The wearer gains a superficial knowledge of the upper class (+1 profane bonus to Knowledge (nobility)) and gets a special action before initiative is rolled in a combat situation; they may designate a target they can see (friend or foe) and declare that they want to have their initiative set at 1 point higher than the target's.

Construction

Requirements Forge Ring, *anticipate peril*, *know peerage*;

Cost 1,500 gp

The avatar of Gerana, set in sacred stone in the capital of Sanctus Templum, wept tears of pitch when it was heard that the Infernal Host of Lord Sathax had defeated the armies of S'sluun upon the heath. Some said that the phrase "At what cost?" was writ in rust upon the Codion's Gate...

- *Accounts of the War*, by the
renegade erkunae
Urthaxiz the Pale, 130 AC

Infernal Spells

The following spells have been developed by diabolists under the guidance of their infernal patrons, and while not all have the evil descriptor, all can be readily recognized as being diabolic in nature and may call the caster to question about their motives by good observers, especially chaotic ones.

Blessing of Sathax

School transmutation (evil, lawful)

Level cleric 3, wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M (slaughtered dove)

Range personal or touch

Target you or target touched

Duration 1 round/level

Saving Throw no; **Spell Resistance** yes

This spell is a bargain in Lord Sathax's name to tap into the caster's will and bring it to the surface to in order to accomplish great things. Once per round the target may add his Charisma modifier as a profane bonus to any d20 roll they would make, be it attack, saving throw, skill check, ability check, or what have you.

Commission Pergensia Bodyguard

School conjuration (evil, lawful)

Level cleric 7, wizard 7

Casting Time 1 minute

Components V, S, M (written contract, offering of magic items worth at least 1,000 gp)

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

Effect summons 1 pergensia as a bodyguard

Duration 1 day

Saving Throw none; **Spell Resistance** no

By means of an elaborate ritual and offering, the caster secures the services of one of Duchess Hadriel's favorites, a pergensia outsider, a truly singular bodyguard. The pergensia will not fight for the caster per se, but they will do their utmost to keep the caster from harm, destroying or driving away attackers to the best of its ability. As only the truly naïve would not know, however, pergensia gather information and intelligence for their lady, and every time the contract of this spell is drawn up, the nobility of the Seven Circles learns more about them, which translates as a +1 to saves, attack rolls, damage, or skill checks regarding them, as assigned by the GM.

Enforce Fate

School enchantment (lawful)

Level cleric 3, mesmerist 3, witch 3

Casting Time 1 standard action

Components V, S, M (tiny abacus)

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

Target 1 living creature

Duration special

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

This spell inexorably pulls back the curtain of destiny to order the actions of the target, be they friend or foe. If the target fails its saving throw (an allied target can willingly fail their save) the caster rolls d20 five times, and places those rolls in any order they wish. When the target makes a d20 roll for any reason, they must use the selected rolls in order, as though they had rolled them. Note that unless the caster has informed them of the spell's purpose, they will not be aware of the effect (outside a successful Spellcraft check on themselves) and cannot "waste" any unfavorable rolls. Any given target cannot be affected by *enforce fate* more than once in a 24 hour period.

Hard Darkness

School evocation (darkness)

Level antipaladin 4, cleric 4, inquisitor 4, shaman 4

Casting Time 1 standard action

Components V, M (onyx worth 100 gp)

Range touch

Target object touched

Duration 15 min./level

Saving Throw none; **Spell Resistance** no

Coalescing darkness into a semi-palpable form, this spell is identical to *deeper darkness* except as noted, and that all terrain, even that of air and water, is considered difficult, and total movement is reduced by 5 feet. Ranged attacks, should an target even be visible, are at -2 for every 5 feet of *hard darkness* that they pass through; this stacks with underwater penalties.

Hotep's Inexorable Pyramid

School conjuration

Level cleric 6, wizard 6

Casting Time 4 rounds

Components V, S, M (tiny golden pyramid worth 10 gp)

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

Target One Small, Medium or Large target

Effect entraps target

Duration 1 round + 1 round/level

Saving Throw Reflex negates (partial); **Spell Resistance** yes

This spell has similarities to *forcecage*, but has both advantages and disadvantages over that particular magic, as manipulated by the Pharaoh of Axor himself. For four rounds the caster draws the shape of the pyramid in the air, but can make no other action than moving. At the end of the fourth round, a darkly glittering pyramid entraps the target, forcing it to its knees, if appropriate, and equivalent to a prone position. If the save is made, the entrapment only lasts one round. The walls of the pyramid are translucent and do not trap air or sound, and otherwise are the same constituency as those of a *forcecage*.

Odious Betrayal

School enchantment (evil)

Level cleric 4, inquisitor 4, mesmerist 4, witch 4, wizard 4

Casting Time 1 standard action

Components V, S, M (broken chain)

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

Target creature under compulsion effect

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

This spell can only be cast on beings currently under the effect of a spell or effect with the compulsion descriptor, though it does not matter whether they have made the saving throw to avoid the full effect of that spell. The spell also works on beings that are currently sharing the effects of a teamwork feat or a spell or effect that links two beings together willingly, in which case, it would truly be an act of betrayal. The target takes 1d4 points of negative energy damage per caster level, and is stunned for one round, and shaken the next, as it bewilderedly looks around for the being that betrayed it so odiously...

Summon Petitioner Slave

School conjuration (evil, summoning)

Level cleric 2, spiritualist 2, summoner 2

Casting Time 1 minute

Components V, S, M (length of chain)

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

Effect summons 1 petitioner

Duration 1 hour/level

This ritualistic spell calls forth a petitioner from the Realms Beyond to serve as a slave of the caster; either a neutral evil petitioner (“hunted”) or a lawful evil petitioner (“damned”) is called forth, the form called more closely matching the caster’s alignment. The petitioner is intended to be a worker or servant, not a combatant, though the petitioner can be armed as the caster wishes. Petitioners are as the monster entry describes, with any variable particulars up to the caster. The summoned slave obeys the caster in all ways and will not attack him, but will do whatever it pleases within the strictures of its instructions.

Domains and Subdomains

Clever tyrants are never punished.

- Voltaire

The following new domains and subdomains are held by some of the archdevils of Porphyhra.

Betrayal Subdomain

Associated Domain: Evil

Replacement Power: The following granted power replaces the touch of evil power of the Evil domain.

Touch of Betrayal (Su): You can touch an ally to increase your own armor class as theirs decreases, +1/-1 for every three cleric levels you possess, to a maximum of +6/-6 at 18th level. This effect lasts for as many rounds as the increase/decrease, has no saving throw, and can be performed a number of times per day equal to your Charisma modifier.

Replacement Domain Spells: 2nd—*build trust*, 3rd—*marionette possession*, 6th—*vengeful outrage*

Blackmail Subdomain

Associated Domain: Knowledge

Replacement Power: The following powers modify both the lorekeeper and remote viewing power of the knowledge domain.

Blackmail/Greater Blackmail (Su) When you successfully use lorekeeper on a target, that target acquires a -1 morale penalty to armor class and saving throws, but only against your attacks and spells. This lasts for 3 rounds plus a number of rounds equal to your Wisdom

modifier. You may use this ability a number of times per day equal to 3 plus your Wisdom modifier. At 6th level, you inflict the same penalty on targets that you observe with your *clairaudience/clairvoyance* power, as remote viewing; this penalty increases to -2 at 12th level, and -3 at 18th level, and has a duration of 3 minutes plus a number of minutes equal to your Wisdom modifier.

Replacement Domain Spells: 1st—*forbid action*; 3rd—*enforce fate*, 5th—*prying eyes*

Cold Domain

Granted Powers: Your reverence for cold is such that you do not seek to avoid it, but embrace it and its chilling power.

Numbing Touch (Su): You can numb a target with bone-chilling cold as a melee touch attack. The target must make a Fortitude saving throw or be staggered for one round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier. This ability can also freeze an amount of water equal to 1 gallon per cleric level.

Aura of Cold (Su): At 8th level, you can emit a 30 ft. aura of cold for a number of rounds equal to your cleric level, though they need not be consecutive. Enemies within this aura take 1d8 points of cold damage plus 1 point for every 2 cleric levels you possess, and also take 1 point of Dexterity damage if they fail a Fortitude save with a DC equal to 10 + ½ your cleric level plus your Wisdom modifier. Creatures that do not take cold damage do not take Dexterity damage.

Domain Spells: 1st—*chill touch*, 2nd—*resist energy*, 3rd—*freezing blast*, 4th—*creeping ice*, 5th—*elemental body II* (ice elemental only), 6th—*ice crystal teleport*, 7th—*ice body*, 8th—*summon monster VIII* (frost giant of elder ice elemental), 9th—*polar midnight*

Traits

The following character traits provide further options to devil worshippers.

Callous Legalism (Social): The law is the law, and you have used it to your advantage. Once per day, as an immediate action you may cause another being in the initiative order to lose 1 point of initiative.

Devilish Ambition (Hadriel): One day the one you follow will sit on the Throne of Seven Rings! Once per day gain a +2 profane bonus to Initiative or a non-Knowledge skill check.

Domination's Agent (Magic): To emulate the Hellish Dukes, you must seek to dominate, as well. Once per day you may add 1 to the DC of any charm or compulsion spell you cast.

Devious Recruiter (Kram-Hotep): Oh, what a paradise is Axor! Gold and soft life for all... You gain +1 to Bluff and one Craft skill, and Bluff becomes a class skill for you.

Greedy for Knowledge (Hadriel): Though Sathax withholds knowledge from Hadriel, you have been give secret knowledge by The Ambitious One. Choose a Knowledge skill; it is now a class skill for you. If all Knowledge skills are class skills for you, gain a +2 trait bonus to one skill.

Hierarchical Instinct (Faith): Each devil knows its place, and knows when to supplant its superior. Once per day, you may reroll a Knowledge (planes) or Knowledge (nobility) check, and take the higher result.

Imposing Infernal Order (Sathax): It is time that your opponents realize the folly in opposing you. If you follow an opponent by 1 point in the initiative order, you instead move up to 1 point ahead of them.

Infernal Determination (Faith): You have made the oaths, and the pact has been sealed in blood, there is no stopping now. You gain a +1 Bonus to Intimidate checks, and add 1 to the DC of attempts to Intimidate you.

Infernal Discipline (Mastema): Do as the Black Goat demands, or you will feed the fires of Hell. Gain a +1 profane bonus to Will saves.

Parasitic Privilege (Melektus): If you are for me, friend in Melektus, that is a good thing; if you are not, well... Once per day, if an ally adjacent to you makes their saving throw, you gain a +2 bonus on your saving throw in the same round or the next round.

Pristine Perfection (Melektus): Hear my words, inferior ones, and know that only I can save you. You gain a +1 trait bonus to Charisma-based skill checks when you are at full hit points and ability scores.

Queen's Bounty Hunter (The Chained Queen): You're coming with me, to face justice, whatever that might be. You gain +2 trait bonus to grapple a humanoid target that has committed some offense.

Sanctioned Subversion (The Chained Queen): One equivocates to find the truth, or one smells it out, your choice. You may choose each day to gain a +2 trait bonus to either your Bluff or Sense Motive checks.

Servant of Sathax (Sathax): It's who you know, it's what you know, and how you can keep others from knowing it... You gain a +1 trait bonus to Diplomacy and Sense Motive, and one of these skills is a class skill.

Singular Focus (Ibolis): The power is within me, only me, and none other... You gain a +2 trait bonus to your concentration checks when not adjacent to any allies.

Student of Torture (Mastema): Torture is a holy exercise, and pleases The Black Goat greatly. Once per day you can forgo critical hit damage to instead make your target shaken for 1 round.

Touch Me Not (Ibolis): Pathetic swarmer, you don't know who you think you are meddling with! When you are flanked, one of your flanking attackers only gets a bonus of +1 to hit.

Whip of Kram (Kram-Hotep): Taste my cold whip, slave, and do your task! If you are a spellcaster, add *ray of frost* to the list of orisons, cantrips or tricks you can cast; if you are not, you may use the spell 3 times/day.

Devil, Suppligon

With the stench of brimstone, it approaches, a 10 ft. tall, black-haired goat-thing walking purposefully its hind hooves, five flaming eyes in a pentacle beneath six curved onyx horns.

Suppligon Devil (CR 8; XP 4,800)

LE Large outsider (devil, evil, extraplanar, lawful)

Init +8; **Senses** darkvision 60 ft., see in darkness; Perception +16

Aura fear (10 ft., W-DC 15)

Defense

AC 23, touch 13, flat-footed 19

(+4 Dex, +10 natural, -1 size)

hp 94 (9d10 + 45); **regeneration** 5 (good, silver)

Fort +8, **Ref** +10, **Will** +10

DR 10/silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 19

Offense

Speed 40 ft.; sprint 80

Melee 2 hooves +16 (1d6+7), gore +15 (2d6+7)

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

Special Attacks gaze weapon (40-ft. cone, 4d6 fire plus 2d4 Con, R-DC 21, usable every 1d4 rounds)

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

At will—*greater teleport* (self plus 50 pounds of objects only), *major image* (WD-DC 15), *protection from good*, *wall of fire* (R-DC 16)

1/day—*eyebite* (F-DC 18), *summon* (level 4, 2d10 lemures 60% or 1 suppligon 40%)

Statistics

Str 24, **Dex** 18, **Con** 21, **Int** 14, **Wis** 14, **Cha** 14

Base Atk +9; **CMB** +17; **CMD** 31 (35 vs. trip)

Feats Alertness, Improved Initiative, Iron Will, Power Attack, Weapon Focus (hooves)

Skills Acrobatics +13, Bluff +14, Diplomacy +13, Intimidate +14, Knowledge (planes) +14, Perception +16, Sense Motive +16, Survival +14

Languages Common, Draconic, Infernal; telepathy 100 ft.

ECOLOGY

Environment planes (Seven Circles)

Organization solitary, pair, or gang (2–4)

Treasure standard

Special Abilities

Sprint (Ex) A suppligon can drop to all fours and move 80 ft. as a standard move action, but cannot attack with its hooves on that turn.

Suppligon devils have entrenched themselves in the iconography of The Realms Below and the collective memories of mortals. Suppligons may seem bestial at first glance but have the privilege of rank among devils, used a weapons of destruction among arrogant mortals, and tools of retribution against outsider interlopers. As many of their powers are fire-based, they are not typically in conflict with other devils, and act as minor ambassadors of pit lords or even archdevils, their iconic appearance reminding even dim-witted devils not to ignore their communicated orders. Suppligons are often honored by higher Infernal powers by being allowed to invade the Material Plane when mistakes are made during summoning rituals, whereupon they may destroy many presumptuous mortals, some of whom should end up serving in Hell.

Suppligons always attack fearlessly, charging at officers of good religions and fighting fiercely to debilitate the strong or magically powerful. Their terrible eye-beams are feared throughout the Realms and in legends depicting the depredations of The Seasons of the Black Goat.

On Porphyra

Suppligons are the favored tools of Mastema, Black Goat of the Fourth Plane of the Seven Circles, and he uses them as a terror force against the Material Plane, when his is able. They serve obediently as messengers and ambassadors for Sathax, the Dark Father, Lord of the Seven Circles, and their appearance foretells much action in the Realms Below.



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