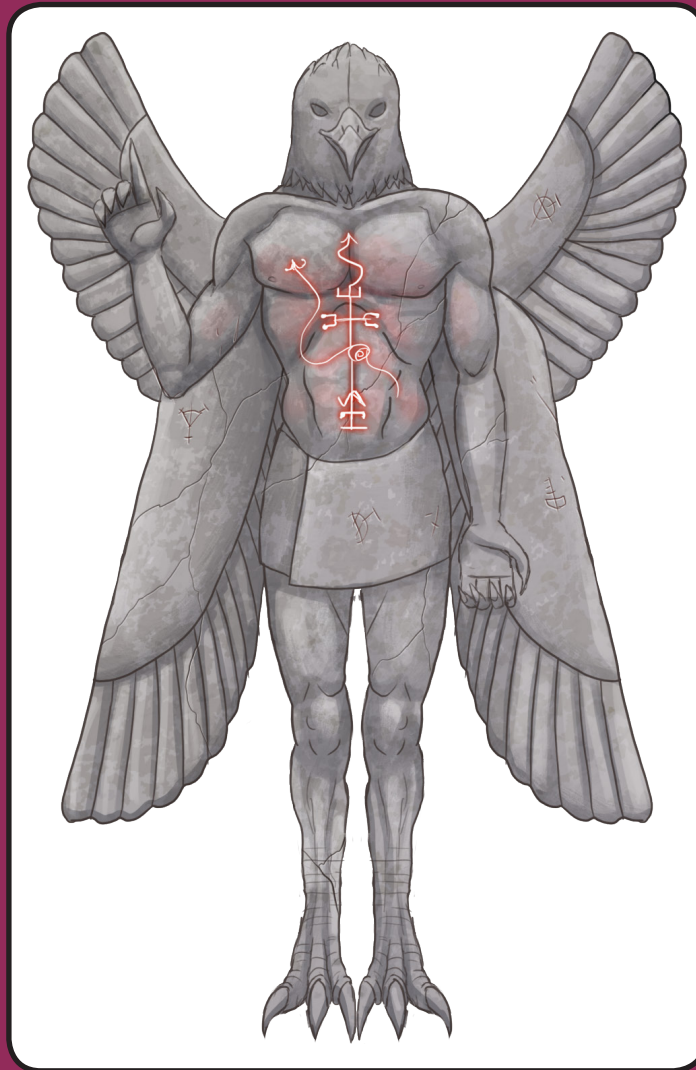




Demon Lords of Porþhyra



Perry Fehr

Porphyran
Patreons





Demon Lords of Porphyra

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The Spirit clearly says that in later times some will abandon the faith and follow deceiving spirits and things taught by demons. 2 Such teachings come through hypocritical liars, whose consciences have been seared as with a hot iron.

- 1 Timothy, chapter 4, verses 1-2

3. And so did He who was Gerana's Beloved, the great and trusted Angel who was named by Her Donantes, the Forgiving. 4. In his excessive pride did He fall, fell lower than the lower bowels of the World, into the places that are the Lower Realms Beyond. 5. And Gerana did deny His name, and he chose another, which may not be spoken; he is forevermore The Fallen. 6. Therewith did The Fallen consort and contend with many Demons and their Lords, named here and terrible: 7. Ayporos is there, who delights in seeing the corpses of those slain by self-indulgence; 8. The insensate violence of Gomm-Thog, who mind is but a noise of disorder and devastation; 9. Morcheox, the Wanderer, alone in His apostasy, all that is Good burnt away to cinders; 10. The Writhing Evil, which comes in the night, raised and named by the unspeakable qliphoths to lead demons; 11. And Thurin'waethyl, whose sad evil will not be spoken of in the Record, lest the tears of The Arbitress fall and stain the earth. 12. So let pride and disobedience not stain your soul, for if he who was the great Donantes should fall, how then should a mortal resist?

- The Divine Record, Volume CCCIX,
Canticle III (The Admonishments)

On many planes of existence, the endless hordes of chaotic evil outsiders known as demonkind are the primary antagonists of the forces of order and good. On the Patchwork Planet of Porphyra, demons have had only a short time to enact their destructive influence on the world, and have had to share the scene with other, more established pantheons who funnel souls away from their generation as demons, namely, the Elemental Lords. As the chaotic evil god Mâl does not traffic in their kind, there are less beings interested in their 'services', though certain non-evil gods (Nemyth Vaar, for one) enjoy their destructive properties. Finally, in a hotly-contested decision among the New Gods, it was decided to limit the participation of the Demon Lords in the Great War, as it was thought that being given regular access to Porphyra might destroy the world instead of defeating the Elemental Lords; this is why demon lords on Porphyra only possess three domains and corresponding subdomains. This lesser status of demonism is not to say that their kind is less powerful, only that their touch is lighter on the Patchwork Planet, and more insidious.

Slipping in between the conflicts of Deist and Elemental, demon worshippers are starting traditions of evil previously unthought of by the previous pantheons of Elemental Lords, and tend to operate outside of the purview of demon-oriented gods like Rajuk Amon-gore and Vortain, whose concerns are often elsewhere. Vortain was their greatest proponent during the Calling, and, was perhaps preserving their strength for later efforts... In the final analysis, demon lords are a more shadowy, unpredictable, and quickly overwhelming part of the dangerous path of deific affiliation on the Patchwork Planet of Porphyra!

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

Ayporos (The Counter)

Mr. Blue, The Slabmaster

Second to Vortain

Worshippers: Addicts, administrators, embezzlers, smugglers

Minions: Akatas, blue drakes and dragons, glacier toads, poisonous frogs

Alignment: Chaotic Evil

Domains: Evil, Knowledge, Repose

Subdomains: Fear, Intuition, Souls

Lower Realms Dominated: The Shallows of Aught

Favored Weapon: Syringe spear

Favored Animal: Poison dart frog (blue varieties)

Favored Instrument: Tambourine

Obedience

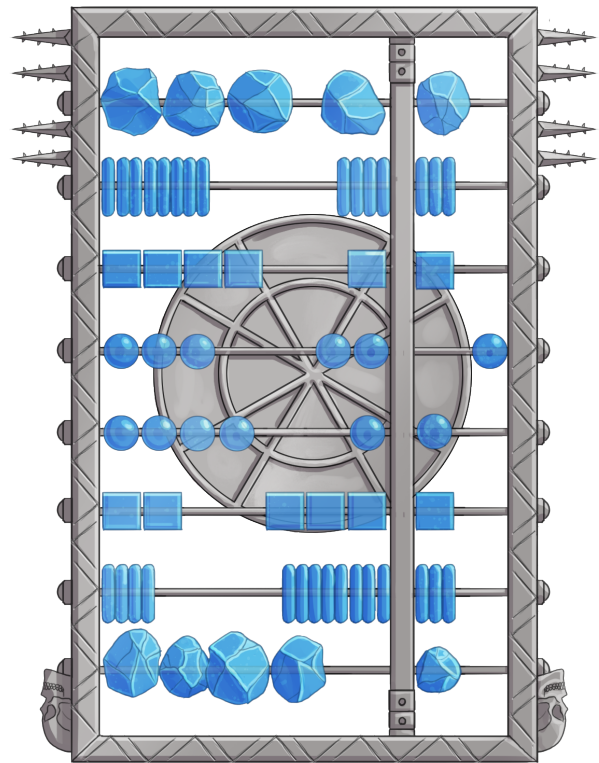
Sweat and grind your teeth as you withhold the assumption of spells and the administration of your favored drug, and participate in some small nervous tic or mindless task. Gain a +4 profane bonus against poisons from natural sources.

Boons

1. **Narcotic Protocols (Sp):** *poisoned egg* 3/day, *euphoric cloud* 2/day or *imbue with addiction* 1/day
2. **Addiction for the Masses(Ex/Sp):** You can, as a move action, sense the presence of addiction in those within 30 ft., even 'smelling' out those with addictions, who cannot be seen. You can use *narcotic wave* once per day.
3. **In My Place, I Know All (Sp):** Each day, you can touch as many creatures as you have hit dice and gain telepathic rapport with them up to a distance of 3 miles.

Legend

Ayporos the Counter is the servant of the Porphyran god Vortain, the Bringer of Chaos. Common worshipers call him Mr. Blue, as this demon lord is erratically fond of that color, even to the point of his signature narcotic, called Deep Blue; he is also called the Slabmaster, as his followers deal with the preparation and utilization of the deceased. It is rumored that Deep Blue is processed from deceased humanoids' bodies. Ayporos likely was Vortain's right-hand demon in the Candyman's rise to power in the Lower Realms, handling logistics and gathered intelligence when Chaos-addled Vortain could not. Ayporos has been rewarded with his own Lower Realm, worship as a demon lord among Vortain's own adherents, indulgence in his childish collection of blue objects and beings, and a divinely-monstrous addiction to a horrific supernatural narcotic that only Vortain himself seems to possess. Statues of Ayporos depict him as a hairless,



ectomorphic humanoid, somewhere in the elf-to-human spectrum, with smooth blue skin. He always wears a long, neat robe with a hood, bearing an abacus on his right hip and a ledger-book on his left.

Church

Ayporos' cult is closely allied with that of Vortain, and as subservient to them as Ayporos is to the Corruptor. His clerics wear blue robes and often paint or tattoo their skin blue, and love to pointlessly count things and keep records, to occupy their intoxicant-fueled minds. Ayporites are not violent, but can be very dangerous thereby for their methods of advancing the cause of their master, and their master's master, are insidious and well-thought-out. They are adept at blackmail and intimidation, tend to be quite well-funded, and are well-versed in debilitating magic, drug and poison use, and in directing monstrous minions to their ends. Ayporite temples are urban, crypt-like, and built of blue stone with dyed bone decoration.

Spell Preparation Ritual

Ayporites self-administer some kind of intoxicant, depending on their importance to the local cult, and review the accounts that they are in charge or orally, trying not to refer to notes. In areas where they do not act openly, this may be their only method. Debts from customers are typically collected in the morning, too.

Balakor

Corpse-King, The Unrepentant

Worshippers: Living ghouls, necromancers, refugees of Bhaal-aak

Minions: Chimeras, evil fey, incorporeal undead

Alignment: Chaotic Evil

Domains: Darkness, Death, Ruins

Subdomains: Borders, Loss, Undead

Lower Realm Dominated: Balakoria

Favored Weapon: Light hammer

Favored Animal: Goat

Favored Instrument: Alphorn

Obedience

Weep and howl at the outrage of losing your beloved city of demons, throwing gravel and sand over your head and wailing a chant to Balakor passed down from the first generation. Gain a +4 profane bonus to CMD vs. trip, and to saving throws to recover negative energy levels.

Boons

1. **Dispossession's Legacy (Sp):** *porphyrite passage* 3/day, *shatter* 2/day, or *summon tatterdemalion* 1/day
2. **Field of Ghosts (Su):** You can, once per day, cause the spirits of those who were killed in spiteful conflict to rise from the stained earth they tried to keep and take vengeance on those nearby. You can scream out, as a full-round action, and cause a number of incorporeal shadows equal to your HD/3 to rise from the ground and attack who you designate. This only works above ground, on terrestrial terrain, and the shadows remain until the next sunrise, unless destroyed.
3. **Vengeance of Bhaal-aak (Sp):** Once per day you can inflict damage on structures as the spell *earthquake*, but only as it pertains to buildings.

Legend

Near the northern shores of what is now the Empires of the Dead, a city once stood, an alien city, a City that Should Not Have Been, the demon-city of Bhaal-aak. Existing due to an arcane Ritual of Allowance, the demons within were on one-way trips from the nether regions of the Realms Beyond, a price some were willing to pay for a chance to slay areligious mortals in a world without paladins and the like. The smug lord of Bhaal-aak was Balakor, who counted himself a lucky demon indeed to have such an opportunity. When the Architect came to the Empire of the Dead to end the eternal warring there, only Balakor dared defied the upstart, thinking himself above the rulings of what he thought was a man... Bhaal-aak was annihilated by the Architects



blowing of the Balehorn. Balakor had to retreat to the Realms Below, humiliated, and try to cobble together followers from the few that had escaped the devastation of Bhaal-aak, and try to seduce more mortals any way he could. It was more than a demon could stand, but he had proven scrappy and opportunistic, finding inroads to mortal souls the most would not lower themselves to. Balakor blames all other beings for his losses, and hates all outsiders of every kind, tolerating very few demons or other outsiders in his entourage or court. Balakor appears as a classic demon-lord, much like a balor but larger and darker, with no fire about him. He dresses in black robes and has a goat-like head, with glittering porphyrite eyes.

Church

A select few beings worship Balakor, a brotherhood of necromancers called the Upper Hand, who wear jeweled black gloves and goat-masks, and pride themselves on negotiating in bad faith with the demon lord, as he is believed to be desperate for followers and a foothold in Porphyra. They purport themselves to be more amenable necromancers for hire, as Rajuki are, admittedly too fanatical to deal with. The refugees of Bhaal-aak, some 2,000 in 10 or so groups also stubbornly revere Balakor, wandering the waste places of the planet and inhabiting ruins and destroyed places when they can find them, being skilled at concealing themselves from local inhabitants, and taking what they need from raids and on passers-by. They often dress in black and wear shoes that make hoof-prints to conceal their activities.

Spell Preparation Ritual

In the hour before dawn, Balakorians wail as loudly as is practical for the loss of Bhaal-Aak, calling for their lord to help them avenge its destruction. Ritualistic bits of masonry and thrown down and picked up during this wailing, and when they are worn smooth they are used as masterwork sling stones (1 free masterwork sling stone/month).

Buer

The Giver, The Extinct

Worshippers: The dying, the maimed, poachers

Minions: Fiendish animals, liches, revenants

Alignment: Chaotic Evil

Domains: Animal, Evil, Healing

Subdomains: Fur, Genocide, Resurrection

Lower Realms Dominated: The Forest Faustinus

Favored Weapon: Starknife (buerite unguet)

Favored Animal: Deer

Favored Instrument: Ratchet

Obedience

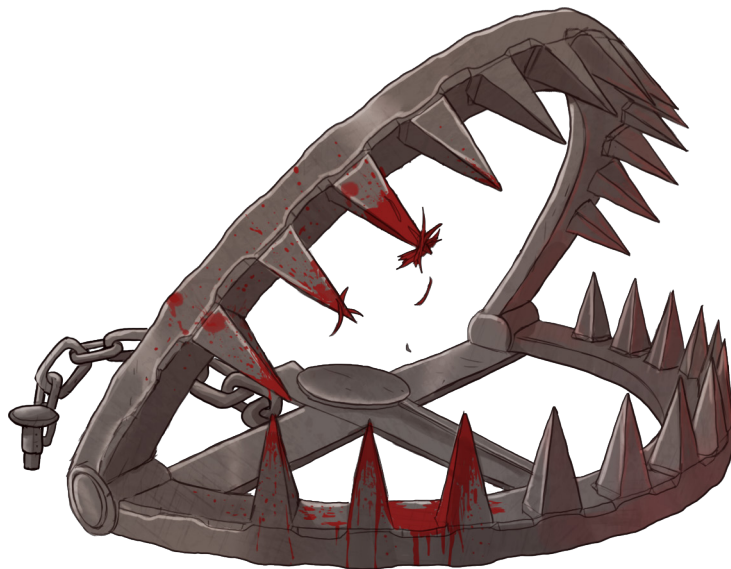
Run through the woods or fields naked and shrieking to Buer, then consume herbs and preparations to give your body sleek hair and quick-healing wounds. Gain a +4 bonus on saves vs. non-magical disease.

Boons

1. **Bestial Health (Sp):** *cure light wounds* 3/day, *animal aspect* 2/day, or *summon nature's ally III* 1/day
2. **Forest of Suicides (Su):** Once per day, you can call up, from any exposed earth, a grove of subtly horrific trees, in a 20 ft. radius. All who stay within the area are affected as by a *confusion* spell (no saving throw) except that a roll of "Act Normally" is counted as "Deal 1d10 damage + Str modifier to self with item in hand." The condition persists as long as the victims stay in the forest, which lasts for 1 day.
3. **Fiendish Beasts (Sp):** Replicating the cryptic trio that is said to serve Buer on Porphyra, you may summon up to five fiendish-template dire beasts three times per day, in any combination, though you have to summon at least one of each: dire bear, dire lion, dire tiger (all fiendish templates).

Legend

The demon lord Buer is a dangerously seductive beast, promising a leaving-behind of civilized life and mores, killing if one pleases, eternal health, freedom from sickness and want, and the hint of resurrection to eternal life without having to obey a bunch of do-gooder rules... Buer has visited many planes of terrestrial existence and spread ruin and disillusionment to all. The demon lord is wily, and desires many strong, healthy worshippers to achieve his ultimate goal- annihilation of sentient species on a world. Buer's favorite appearance evokes the byzantine customs of alien worlds unknown to Porphyra, but oddly familiar to Landed cultures, perhaps by ancient heraldry. Buer typically manifests as a giant bestial face combining features of lion and great ape, with a flowing,



multicolored mane. Bodiless, he possesses 8 stags' legs in a wheel-like arrangement, and travels by rolling at high speed, leaving smoking hoof-prints behind.

Church

The cult of Buer consists of forest-dwellers, even evil fey, who practice foul rituals in remote glades and run shrieking through the glades in ecstasy to their hairy lord. They emulate the habits of beasts, even to costumes and appearance, and are notorious for wiping out whole villagers that get too close to their dark, pristine woodlands. The followers of Buer are always in absurdly good health, and never shave or cut their hair; it is taboo for their clerical members to not have *cure light wounds* or some degree of healing or curative magic handy at all times. Buerites will cheerfully disclose that removing humanity from Porphyra is a proper and desirable goal- and they will be the last to go, at their own hand. Buerites fund their efforts by being skilled fur-trappers.

Spell Preparation Ritual

Buerites must perform a complex and painful set of yogic exercises that seek to emulate the unholy configuration of Buer's form, the "Five-Legged Stag". This exercise is typically performed naked, and outdoors if possible. The cult favors togas of earthy colors instead of any ecclesiastical trappings.

The Dark Mistress

Shade's Sister, Shadowlight's Lady

Succubus Queen of the Evening Shades

Worshippers: Evening Shade assassins, fetchlings, skulks, residents of Shadowlight

Minions: Fetchlings, skulks, shadows, quicklings, succubi

Alignment: Chaotic Evil

Domains: Charm, Earth, Evil

Subdomains: Demon, Lust, Metal

Lower Realms Dominated: Permanent resident of the Material Plane

Favored Weapon: Any light slashing weapon (chosen at 1st level)

Favored Animal: Fox

Favored Instrument: Pipe organ

Obedience

Move your personal blade in a complex pattern evoking your Dark Mistress' power, and take the tiniest taste of poison at the end of the ritual (You will take 1 point of Con damage the first 13 times you make this obedience). Gain a +4 profane bonus against manufactured poisons.

Boons

1. **Rituals of the Evening Shades (Sp):** *charm person* 3/day, *demon-blade* 2/day, or *heart of the metal* 1/day
2. **Aristocrat of Shadowlight (Su):** You are recognized by the elite of that city, and gain Leadership as a bonus feat, with a static Leadership score of 20. If you already have the Leadership feat, you gain a +4 bonus to your Leadership score and gain a shadow demon as a monstrous cohort.
3. **Servant of Steel (Su):** As a standard action once per day, you may call forth an elder metal elemental from any metallic source. Alternatively, you may activate this ability as a swift action during the casting of any earth spell. The elemental appears immediately, and you can direct its actions as a free action via telepathy. The elemental is considered called, not summoned, and remains your minion for 1 hour.

Legend

The Dark Mistress has been a resident of the Material Plane for close to 4,000 years, with the first records of her appearance tied with the Great Invasion of the Old Ones. The Dark Mistress, an ascended succubus demon, holds that

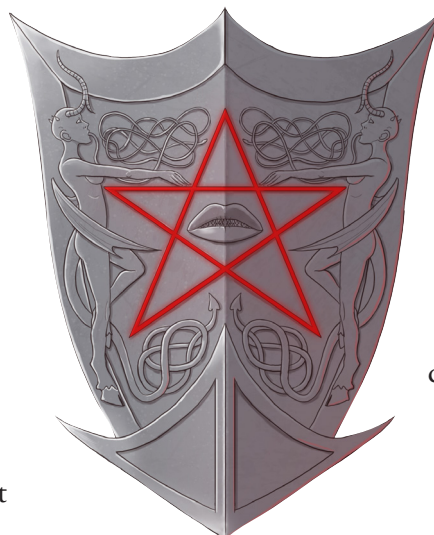
basic form; a hooved, horned and winged beautiful female humanoid, but typically appears more clothed, in the accoutrements of a Lord Mayor of Tuthon, expensive purple silk and black samite. It is likely that she was either a consort or some kind of thrall-ambassador of those titanic extraplanar beings, and betrayed their cause at the behest of the Elemental Lords, who rewarded her with a fiefdom in Tuthon, and a domain in the element of Earth. Cut off from her home planes, she made the best of it, building the city of Shadowlight and prospering within there and modestly abroad, directing assassins and sexual sinners in a buyer's market. What hand she had in The Calling is not for public consumption, but she directly caused the godling Shade to rise to power, and one wonders how much of that world-changing event was due to her. Shadowlight's Lady gives away no secrets to those who have not paid her price for loyalty.

Church

Followers of the Dark Mistress are open in their devotion, legitimized by the existence of Shadowlight as an economic and military power, and the somewhat neutral position of Tuthon during the NewGods War. She and her minions are very competitive with Rajuk Amon-Gore and his followers, despise or ignore those of Vortain, and avoid Mâl and the mâlites altogether. Lyvalians and Shadelings are closely allied with the Evening Shades and other followers of The Dark Mistress, and help create a three-way network of evil influence. Assisting the creation of a new god (Shade) to the NewGods, is no small task, though the forces of Nise would dearly love to annihilate the whole pack of them. The rivalry between the factions of Lyvalia, Shade and The Dark Mistress, opposed by Nise and her fickle allies Chiuta and Ithreia serves to boil over into internecine war.

Spell Preparation Ritual

In Shadowlight, followers of the Dark Mistress are subject to exhaustive oral tests by high-ranking examiners in the hour before dawn to grant their spells; in the field, a minor form of knife-pattern must be completed while crooning a short paean to the Dark Mistress. Any poisons to be used during the day are quickly created as part of the ritual (+1 to Craft checks).



Gomm-Thog

Lord Smash-Break, GAAAAAHH!

Demon-Lord of Goblkind

Worshippers: Bugbears, cave giants, goblins, orcs, trolls

Minions: Bugbears, cave giants, goblins, goblin dogs, ogrillons, orcs

Alignment: Chaotic Evil

Domains: Chaos, Evil, Strength

Subdomains: Cannibalism, Demon, Ferocity

Lower Realms Dominated: The Smashed Caves/Hills/Mountains (3 planes)

Favored Weapon: Greatclub

Favored Animal: Bear, boar

Favored Instrument: Hollow log and club

Obedience

Bang your head against a stone or other hard object for the appropriate time, until Gomm-Thog's mercy makes coherent thoughts flee away. Gain a +4 profane bonus against charm effects and language-dependent effects.

Boons

1. **Mindless Violence (Sp):** *concussion* 3/day, *bull's strength*, or *rage* 1/day

2. **Force of Smash (Su):** You can enter into a savage rage for as many rounds as you possess spellcasting levels, gaining +6 to Strength and Constitution, and suffering a -4 penalty to Intelligence. You must make a DC 20 Will save to end the rage prematurely, though you can enter it again without penalty.

3. **More Smash Better! (Sp):** You can cast quickened *greater break* six times per day.

Legend

Though there are examples of powerful demons that achieve Abyssal success through manipulation and subtlety, it is far more common that destruction and mayhem are the ways to win in that underworld.

Gomm-Thog pictured as a vague, greenish, humanoid mass holding a club, always with pointed ears and visible fangs, teeth or tusks, is the chief example of that, ravening violence made supernatural flesh. Gomm-Thog raised crushing things to a pure art, admired in some circles, and is likely the only demon lord in existence to bypass the phase of balor demon, eschewing their high intelligence. This purity of senseless violence has drawn the worship of rough humanoid races that were left behind by more cerebral deities, caught up in the political games of the NewGod Wars and subsequent supernatural jockeying for position. He and his followers especially hate Porphyran gods for their widescale abandonment



of the goblinoid people after The Calling. The followers of Gomm-Thog will crush their skulls, eat their brains, and then what good will their intelligence be? Delicious, that's how good...

Church

Humanoid races turned to the worship of Gomm-Thog in despair, after finding little succor from the New Gods for whom they sacrificed so much. His first clerics were those goblinoids made virtually senseless by head injuries, who started spouting praises to Smash-Break (a translation of Gomm-Thog's name) and shouting GAAAAAH! at random moments. Their spells were real enough, and desperate goblinoids threw their lot in with the crude demon-lord. Though trolls and other large beings might worship Gomm-Thog, that guarantees no cooperation between race, unless their leaders are powerful and merciless. Cave giants are considered to be the favored children of Gomm-Thog, and revered by his worshippers. Not every tribe of goblinoid reveres Gomm-Thog, seen as primitive and destructive, but tantalising nonetheless, to just let go of all intellectual demands and SMASH BREAK!

(b) Spell Preparation Ritual

Clans obsessed with Gomm-Thog follow their shaman-cleric in a wild, gibberish-filled dance and chant accompanied by regular thunkings of a blunt object to the head. If a hollow-log instrument is nearby, this can occupy the entire camp. Solitary Gomm-Thoggers do the same ritual alone, often carrying a hollow wooden instrument to bang on with a stick.

Karzerothrine

Empress of the Web, Loomqueen, The Dark Mother

Greater Demon Lord of Darkness and Vermin

Worshippers: Drow, half-drow, driders, sentient vermin, and those who dwell below.

Minions: All of the above

Alignment: Chaotic Evil

Domains: Chaos, Darkness, Evil, Verminkind

Subdomain: Demon, Fear, Loss, Spider

Lower Realm Dominated: The Darkest Den

Favored Weapon: Heavy flail

Favored Animal: Giant spider

Favored Instrument: Recorder



Obedience

Much the same as the prayer ritual, but must include a live sacrifice of some sort, though it can consist of destroying a created undead that some effort has been put into. Gain a +4 profane bonus to magical and supernatural effects created by demons.

Boons

1. **Arachnid Emulator (Sp):** *blend* 3/day, *spider climb* 2/day, or *web bolt* 1/day.
2. **Lesser Lord of the Cheliszin (Ex):** All of your unarmed strikes or natural attacks are treated as though they were coated in giant wasp poison.
3. **Greater Lord of the Ryluzir (Sp):** *Summon* 2d6+3 advanced giant black widow spiders 2/day.

Legend

Karzerothrine embodies the hungry motherhood of the deep – possessive, domineering, and prolific. She fills the darkness with spawn of every shape and size so they can spread the fear of her name through their teeming masses. Those that get her closer to divinity, she feeds, and those that fail to meet her demands, she eats. Even her favorite children, the drow, are not safe from her whims and appetites; if anything, they bleed more because of her careful scrutiny. After all, as she reminds her clerics, there will always be more. She also appears as a magnificent female drider with glowing red eyes. Sometimes she seems swollen with child, but no one has ever seen her give birth and lived to tell about it. She's been known to spawn horrors in the spider sacs scattered throughout her den, however – and to feed visitors to them. The Empress of the Web has no gift for maintaining alliances or tolerating other demon lords, and hasn't even tried. Her realm in the Abyss is the Darkest Den, which serves as a maze, a breeding ground, and an abattoir for any invaders.

Church

Karzerothrine spoils her priestesses with gifts in public and looks the other way as they steal from each other in private. Her clerics then establish a pecking order by cowing each other into submission. The most privileged servants are ritually transformed into driders, and regardless of their station, her demands of all her clergy remain extreme. After surviving ordination, priestesses serve for life and are threatened with being eaten alive on a fairly regular basis. Those who displease their superiors and live have one of their limbs or organs devoured, never to be healed or replaced.

Males have far less value to the Loomqueen so they rarely serve Karzerothrine directly and willingly. The few males who earn the Dark Mother's blessings are usually her most vicious and ardent followers, putting her priestesses to shame to make up for the shortcoming of their sex. Male driders are nothing short of legendary – but they have existed. They've certainly been more frequent than commoners in the clergy. Strong standing in one of the noble houses is absolutely necessary to draw Karzerothrine's approval.

Spell Preparation Ritual

Lay worshipers take a cue from the clerics and make sure their prayers are public and showy. An altar or designated space outlined by a ritual spider-web cloth is required, and it must be as dark as possible while the adherent shouts and wails for attention from the Loomqueen. Temples close randomly for private rituals but shrines can be found throughout karza settlements, so offerings of blood, placentas, and riches are left for all to see. Drow of all castes call upon their patron before invasions, during childbirth, and after one of their own has died. Holidays vary by city but are often loud and ostentatious affairs, as are many sermons and rituals. Their death rites alone are solemn.

Lord Of Many Forms

The Lord of Many Forms

Cho'lo'qiqir'notha (Erkusaan-Protean), Duke Never-Twice

Worshippers: Cult of Putrescence, Erkusaa

Minions: Doppelgangers, oozes, wizards of the transmutation school

Alignment: Chaotic Evil/Neutral

Domains: Chaos, Evil, Trickery

Subdomains: Demon, Polymorph, Protean

Lower Realm Dominated: Permanent resident of the Material Plane

Favored Weapon: Unarmed strike

Favored Animal: Caterpillar

Favored Instrument: Erkusaan bagpipe

Obedience

Emulate the forms of many creatures with body postures, masks and costumes, using surgical alterations to please your Lord. Sing your ritualistic prayers in the voices of animals and monsters. Gain a +4 profane bonus to saving throws against transmutation spells and effects.

Boons

1. **Forms of Many Aspects (Sp):** *silent image* 3/day, *alter self* 2/day, or *excruciating deformation* 1/day.
2. **Trickery of the Chained Lord (Su):** Whenever you are grappled, constricted, ensnared, or held captive in any way, you can assume a liquid form identical to *gaseous form* except that you cannot fly. This form moves to a position 30 ft. away and you reassume your normal form as a move action.
3. **Many-Formed Chaos (Sp):** *shapechange* 1/day.

Legend

When the Opal Empire was fast rising as a power on Porphyra, the decadent erkunae were less decadent as they were greedy for power over beings with greater power than they. They had tentatively pierced the veil between the Material reality and the Realms Beyond, and had made very cursory contact with destructive beings called – Demons. Even the jaded erkunae of Thueirc 23rd's court dared not fully open that door, but they did kidnap some roaming demonic beings with magical probes. In a truly perverse ceremony carried out by Thueirc himself, the captives were quickly amalgamated magically in an arcane crucible the size of a tower, combined with 13 lesser sons of Thueirc's dukes and a protean outsider of each variety; naunet, keketa and imentesh. The result was a being of such unadulterated



chaotic and malevolent power that it was imprisoned in the tower now called The Crucible Tower. After two millennia, the being is known as the Lord of Many Forms. It has always amused the sitters on the Opal Throne greatly to have a 'pet' demon lord, though there was much concern over the possibility of the Lord of Many Forms being released by angry demon lords during the NewGod Wars. Luckily, they couldn't care less, though it is possible that Cho'lo'qiqir'notha has made some tenuous contact with those who worship demons.

Church

The unique agents of the Lord of Many Forms, known as putrescent flows, are found in many strange locales, and do not behave as most oozes do. Their ability to bond with the demon-worshiping warrior-cultists of G'sho'laa'n'rr is a minor triumph for certain sectors of the erkunae court. The Crucible Tower is as normal a place as one could find in The Dreaming City, and its demon-ridden recesses are a casual walk from The Pillar of Feathers, a tower containing powerful azatas of bird-like demeanor. Those that worship the Lord of Many Forms there wear a rotating collection of freakish masks, and are known for their bizarre craftsmanship and penchant for inflicting transmutation magic upon others.

Spell Preparation Ritual

Enter the Crucible Tower by making the Sign of Many Forms and enter one of the Rooms of Twisted Screams, completing the twisting and screaming ritual with other observants. If you are away from the tower, twist and scream the best you can surrounded by the runic cards or an illusory image of the Tower.

Morcheox (The Rogue Moon)

The Flaming Moon, IT Alone

Worshippers: Apocalyptic, astronomers, lycanthropes

Minions: Fiendish void beast creatures, evil lycanthropes, wolves

Alignment: Chaotic Evil

Domains: Chaos, Fire, Void

Subdomains: Ash, Entropy, Isolation

Lower Realms Dominated: The Rogue Moon, The Vacuum Wastes (2 layers)

Favored Weapon: Bola

Favored Animal: Wolverine

Favored Instrument: Handpan

Obedience

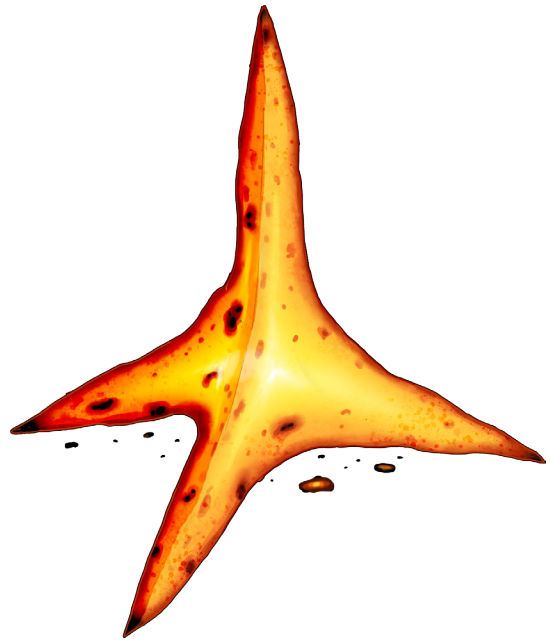
Go at least 20 ft. from any other living being, and contort your body in the prescribed positions to free your mind with pain and isolation; end the ritual by burning a fingertip with a black candle. Gain a +4 profane bonus vs. spells and effect that have an area effect.

Boons

1. **Message of Misanthropy (Sp):** *sanctuary* 3/day, *anonymous interaction* 2/day, or *call the void* 1/day
2. **Removed from the World (Sp):** You can remove yourself from interacting with reality similar to *sequester* but with twice the duration. You can designate up to three cult-members as being able to wake you prematurely with a command word.
3. **Child of Space (Su):** You no longer have the need to breathe (having the No Breath monster quality) and can survive the vacuum of outer space with no support or problem, with normal sensations and actions. You gain flying 30 ft. in such an environment.

Legend

The appearance of Vaar's Moon during The Calling was not the only celestial arrival in the physical/metaphysical universe of Porphyra... Grim demon-cultists have appeared to preach of another outer space body, not celestial, but abyssal! The elusive cultists, many of whom are mad end-of-the-worlders, but also augmented humans with lycanthropy and learned watchers of the sky, speak of Morcheox, The Flaming Moon, the One who is Alone, who will come and collide with Porphyra, and destroy all the struggling mortals who live there, ending their pain and witless activity. The possibility of a space-body strike is theoretically possible, say savants, but the possibility of that body being the dimensional/Material home of a demon lord brings up many new factors, none of them good. The most disturbed of Morcheox's



followers rave of Morcheox's form more specifically than that of the Rogue Moon itself; they speak of a cold, dark, reflective surface, perhaps an obelisk-like object that contains Morcheox, or is Morcheox, maybe even a portal to a further dimension still where IT Alone dwells. It is known that those that trespasses IT's realm are eventually drawn to a huge crater, to which they cannot resist to enter- but they never emerge.

Church

Morcheox's followers are singular, and rarely form cult cells of more than 3 or so. It is typical that, when they meet, they each stand in a corner and communicate in whisper, if they speak at all, preferring to do so by notes or magical means. In black masks around guttering fires, they meet at night and reveal what they have learned, and send fiendish werewolves against those who would predict galactic brotherhood and companionship. The most faithful and misanthropic of Morcheox's cult may be rewarded with small monoliths placed in remote clearings, which speak with the voice of Morcheox of the coming cataclysm, the fire and vacuum and ending of all things social and good.

Spell Preparation Ritual

Chant before a miniature obsidian obelisk, mirroring Morcheox's physical form, while wearing the black mask and robes of your order. If your supplications are well-received, a spark will glow from within the prayer-obelisk and your spells will be granted to you. This item can be used to make an *ioun stone* at the appropriate level, reducing the price by 100 gp/caster level.

Naehemoth

Whisperer in the Darkness, The Crawling Evil

Ascended Qlippoth

Worshippers: Berserkers, madmen, seekers of forbidden lore

Minions: Summoned qlippoth, giant insects, vermin

Alignment: Chaotic Evil

Domains: Darkness, Evil, Madness

Subdomains: Demon, Insanity, Night

Lower Realms Dominated: Gut-Gabolorth

Favored Weapon: Machete

Favored Animal: Centipede

Favored Instrument: Guiro

Obedience

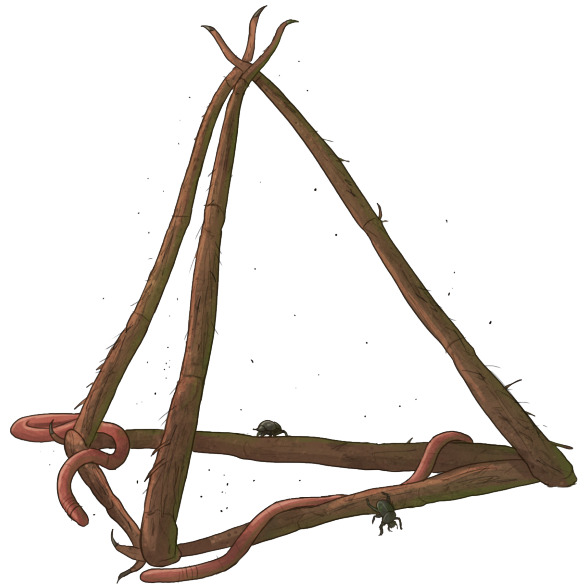
Rip a verminous creature to pieces and ingest the pieces while it is still alive, while chanting the origin story of Naehemoth in Aklo. Gain a +4 profane bonus to any saving throws directly affecting the senses (excluding illusion spells).

Boons

1. **Path of Madness (Sp):** *lesser confusion* 3/day, *disfiguring touch* 2/day, or *abomination* 1/day
2. **Forbidden Runes of Forgotten Lore (Sp):** Three times per week, when you cast a spell with the (darkness) descriptor, you also invoke a *symbol of sleep*, with a casting time of 1 round. Once per week you can create a *symbol of insanity* instead. Neither application requires a material component.
3. **Betrayed Behemoths (Sp):** Once per day you can summon forth two nyogoth qlippoth who will attack and eat any opponents you point out, but will attempt to do the same to you once those opponents are destroyed and eaten. They will remain until they or you are destroyed.

Legend

Naehemoth is an ascended qlippoth, an outsider race notorious for their horrific appearance; and it (for no gender has ever been assigned to The Crawling Evil) is the epitome of such. For the ranks of demon lords fluctuate from age to age, and it is surprising how quickly the name of a defeated, exiled or exterminated demon lord fades from the memory of sentient beings. Into one particular power vacuum arrived the up-and-coming ascended qlippoth lord Naehemoth, who betrayed his fellows on a vast scale to become a full-fledged demon lord, absorb the power and position of some forgotten loser in the battles in the Lower Realms, and settle into a niche of vile humanoid need by giving the gifts of



madness, battle-lust, and scraps of knowledge forgotten by those that seek it, but remembered in bad dreams. Fragments of torn-up journals left by violently psychotic, incarcerated wizards who uttered one wrong syllable when dealing with Naehemoth describe a living, moving heap of mutilated bug, worm and arachnid parts, with random spurts of ichor and pus and- most disturbingly- the odd perfectly formed humanoid limb or long-lashed eye on the end of a bleeding tentacle.

Church

Naehemoth's occasional followers follow a simple method of worship; learn and contemplate the nature of the Whisperer in Darkness, fall into a fugue of madness whereby you eliminate all that bothers you, and repeat. Some foul clans make a religion out of it, others simply sink into raving lunacy until they are put down. More educated cultists don the worm-robos for more esoteric purposes. Extracting forgotten lore from the pus-mind that is Naehemoth is a tricky business indeed, a true test of skill for the demonologist or demoniac, with the reward of knowledge that can be gotten no other way, and the punishment for failure having your brain eaten by worms...

Spell Preparation Ritual

Smear the secretions of a dried *furorem* beetle (included in a spell component pouch) inside your eyelids, and experience the brief but intense hallucinations the toxins within give you (staggered during spell preparation.) Invoke the name of Naehemoth while you ride out the colors without light. Ingestion by others is the same as small centipede poison, and will deplete your stock (restock for 10 gp.)

Pasiphae

Mistress of Puzzles, the Confounder

Worshippers: Evil wizards and bards, cheaters and philanderers, trapbuilders, dwarves

Minions: Amalgamated monsters (chimerae, crowolves, minotaurs, owlbeasts), derro

Alignment: Chaotic Evil

Domains: Artifice, Chaos, Charm

Subdomains: Captivation, Anarchy, Trap

Lower Realm Dominated: Minosarix, The Trapped Isle

Favored Weapon: Dwarven double waraxe

Favored Animal: Mule

Favored Instrument: Lyre

Obedience

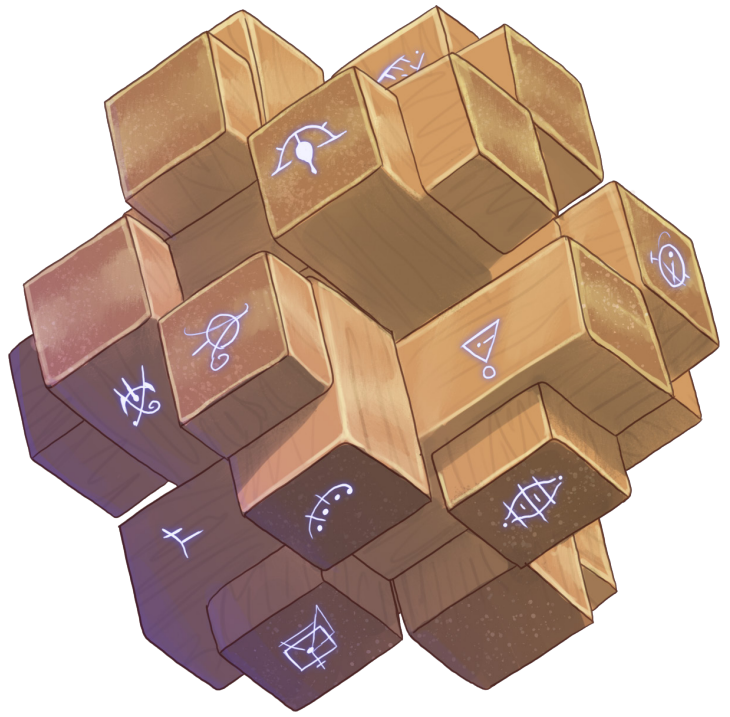
Chant a litany to Pasiphae while trying to complete The Unfinishable [a geometric hand puzzle that cannot be solved] increasing in speed until you snag a finger in its works, daubing it with blood. You gain a +4 profane bonus to saving throws you are forced to make by a trap, but only the first saving throw thus required.

Boons

1. **Gauntlet of Traps (Sp):** *shadow trap* 3/day, *undetectable trap* 2/day, or improve trap 1/day.
2. **Intimacy with the Deadly (Su):** You have a constant *find traps* in effect, and gain Disable Device as a class skill (if you don't already), with a +4 profane bonus.
3. **Come, My Twisted Children (Sp):** You may add all *summon monster* spells to your spells known or your spell book/familiar. You may use two spell slots to summon appropriate monsters to create an amalgam creature (see *Monsters of Porphyra*).

Legend

Demons are, as a race, devoted to destruction, and Pasiphae's vector on this occupation is the destruction of perception, of the expectation that things are the way they are supposed to be. This demon lord has passed down the labyrinths of time and the rise and fall of dimensions and worlds, and possess a strange mixture of half-forgotten cultures, some few which resemble the World-that-was of Iskandar and the Jheriak continuance. Pasiphae is sometimes thought of as a "soft" demon lord, as she is disinterested in warfare and prefers torture and destruction on a more individual level. Pasiphae is a twisted survivor, however, who seeks to destroy those who fall in to her demons' traps and puzzle and go mad before they die. Pasiphae is difficult to depict in effigy because her chosen form in the Lower Realms is a bewildering amalgam; her head is always the same, regal,



beautiful, that of a classic queen. All other body parts, torso and limbs, are of other, wildly varied creatures such as elephants, snakes, birds, reptiles and fish.

Church

Pasiphae's followers fancy themselves a sophisticated lot, and find themselves in ready employment to evil leaders as jail architects, inventors of torture implements, trap designers, saboteurs and technical support for revolutionary cells. On a more civilian level, those who want to punish philandering partners or outwit their current ones fall into worshipping this demon lord, acquiring their own infernal toy to fiddle with, trying to find their way into a trap with only one way. In certain cultures she has a legitimate presence as a maker of home-protection devices. For some reason, many of her cults spring up on islands.

Spell Preparation Ritual

Pasiphaeans pray to their twisted lord on their backs, contorting themselves at the angle of a circle described by their twisting limbs. Any devices they bear are laid outside the circle, and a praying follower of Pasiphae can quickly seize them if come upon by enemies. The marks made on a dirty floor by the movements during this ritual can sometimes be used to prophesy the events of the day (+2% to divination percentages.)

Pazuzu

Lord of Air, The Forbidden Name

Worshippers: Antipaladins, harpies, tengus

Minions: Fiendish flying creatures, perytons, swarms, vrocks.

Alignment: Chaotic Evil

Domains: Air, Animal, Chaos

Subdomains: Demon, Feather, Wind

Lower Realm Dominated: The Howling Cliffs, The Endless Heights

Favored Weapon: Longbow

Favored Animal: Hawk

Favored Instrument: Aeolian wind flute

Obedience

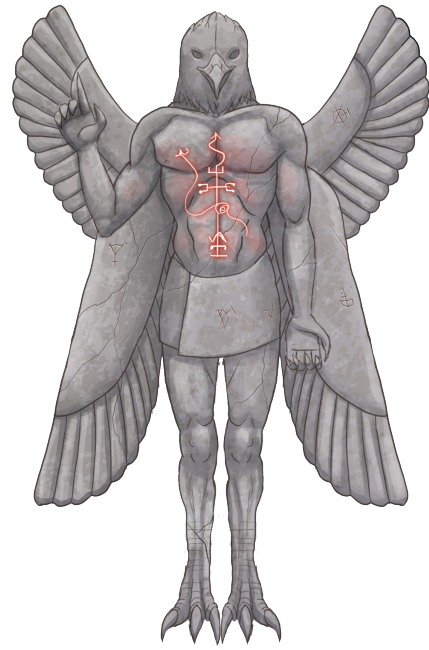
As you chant, jangling the chains which bear your amulets, your eyes will roll up in your head, and you will levitate 6 inches off the ground, until a green ectoplasmic froth pours from your mouth and swirls slowly around your body to the ground. Gain a +4 profane bonus to necromantic spells and effects, and a +4 bonus to Knowledge (religion) to identify undead.

Boons

1. **The Ancient Chants (Sp):** *command* 3/day, *gust of wind* 2/day, or *fly* 1/day.
2. **Forbiddance of the Fearsome Eye (Su):** You become immune to necromantic spells and effects, though those you cast upon yourself have their duration extended by 50%.
3. **Rebuke the Exorcist (Sp):** You may use *greater possession* 2/day.

Legend

When the NewGod War was engaged, it was hotly debated whether the newly revealed demon lords of Chaos and Evil would be included in the campaign. Even the gods of chaotic evil were reticent. Only Nemyth Vaar, the Betrayer argued on their behalf. The Lord of Air, Pazuzu was seen to be a tolerable demon, focused mostly on bird-like creatures and elementally inclined so as to destroy the Elementalists with their own power. He was granted domain over much of the desolate Birdman Mountains if he would defeat the xax and any Elementalist forces there, and he did so succinctly and tidily. Ithreia, the bird goddess, mitigated his power there afterward, and he is much contained in that region, or so the Deist forces believe. That power can be granted to Pazuzu after the mere speaking of his name is something the Lawful and Good leaders of the Deist movement would prefer not to know about.



Church

Like many other evil monsters of the air, traditional harpies worship the demon lord Pazuzu. The Cult of Pazuzu connects them to many other forces of evil: manticores, wyverns, and mortal demon-worshippers. Their shared allegiance in the cult turns these potential foes into allies. The Cult of Pazuzu is a mystery cult. The tenets, scriptures, and rituals are secrets to all except those initiated into the cult. Pazuzu's name is held in uttermost respect – it is said that the Prince of Air can look into the heart of whoever speaks his name. Once aspirants speak the name of Pazuzu, he can look into their minds and learn how to ruin them. Pazuzu will often test and torture mortal worshippers, making sure that they are completely loyal. He drives them to the very brink of their sanity to bend their minds into the twisted shapes that he most desires. Harpies often take leadership roles in the cult. They may take on cleric roles, shepherding others down the path of darkness. They may even become summoners or wizards and unleash demons into the material realm.

Spell Preparation Ritual

An adherent of Pazuzu possesses a number of amulets depicting Pazuzu in many aspects and forms, both ancient and traditional and those created at the whim of the worshipper. Chants are performed while asking for the King of Wind Demons to grant spells and power, and the amulets are worn and clinked like wind chimes or spun around the arms on their chains. The name of Pazuzu may only be spoken twice during this ritual, so as to not abuse the power that Pa- that the Forbidden Name grants.

Tajam'muhur

The Swirling Mob, Taj the Destroyer

Lord of the Balors

Worshippers: Slum dwellers, tribal humanoids, vandals

Minions: Dretch hordes, quasit flocks, goblinoids

Alignment: Chaotic Evil

Domains: Chaos, Destruction, Evil

Subdomains: Demon, Hatred, Riot

Lower Realm Dominated: Eblisia (continent in Pazuzu's realm)

Favored Weapon: Whip

Favored Animal: Lemming

Favored Instrument: Conga drum

Obedience

Wrestle with at least 2 other beings for an hour, attempting to tie your limbs in a knot; shout imprecations to society and shout Tajam'muhur's name often. Gain +4 to CMD when adjacent to 2 or more allies.

Boons

1. **Mob Mentality (Sp):** *bless* 3/day, *mirror image* 2/day, or *communal align weapon* 1/day
2. **Leader of the Pack(Su):** You gain Leadership as a bonus feat, but no cohort (unless you have the feat already). Your level 1 followers are chaotic evil petitioners (larvae), your level 2 followers are dretch, and your level 3 followers are quasits. Any losses are replaced during the new moon.
3. **Unstoppable Force (Sp):** You may use *greater communal spell immunity* twice per day.

Legend

The ranks of demon lords who rule in the Realms Below change with surprising frequency for there are always powerful beings waiting in the wings to fill a power vacuum. Tajam'muhur rose to power as a clandestine supplier of base troops in the NewGods War, being subservient to the more popular demon lord Pazuzu, who was allowed to participate in that conflict, if only on a limited scale. His name is a rough translation of Old Porphyrans, "The Teeth that Cut", as he has never let his True Name be known to any other being than Pazuzu, quite a remarkable accomplishment. Taj the Destroyer differs only slightly from the rank-and-file balors of the Lower Realms, with a colder, darker aspect, and being 20 feet tall. An odd habit of his is exploding in a conflagration and reforming as a great crowd of multiformed smaller demons, each with a different elemental or magical power.



Church

Tajam'muhur appeals to the disenfranchised, the neglected, the ignored masses that struggle in squalor, lorded over by the elite. He offers the power of the horde, the faceless mob destroying the works of the high and mighty by the simple act of the unstoppable mass. Wilderness tribes of humanoids, from boggards and lizardfolk to darkfolk and even goblinoids flock to Taj the Destroyer when they have undergone generations of oppression at the hands of the 'civilized'. Leaders rise and fall quickly among The Swirling Mob's followers, and only a few rise to levels of great power; those that study such things surmise that if a powerful enough cult leader would arise, the cities of Porphyra would burn like torches. Ironically, both the Pynian Coast and The Middle Kingdoms have had to enact purges of the demonist rabble of Taham'muhur.

Spell Preparation Ritual

Set out the myriad demonic figurines you carry, each representing a glorious sin of violence, wrath and evil. Speak the name of each demon, calling upon its power to fill you with profane ability. Many Muhurini cultists eventually outfit their set of figurines with precious gems and metals, or even magical powers or mobility.

Thurin'Waethil

The Bloody Marshal, She Who Weeps

Worshippers: The jealous and envious, warriors, those who seek vengeance

Minions: Berbalangs, chupacabras, giant bats, vrolikai, vargouilles

Alignment: Chaotic Evil

Domains: Evil, Protection, War

Subdomains: Blood, Corruption, Solitude

Lower Realm Dominated: Sangalor (The Red Battlefield)

Favored Weapon: Longsword

Favored Animal: Vampire bat

Favored Instrument: Flute

Obedience

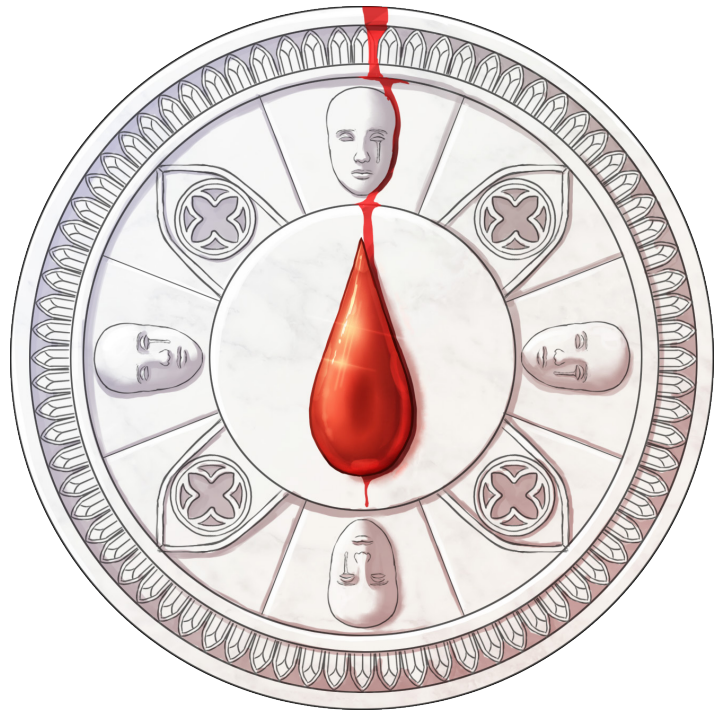
Carve the names of those who have wronged you, or that you suspect will betray you, into your flesh, while singing a song that reminds of a time that you got revenge (1 hp non-lethal damage). Gain a +4 profane bonus to one type of save (Fort, Ref, Will) against an individual that has damaged you or caused you to roll a saving throw.

Boons

1. **Age of Loss (Sp):** *spiked armor* 3/day, *blood armor* 2/day, or *vengeful tears* 1/day
2. **Aura of Blood (Su):** You give off an aura that smells faintly of blood, all those within 30 ft. cannot stabilize if brought below 0 hp unless by magical means, Heal checks do not fix bleeding status, and all bleed damage is increased by 1.
3. **Grim Fortifications (Sp):** Thrice per day you can form structures by using *wall of stone*; you need not join the walls created to other stone.

Legend

The mercurial demon lord Thurin'waethil has connections with the New Gods, likely the reason for her present connection to Poprhyra's reality; some say that she is the sister and polar opposite to she who was Aleria, the Love of Life in her mortal existence. Profanely blessed in an evil life, rising quickly through the ranks of demons with an innate knowledge of how to oppose good and right, Thurin'waethil nevertheless took umbrage at being put aside during the New Gods Wars and participated in them as much as she was able to, for spite's sake. But being drawn into a conflict of ideologies was too convoluted for The Bloody Marshal's blunt morality- in a complex engagement in the Plane Ethereal she and her personal species-troop of greater demons were trapped



and all were annihilated but her, marked and unable to respawn her servants. She remains a Lord, but broods in the Realms Below since the Wars, a simmering force of regret. Thurin'waethil typically appears as a beautiful, pale-skinned woman in massive, spiked armor of dull red. A tear of blood eternally falls from her left eye, sizzling on contact when it falls.

Church

Thurin'waethil has little interest in cults, for her losses are far too fresh for her to care overly much for the adoration of mortals. Those who act in her name enjoy the dark romanticism of her faith, but seldom follow cohesive cells. Martialy-minded lands will erect tall, slim towers in lonely places as shrines to contemplate She Who Weeps, and beg for vengeance at any cost. Her beloved bats and other winged biters congregate in their belfries, and please her, as much as she can be pleased now. Discreet disc-and-tear symbols can be found on dented armor in many lands, or drawn lovingly on murdered lovers' faces, and little can be done about it.

Spell Preparation Ritual

Don a metal helmet (or a bucket, if necessary) and cry the proper hymn to Thurin'waethil, listening to the echoes resound within. Those with martial skill will practice their weapon-forms during this time, avoid moving in time to the hymn. Special helms with closable visors are usually obtained for this purpose.

Yog Muan

Yog the Destroyer, God-Killer

Worshippers: Anti-theists, murderers, species supremacists

Minions: Dinosaurs, dire beasts, giant lizards, kaiju

Alignment: Chaotic Evil

Domains: Chaos, Death, Evil

Subdomains: Demon, Genocide, Murder

Lower Realm Dominated: Diyu Naraka (11 layers)

Favored Weapon: Any (chosen at first level)

Favored Animal: Iguana

Favored Instrument: Gong

Obedience

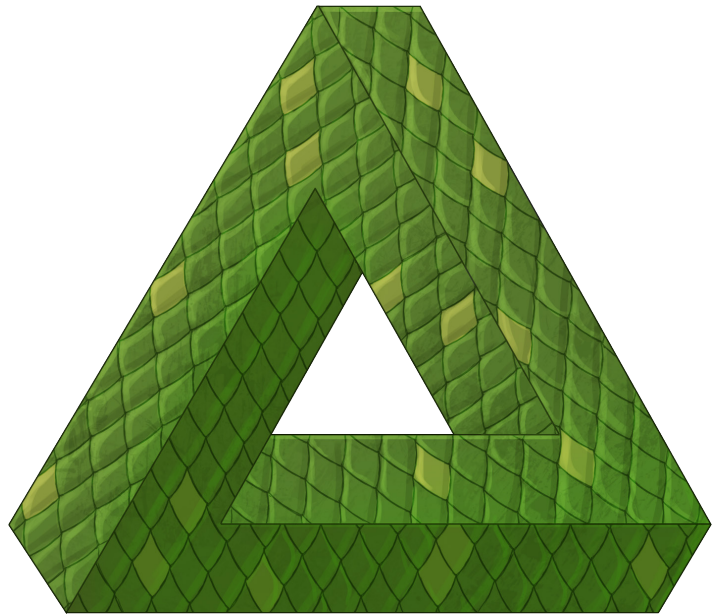
Force one creature to kill and/or eat another creature, and then kill that creature with one blow, smashing it into an unrecognizable mush; bury the remains in a pit and make the sign of Yog over the makeshift grave. Gain a +4 bonus on saves vs. death magic.

Boons

1. **System of Genocide (Sp):** *inflict light wounds* 3/day, *ultimate weapon* (/i) 2/day, or *deadly juggernaut* 3/day
2. **The Indescribable Weapon (Su):** Three times per day, for 20 minutes at a time, your personal melee weapon and any natural weapons you may possess bypass any and all damage reduction other than epic, glowing harshly with glittering green haze.
3. **Waves of Death (Sp):** You may use *massacre* as a spell-like ability once per day.

Legend

A well-established demon lord in many realities, Yog Muan is no being to be trifled with on any level, mortal, deific, demon, elder elemental, good, evil, otherwise—all kinds have fallen to the inexorable power of The God-Killer. It is surmised that Yog Muan's purpose, as frightening as it may sound, is to keep deific beings from complacency and lassitude in their eternal existence, though who or what gave Yog the Destroyer this purpose is unknown. Yog's desolate realms are scrubby jungles where weird beasts roam, abandoned planes once owned by demon lords he destroyed in aeons past. To be in the presence of Yog Muan is to know the true meaning of fear, and the gods themselves fear this unstoppable force of the universe. He is a true enigma and seldom converses, and no being knows what secret agenda motivates the God-Killer. Yog Muan the God-Killer is a truly bestial demon lord, resembling a 60 ft. tall reptilian humanoid with six arms, six glowing eyes, and a dinosaur-like head. Each clawed hand is depicted holding a different



weapon, with his trademark one-sided/three-sided emblem around his neck, a non-euclidean object hateful to mortal eyes.

Church

The followers of Yog Muan are, by definition, fanatical, and seem to form in waves throughout time, like a plague that festers in a decreasingly clean environment. Like Yog Muan, his cultists seem more like a force of nature than a deliberate intellect, and are well known for having little or no sense of self-preservation. With screams of “Yog! Yog! Yog!” they kidnap hapless citizens and sacrifice them to large monsters in pits, in the hopes of channeling their demon lord patron; 2% of these sacrifices transform the pit-monster into a ravaging force of destruction with the Giant and Advanced templates. A further 2% of these, creatures are further transformed into an appropriate form of kaiju, intent on destroying all before it.

Spell Preparation Ritual

A brisk cleaning and maintenance of weapons and/or religious instruments, using a whetstone made from the skull of a small animal (these can be rather intricate); typically the eyes are closed and the petitioner rocks back and forth, repeating the words to acquire magical power. Some accompany the ritual with exercise-like *katas* but this changes from cult to cult. If a ‘kept monster’ is nearby, the ritual is different, with group shoutings and exhortations as near to the monster as possible.

Zaqqit (The Fallen)

The Lost Angel, The Disbeliever

Fallen Angel

Worshippers: Antipaladins, fallen nobility, forlarren, giants, turncoats

Minions: Forlarren, evil cloud, forest, river, ocean, sun, and cloud giants

Alignment: Chaotic Evil

Domains: Chaos, Evil, Nobility

Subdomains: Betrayal, Entropy, Hubris

Lower Realm Dominated: The Unstable Clouds

Favored Weapon: Greatsword

Favored Animal: Swan

Favored Instrument: Harp

Obedience

Clean the stains from your robes and holy symbol, and recite a blasphemous reading of *The Divine Record*; then, restrain and rededicate your holy symbol. Gain a +4 profane bonus to the DC of those who attempt to Intimidate you, and to saves vs. *command* and *greater command*.

Boons

1. **How the Mighty Have Fallen (Sp):** *delusional pride* 3/day, *jealous rage* 2/day, or *utter contempt* 1/day
2. **Superficial Honor (Sp):** Intelligent beings with only one level in an NPC or PC class cannot disobey you unless they make a DC 20 Will save, and you gain +2 to your Charisma in dealing with all those of that quality.
3. **Bow Before your Lord (Sp):** You may use *overwhelming presence* as a spell-like ability once per day.

Legend

The solar angel Donantes was counted one of the greatest of his kind, combining unbelievable strength and power with a truly kind and humble soul, willing to believe that possibility of redemption in almost anyone. A trusted servant of Gerana, lawful Lady Arbitress of many realities, Donantes proceeded into the lower Realms Beyond to punish a great demon lord, said to be the Lord of Deception Himself, for some slight against his Lady. Donantes did not return, and was himself deceived, losing the right to the name and becoming Zaqqit, the Betrayer, The Fallen. In his arrogance Zaqqit styles himself a Prince of the Lower Planes, no mere Lord scrabbling in the Abyssal muck, and seeks to recreate the heavens in mockery- or perhaps delusion that he could be a supreme being, and not face his failure. Never without his beautiful sword of gleaming light, he still affects the attitude of a noble servant, while being totally his own



creature, courteous until he strikes you down.

Church

Zaqqit feels himself far superior to his demonic fellows, and does not tolerate contradiction. His followers bear this overweening pride, as well. The followers of Zaqqit are dangerous in that they are typically powerful to start with, and having power and influence, drag many more subservient beings down to their eventually degraded level. Giants have abandoned ancient elemental traditions to take up allegiance to Zaqqit, and follow The Disbeliever with fanatical devotion near to awe. In their stained white robes, they spread the message of superiority and self-service like a poison over the land. Individual castles in The Middle Kingdoms and Iffud have been thought-poisoned by The Last Angel already...

Spell Preparation Ritual

In mockery of Gerana's simple, dedicated rituals, the decadent followers of Zaqqit put together small, though indulgently rich and wasteful meals, and gobble them to the plinking of a small hand-harp. Spellcaster adherents demand their spells in lofty tones, daring their demonic patron to deny them. When the food is all consumed and the spells are granted, one vomits up all of part of the meal and leaves it lie for others to clean up. Noble clerics and the like often have ceremonial bowls for this purpose, or small desecrated oozes that can act as minor bodyguards, as well.

Equipment and Magical Items

The following mundane equipment and magic items were made for or by demon-worshippers, and usually have an aura of evil, even if very faint. Most will take 1 point of physical damage from being doused with holy water.

Angel-heart

Aura moderate conjuration, moderate evil; **CL** 10th
Slot none; **Price** 10,000 gp; **Weight** 2 lbs.

Description

This item is, indeed, the preserved heart of an angel outsider, usually a movanic deva fallen in battle or treachery. Possession of such a thing will outrage good characters and authorities, who will insist it be turned over to a good temple for reconsecration, and the explanation for its presence had better be good. Using an *angel-heart* as part of a *binding*, *calling* or *summon* spell to bring forth a being of the demon subtype allows the user the benefits of the Augment Calling and Augment Summoning feats. Giving up the *angel-heart* to the called demon bypasses all spell resistance but uses up the item.

Construction

Requirements Craft Wondrous Item, Demonic Obedience, *gentle repose*, *summon monster V*; **Cost** 5,000 gp

Balakorian Hoof-boots

These cunningly made sets of footwear have wooden soles that make marks that appear like good-sized animal hooves, typically like a large goat. Sometimes the prints are made backwards, to be even more confusing! The wearer must move rather carefully, and has their speed reduced by 5 ft. Hoof-boots impose a -10 penalty on Survival checks to track and identify the prints, but if identified are determined to be a deception. They are commonly worn by the wandering refugees from the annihilated demon-city of Bhaal-Aak.

Price 30 gp/pair; **Weight** 4 lbs.

Book of the Demon Lords (Minor Artifact)

Kitab al-Sahar Shaytan

Aura strong conjuration; **CL** 16th
Slot none; **Weight** 8 lbs.

Description

This fearsome tome is bound in black dragonhide, with demonic symbols spelled out in tiny cut rubies on the cover. A cabal of Zendiqi heretics composed the book and used the neglected demon forces against the Deist forces for a time, until betrayed by the war-demoness Thurin'Waethil at some cost to that demon Lord, and the loss of their own lives and souls. There are said to be

at least three copies of the *kitab al-sahar shaytan*, though 2 are copies and lack one of the 12 documents (roll randomly for the missing spell).

It contains 13 spells (as scrolls), as listed below, and the meticulously detailed entries on the demon lords detailed previously. A spell cast out of the book (they cannot be separated out of the book) regenerates in 1 week per spell level. Possession and perusal of the book grants the user +2 to Knowledge (planes) regarding demons, as if you possessed that skill as a class skill; it also adds to the summoning roll against the DC of any particular type. Demons can "smell" if the owner of the *book of the demon lords* is not a true demon worshipper, and will seek to destroy him, and will at least challenge the possessor if he is a demon worshipper, but will be friendly to the owner if successfully Intimidated or Diplomacized (with a +2 to the owner's roll).

Destruction

The *book of the demon lords* must be immersed in holy water for 7 days and 7 nights, and then have *dispel evil* cast upon it, with a DC 22 Spellcraft check, otherwise the immersion must start over again.

Buerite Unguit (Exotic Weapon)

This bizarre weapon is favored by some of the worshippers of the demon-lord Buer, and is similar to a starknife in shape, though the central handle is often covered by a buckler-like piece shaped like Buer's bestial representation. Instead of blades radiating out from the center ring, rods with hoof-shaped striking hammers deal bludgeoning damage. Wielders with Weapon Focus (unguit) can hit more than one target with an unguit throw, if the target is adjacent, applying a -4 penalty to-hit for the ricochet attack.

Cost 25 gp; **Dmg** 1d3 (S) 1d4 (M); **Crit** x2; **Range** 20 ft. **Weight** 3 lbs. **Type** B; **Special** ricochet

Deep Blue (Sapphire, Smarties, Smart-juice)

The favored (and sacred) narcotic of the Ayporites, all cultists will carry at least 3 doses of Deep Blue, one loaded into their personal syringe spear, and two for their personal use. High-level cultists are said to carry a distilled formula called Super-Blue, which yields a severe addiction, costs 100 gp/dose, gives a 1d6 Int bonus for 1d6 hours, and deals 1d2 Str and Con damage.

Type injury (injection); **Addiction** moderate, Fortitude DC 15

Price 20 gp/dose; **Effect** 1d4 hours; +1d4 alchemical bonus to Intelligence

Damage 1 point of Strength, 1 point of Constitution

Demonpelt Cloak

Aura faint abjuration, faint evil; **CL** 5th

Slot shoulders; **Price** 14,000 gp; **Weight** 10 lbs.

Description

This awful, reeking cloak consists of the preserved skins of at least 3 types of demons, bristling with scales, fur, and unnatural spikes. The wearer can, as a standard action, activate the cloak to use any one of the following abilities for a minimum of 1 minute, with a total of 6 minutes per day. Switching from one ability to another requires a full-round action, during which the *demonpelt cloak* ripples and gives off a brimstone smell: immunity to electricity, immunity to poison, resist acid 10, resist cold 10, resist fire 10, grow claws that do 1d6 points of damage and count as chaotic evil for the purposes of overcoming damage resistance.

Construction

Requirements Craft Wondrous Item, *beast shape I*, *delay poison*, *resist energy*; must have the skins of 3 different demon types; **Cost** 7,000 gp

Khadeg's Capturing Pentacle

Aura moderate abjuration; **CL** 9th

Slot none; **Price** 10,000 gp; **Weight** 1 lb.

Description

This palm-sized disc of porphyrite and cold iron has a red pentacle chiseled onto its face, and requires a substantial amount of demonic ichor to craft. When thrown at a point in space within 30 ft. (on the floor, in a square in the air or in the water) the pentacle springs into existence, briefly seizing an evil extraplanar creature and holding it in a bubble of porphyrite energy- though there is no saving throw, the pentacle must overcome their spell resistance (with a bonus of +9), or the targeted being will crush the pentacle and seek to annihilate the user. The pentacle-ringed bubble will last nine minutes, after which the held target will be sent to the Elemental Plane of the user's choice; the captured creature will likely try to threaten or bargain to be released (the pentacle can be dismissed by the user) and the user is free to do so, but there is no magic holding either party to any arrangement.

Construction

Requirements Craft Wondrous Item, *dismissal*, *porphyrite passage*, *protection from evil*; **Cost** 5,000 gp

Ladder of the Pit

Aura moderate conjuration, moderate evil; **CL** 9th

Slot none; **Price** 20,000 gp; **Weight** 20 lbs.

Description

This ugly, cold iron ladder looks as if it were etched in acid, but the scratches are actually hideous runes that a DC 19 Knowledge (planes) check identifies as being attuned to a particular Lower Plane ruled by a demon lord. When the *ladder of the pit* is inserted, feet down, in ground that has been *desecrated*, the ground roils with awful color, creating a portal to the designated Lower Plane. A total of 9 beings can go through this portal per day, by climbing the ladder; pulling it up closes the portal, as does the expiration of the *desecrate* spell. The ladder has a hardness of 10 and 30 hit points.

Construction

Requirements Craft Wondrous Item, *desecrate*, *plane shift*; **Cost** 10,000 gp

Lash of the Legion

Aura moderate conjuration, moderate evil; **CL** 9th

Slot weapon; **Price** 24,000 gp; **Weight** 3 lbs.

(b)(u)Description

These brutal *unholy scorpion whips* +1 of black demonhide mutter and crackle at all times, and have horned demon heads decorating their handles. Whenever a *lash of the legion* strikes a target and does damage, a dretch demon appears in a random square next to that target. Only 1 demon per target can be in existence, but if the first is destroyed, another can be brought forth if the target is successfully struck again. The demons brought forth remain so long as the wound that brought them forth remains, if the wound is healed in any way, or if the target dies, the dretch will be returned from whence it came.

Construction

Requirements Craft Magic Arms and Armor, *summon monster III*, *unholy blight*, creator must be evil; **Cost** 12,000 gp

Revenge's Tear (Major Artifact)

Aura overwhelming necromancy; **CL** 21st

Slot none; **Weight** 15 lbs.

Description

The warrior-lord demoness Thurin'waethil sends her personal blade, *Revenge's Tear* to the Material Plane of Porphyra, as a punishment to the mortals whose conflict, the New Gods War, caused her to lose the follower-demons that were the closest things she had, or any demons could have, to friends. *Revenge's Tear* seems to be made of solidified blood, tempered to the strength of adamantine yet retaining its slick texture, as though it might melt into a pool at any moment. Although made of blood, it functions as a porphyrite weapon for the

purposes of overcoming damage reduction and an adamantine weapon for bypassing hardness. It is a +5 *keen longsword*, and its density allows it to damage foes as if it were one size category larger than its actual size. It can be properly wielded only by characters with a Strength of 16 or higher—all other characters must either wield it as a two-handed weapon or take a –2 penalty on attack rolls with the weapon.

Whenever it strikes a foe, the target must succeed at a DC 20 Fortitude save or be slowed as per the spell *isolate* (CL 16th). If the sword scores a critical hit, the target must succeed at a DC 25 Fortitude save or be turned into a porcelain statue, as if by *flesh to stone*. Characters turned to porcelain by the sword appear to weep tears of blood that run down the statue's face. The porcelain is fragile, having only 5 hp and a hardness of 1.

Statistics

Alignment Chaotic Evil; **Ego** 25

Senses sight and hearing (30 ft.)

Int 18, **Wis** 10, **Cha** 10

Communication telepathy

Languages Common, Abyssal

Lesser Powers

3/day—*deathwatch*, *spiked armor*, *vengeful tears*

Destruction

If *Revenge's Tear* is *blessed* by the Codion of the Church of Gerana, it will dissolve into blood and return to the Lower Realms, where Thurin'waethil will use it to wreak destruction on her demonic neighbours for a while.

Ring of the Fallen

Aura moderate abjuration, moderate evil; **CL** 9th

Slot ring; **Price** 30,000 gp; **Weight** —

Description

This type of ring is always beautiful, with tiny, intricate scenes of burning angels worked into the surface, which is typically of ivory. When worn, though, hidden barbs cause a rivulet of blood to run over the wearer's hand, telling, but not harmful. The wearer of a *ring of the fallen* is unaffected by the protective aura or the aura of menace of archons, angels, devas or similar beings, for a period of time of up to 9 rounds per day, which may be taken in 1-round increments.

Construction

Requirements Forge Ring, *dispel good*, *dispel magic*;

Cost 15,000 gp

Void-Moon Talisman

Aura faint conjuration; **CL** 5th

Slot none; **Price** 4,000 gp; **Weight** 1 lb.

Description

This eerie item looks like a faintly glowing chunk of alien-looking rock, and refuses to be actually touched, floating an inch above any surface. It will glow brighter and hum when within 100 ft. of a void beast or any significant amount of vacuum. Once and once only the *void-moon talisman* can be used to apply the Void template to a summoned creature, whereupon the talisman will become chunk of useless rock.

Construction

Requirements Augment Summoning, Craft Wondrous Item, *call the void*, *detect radiation*; **Cost** 2,000 gp

Spells

The following spells are known by the obedient followers of demon lords.

Abyssal Pelt (Buer)

School transmutation (evil)

Level cleric 4, druid 4, ranger 3

Casting Time 1 standard action

Components V, S, M (a rotting pelt)

Range 8 squares adjacent to caster

Duration instantaneous/special

Saving Throw Fortitude partial; **Spell Resistance** yes

By channeling the power of fiendish beasts that prowl the Realms Below, the caster can expel an abyssal stench that causes adjacent creatures take 1d8 points of damage from the miasmic cloud, plus 1d4 points of damage per round for 10 rounds as the cloud causes the growth of a thick green pelt; those affected gain a Fortitude saving throw to stop the growth and subsequent damage. Although ugly, the hair is harmless, even granting a +1 profane bonus to armor class, and will wither away in 1d4 days if not shaved off before then. The hair can be destroyed by casting *bless* on the affected creatures or by sprinkling them with holy water. This progress of the spell can also be halted by effects that remove or provide immunity to disease.

Abomination (Naehemoth)

School conjuration (evil), [mind-affecting]

Level antipaladin 3, cleric 3, psychic 3, spiritualist 3, summoner 3, wizard 3

Casting Time 1 round

Components V, S, M (handful of offal)

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

Effect creates a disgusting living mass that opponents

must attack

Duration 1 minute/level

Saving Throw special; **Spell Resistance** no

This horrible conjuration brings forth a living wad of pulsing, discolored flesh from the Realms Below that offends the sensibilities of normal beings, to the extent that they must destroy it. The abomination has identical statistics to a gelatinous cube except for the following; it has the outsider type, it cannot move, has no melee or special attack, and it is not transparent. It does have a defensive ability, in that if it is touched by a natural or unarmed attack (or climbed on or some such action) the transgressor must make a Fortitude saving throw or be nauseated for 1d6 rounds. It also negates the scent ability in a 30 ft. radius until it is destroyed, and 1d6 minutes afterward, due to its putrescent odor. All non-evil or chaotic neutral beings that can be affected by mind-affecting effects that are within 30 ft. of the *abomination* must make a Will saving throw or spend their turn attempting to destroy it by whatever means they choose, focusing all of their attacks upon it until it is destroyed. Good creatures take a -2 penalty on their saving throws.

Concussion (“BONK!”)(Gomm-Thog)

School evocation

Level cleric 1, inquisitor 1

Casting Time 1 immediate action

Components V (must shout very loudly), S

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

Target 1 creature

Duration instantaneous

Saving Throw Fortitude partial; **Spell Resistance** yes

This spell, a favorite of goblinoids, manifests a force to strike an opponent's head, and drive the arrogant intelligence from them, at least temporarily. If the caster succeeds on a ranged touch attack, the target takes 1d4 points of bludgeoning damage, plus 1 point for every 4 levels the caster possesses, and does 1 point of Intelligence damage for every 4 points of bludgeoning damage done (minimum 1), should the target fail a Fortitude save. Should a target lose Int from this spell 4 times in 1 day, the damage is Int drain, instead. Note that the Verbal component of the spell is a very loud shout of “BONK!” and thus cannot be used stealthily, though a Silent Spell feat works normally.

Demon-blade (The Dark Mistress)

School enchantment (evil)

Level antipaladin 2, cleric 2, inquisitor 2, magus 2

Casting Time 1 round

Components V, S, M (masterwork dagger)

Range creature or object touched

Target caster or 1 creature

Duration 8 hours (1 minute/level)

This spell can be cast upon an object or person, imprinting upon the target the essence of a deadly weapon concealed in abyssal shadow within it. When the target object is touched within the spell's duration, or the target creature speaks a command word as an immediate action, a weapon materializes in their hand, bolstered by the power of the Realms Below. The weapon is physical, masterwork, of any light slashing weapon type, and counted as evil for the purposes of bypassing DR. The blade lasts for 1 minute per caster level once called into being. The target radiates faint enchantment and evil if those conditions are detected for, but the *demon-blade* spell requires an opposed Spellcraft check between the caster and the detector.

Direction Deception (Pasiphae)

School enchantment (curse)

Level cleric 4, witch 4, wizard 4

Casting Time 1 round

Components V, S, M (ivory minotaur figurine worth 100 gp)

Range touch (object)

Area of Effect 30 ft. radius burst

Duration instantaneous (special)

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

This spell creates a special kind of trap that can be placed on a 5 ft. square section of floor, a doorknob, a chest, what have you; the enchantment lasts for 2 hours per caster level.

When the targeted object or area is touched, handled or trod upon, the spell is released in a 30 ft. radius burst, and all those who fail their saving throw are affected by the following curse, unbeknownst to them unless they make a Spellcraft check on themselves equal to 14 + the caster's appropriate ability modifier: the next time they take a full move action or a double move, they will make a double move in a random direction, different from their intended path. If the randomly indicated direction does not let them take the full indicated move, the most unimpeded direction will be taken, as long as it is not

the victim's intended one. The victim must bypass easily passed obstacles like unlocked doors, but cannot stop to search for traps, look out a window, or fight. They will not take suicidal actions like walking over a cliff.

Hubris (Zaqqit)

School enchantment [emotion, mind-affecting]

Level bard 4, cleric 5, mesmerist 4, witch 5

Casting Time 1 standard action

Components V, S, M (tiny foil crown)

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

Target 1 living creature

Duration 5 rounds

Saving Throw none; **Spell Resistance** yes

This spell gives substantial power to the target, be they ally or enemy, but then takes it all away, leaving them vulnerable. The target gains a +2 morale bonus on rolls to-hit and all saving throws, but each round that decreases by 1 until the target is -3 on attacks and saving throws. A given target can only be under the effect of 1 *hubris* spell at a time.

Irritant (Lord of Many Forms)

School necromancy

Level cleric 0, magus 0, witch 0, wizard 0

Casting Time 1 standard action;

Components V, S

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

Target any 1 living being

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

This spell pitches a bit of ectoplasmic stuff at a living target, which does not damage, but is annoying to any creature with a nervous system. It requires a ranged touch attack, and if it hits imposes a -1 penalty to any d20 roll made in the next round (i)except attack rolls. Multiple attacks of (i)irritant do not stack, but if a target is hit 3 rounds in a row, the next round the penalty applies to attack rolls, as well.

Legion of Evil (Tajam'muhur)

School conjuration

Level antipaladin 3, cleric 4

Casting Time 1 standard action

Components V, S, M (handful of arrowheads)

Range personal

Target you

Duration 1d4 rounds plus 1 round/ level

This spell splinters the evil soul of the caster into 8 parts, which occupy the eight squares surrounding the square that he is standing in; if one of the squares is occupied, a member of the "legion" does not appear. Each legion member absorbs one physical or targeted magical attack, but area attacks that do damage are calculated normally, and destroy legion members by doing 1 hit point. Legion members can attack, as can the caster, but attack at a penalty to-hit and damage equal to the number of legion members remaining. Only the caster can cast spells or use magic items. An additional effect of the spell is that the "legion" gains a profane bonus to Intimidate equal to the number of legion members.

Narcotic Wave (Ayporos)

School necromancy

Level cleric 7, mesmerist 6, wizard 7

Casting Time 1 standard action

Components V, S, M (processed poppy seeds [100 gp])

Range 60 ft.

Area cone-shaped burst

Duration instantaneous

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

Those caught in the sickly yellow wave of this spell are exposed to a powerful narcotic effect; in the first round they are euphoric and in a dazed condition, subsequently receiving +1 to their Strength score, but -2 to their saves vs. mind-affecting effects. This effect lasts an hour, and then inflicts fatigue on those affected. During this period those affected are -4 to saves against the effects of any and all drugs, including addiction.

Pall of Isolation (Morcheox)

School enchantment

Level cleric 4, occultist 4

Casting Time 1 standard action

Components S, M (handful of ash)

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

Targets one or more creatures, no two of which can be more than 30 ft. apart

Duration 1 minute

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

This powerful spell forces thinking beings away from interacting with one another, self-inducing isolation. Those that fail their saving throw cannot do the following: be adjacent to an ally, moving away at their first opportuni-

ty; aid another; benefit from or be part of a flank; speak or use telepathy with any other being, though they can cast spells and use command words normally- they cannot “talk to themselves” to relay information to others.

Summon Janusarin (Balakor)

School conjuration (summoning), [evil]

Level cleric 8, summoner 7, witch 8, wizard 8

Casting Time 1 round

Components V, S, M (a ring of 66 porphyrite flakes, worth 330 gp)

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

Effect one summoned janusarin demon

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

This spell is similar to *summon monster VII* but summons a single janusarin demon. Janusarin dislike being out of line-of-sight from a large quantity of porphyrite or a porphyrite border, and will immediately attack their summoner unless a second porphyrite flake circle is constructed and the summoner stays in it; both circles are consumed by the spell. If the demon can actually touch the border or porphyrite deposit, the duration is extended by 1 round.

Summon Tatterdemalion (Balakor)

School conjuration (summoning), [chaos][evil]

Level cleric 3, summoner 2, witch 3, wizard 3

Casting Time 1 round

Components V, S, M (broken luxury goods [500 gp])

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

Effect one or more summoned tatterdemalion

Duration 1 day/level

Saving Throw none; **Spell Resistance** no

It is said that tatterdemalion no longer exist on the Lower Realms Beyond, but that these filthy demonlings arise spontaneously in slums and squalid condition, in dark rituals with abandoned children. This spell is likely the power source of these rituals, and the implications of the raw materials of the native demon make this an evil spell, indeed. It is also a spell steeped in chaos, and there is a 10% chance per caster level that an additional tatterdemalion will be summoned; when this chance reaches 100%, then 2 will be automatically summoned, and there is a 10% chance past CL 10 that a third will be summoned. None but the first summoned will be under the summoner's control, and will actively resist it.

Ultimate Weapon (Yog Muan)

School transmutation

Level bloodrager 2, cleric 3, inquisitor 3, magus 2, ranger 2, occultist 3

Casting Time 1 standard action

Components V, S, M (nugget of adamantine [60 gp])

Range personal

Effect creates mutable weapon

Duration 1 round/level

This spell allows the caster to create a glowing green weapon that can adapt to whatever situation is required. As part of casting, the caster declares what type of weapon (ranged or melee), damage type (bludgeoning, slashing, piercing) the material it is made of (adamantine, cold iron, porphyrite, silver) and any special weapon qualities (brace, disarm, double, reach, trip). At 5th caster level, the caster may choose ranged or melee and damage type, and may change their selection each round, as a swift action. At 9th caster level, they may select material and special weapon quality, and change their selections each round. Inapplicable combination may not work, ranged weapons cannot have special qualities, and thrown weapons cannot be emulated. At 7th level the *ultimate weapon* qualifies as masterwork quality, and at 11th level it qualifies as +1 magical; it cannot be used by anyone other than the caster.

Vengeful Tears (Thurin'waethil)

School transmutation (evil)

Level bard 3, cleric 3, inquisitor 3

Casting Time 1 standard action

Components V, S, M (a thorny rose)

Range personal

Target you

Duration 1 round plus 1 round/level

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

By casting this spell, the caster incurs bleed 1, and any creature that successfully attacks with a melee, missile or spell attack within 30 ft. also incurs bleed 1, for every successful attack, should they fail their saving throw. Note that only creatures that are vulnerable to bleed are affected. The caster appears to be weeping blood during the duration of the spell, and the bleeding condition cannot be lifted from the caster while it is in effect.

Domains and Subdomains

The following subdomains are held by some of the Demon Lords of Porphyra.

Anarchy Subdomain

Associated Domain: Chaos

Replacement Power: The following granted power replaces the touch of chaos power of the Chaos domain.

- **Reject Control (Su):** Whenever any power tries to assert control over you, by spell or other ability that allows a saving throw, you may roll twice and choose the best result. You may use this ability a number of times per day equal to 3 plus your Wisdom bonus.

Replacement Domain Spells: 2nd—*deflect blame*, 4th—*illusion of treachery*, 6th—*envious urge*

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*

Borders Subdomain

Associated Domain: Porphyrite

Alternate Granted Powers: You may add all spells with the word “wall” in their title to your spell list.

Replacement Power: The following granted power replaces the porphyrite edge power of the Porphyrite domain.

- **Border Security (Su):** At 8th level, as a full-round action, you can draw a line of purple light across the ground, 30 feet in length, up to 30 feet away from you. No creature may cross it without making a Will save of 10 plus ½ your cleric level plus your Wisdom modifier. The line lasts as long as you concentrate upon it. You can use this ability once per day at 8th

level, plus one additional time per day for every four levels beyond 8th.

Replacement Domain Spells: 1st—*stunning barrier*, 2nd—*dust of twilight*

Genocide Subdomain

Associated Domain: Evil

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

- **Genocide (Su):** At 8th level, as an immediate action, when any creature is killed within 30 ft. of you, you gain a caster level when casting spells against further members of that creature's type for a number of rounds equal to your Wisdom bonus. This ability can be used a number of times per day equal to your Wisdom bonus, but only one bonus per type may be active at a time, it is not cumulative.

Replacement Domain Spells: 3rd—*symbol of exsanguination*, 6th—*circle of death*, 9th—*massacre*

Porphyrite Domain

Granted Powers: Your physical and spiritual salvation is found in your god's greatest gift to the world: porphyrite. By the grace of this gift, you liberate yourself from the malicious elementals that would enslave you. In addition, you receive Resistance 1 against all forms of elemental damage. This resistance increases by 1 for every 5 levels you possess.

- **Porphyrite Soul (Su):** Whenever you channel energy, be it positive or negative energy, you can as a free action cause the energy to damage elementals. When using channel energy to damage elementals, reroll all 1s on your damage dice.
- **Porphyrite Edge (Su):** At 8th level, any weapon you wield or ammunition you use in a ranged attack is treated as if it were made from porphyrite. Porphyrite weapons bypass the untyped damage reduction of creatures of the elemental subtype.

Domain Spells: 1st—*porphyrite passage*, 2nd—*rainbow promise*, 3rd—*protection from energy*, 4th—*greater make whole*, 5th—*dismissal* (elementals only), 6th—*hold monster*, 7th—*repulsion*, 8th—*banishment* (elementals only), 9th—*prismatic sphere*.

Ruins Domain

Granted Powers: You sense nature's creeping reclamation of what once belonged to the civilized world and understand how to ensure ruins that hold power or significance will persist.

- **Ruin Touch (Su):** You can strengthen or weaken objects with your touch. With a melee touch attack, you can increase or decrease the hardness of an object (up to a 10-foot cube) or construct by an amount equal to half your druid level (minimum 1) for 1 minute. You cannot reduce an object's hardness below 0, and the same target cannot be affected by this ability more than once. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.
- **Remembrance (Sp):** At 4th level, when within a ruin or other structure that is no longer claimed by civilization, you can call upon the wisdom of the land and its long-dead residents. Once per day for every 4 druid levels you possess, you can cast divination as a spell-like ability. Additionally, if you are within ruins when you cast commune with nature, you gain information about the crumbling structures around you as though they were part of nature.
- **Surefooted (Ex):** At 8th level, your speed is not reduced by difficult terrain unless the terrain has been magically manipulated to impede motion.

Domain Spells: 1st—*magic stone*, 2nd—*stone call*, 3rd—*meld into stone*, 4th—*rusting grasp*, 5th—*commune with nature*, 6th—*stone tell*, 7th—*statue*, 8th—*earthquake*, 9th—*clashing rocks*

Spider Subdomain

Associated Domain: Verminkind.

Replacement Power: The following granted power replaces the vermin companion ability of the Verminkind domain.

- **Unseen Veil (Su):** As a swift action, you can activate an invisible, intangible web around yourself in a radius of 10 feet per cleric level, to a maximum of 60 feet. The web allows you to sense all creatures that are in contact with the ground as per tremorsense and lasts for 10 minutes per cleric level. You can use the unseen veil ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—web, 3rd—poison, 4th—giant vermin.

Verminkind Domain

Granted Powers: You have an innate understanding of vermin. You gain Handle Animal as a class skill and are able to use it to influence vermin and swarms.

- **Disgusting Touch (Sp):** You can cause a creature to become sickened as a melee touch attack. This ability lasts for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.
- **Vermin Companion (Ex):** At 4th level, you gain the service of an animal companion. Your effective druid level for this animal companion is equal to your cleric level –2. You may choose any vermin on the druid animal companion list.

Domain Spells: 1st—*ant haul*, 2nd—*summon swarm*, 3rd—*vermin shape I*, 4th—*vermin shape II*, 5th—*insect plague*, 6th—*swarm skin*, 7th—*creeping doom*, 8th—*antipathy*, 9th—*foresight*.



Traits

The following character traits provide further options to demon worshippers.

Abyssal Healing (Buer): *The Abyss bids you be fecund, grow and fatten for the final slaughter!* You add +1 to the total when rolling for the results of a *cure* spell, but can receive no more than the maximum allowable amount.

Abyssal Howling (Buer): *AYEEAGHA! AYEEAGHA!* Once per day you can make an Intimidate check as a free action, with a +1 trait bonus to the check.

Apotropaic Magic (Pazuzu): *Pazuzu will not be thwarted by minor evils and their tiny curses, who fly before the mighty demon wind!* You gain a +2 profane bonus to saving throws against curses and +1 to Intimidate skill checks.

Attendant of the Crucible (Lord of Many Forms): *The path to the Tower is sometimes unpredictable and one must use their wits to remember how to return.* You may class Knowledge (geography) as a class skill and use it to successfully navigate your way around cities, as well.

Beholder of the Obelisk (Morcheox): *The obelisk you carry has depths you cannot imagine, but He Alone will reveal to you.* Gain a +2 trait bonus to concentration checks.

Blood-Queen's Blade (Thurin'Waethil): Blood is the true marker of whether your wrath, and the Blood Marshal's, has been truly heard. Add +1 to damage due to confirmed critical hits with a slashing weapon.

Companion to the Monstrous Hand (Yog Muan): *This beast may be the Hand of Yog, if only we knew!* You gain +1 on skill checks to identify monsters.

Contemplator of the Maze (Pasiphae): *The maze, the sacred gauntlet of capability, how simple it seems...* You may cast (i)know direction or (i)arcane mark as a spell-like ability once per day.

Counter's Tally (Ayporos): *I know what that take is, I can be trusted not to skim more than my share.* You gain a +1 trait bonus to Appraise, and Appraise is always a class skill for you; once per day your Appraise check can and must be revealed secretly to you by the GM.

Crusher of Skulls (Gomm-Thog): *Crush'em skulls, get'er brains, eat'em up, GAAAAAH!* You add +1 to all confirmed critical hits made with bludgeoning weapons.

Dark Aristocrat (Zaqqit): *The party next week at Lord Balthus' will be the one where we make sacrifice to Our Lord Disbeliever.* You gain a +1 trait bonus to Knowledge (nobility), and gain a +1 trait bonus to Diplomacy when dealing with aristocrats.

Dedicated to Demons (Faith): You call us a cult, but we are the Dedicated! We defy all you who would call us garbage! You add +1 to the DC of those attempting to Intimidate you, and +1 to your saves vs. fear and compulsion effects.

Demonaic Disbelief (Zaqqit): *There is no power but the power I wield, and nothing can convince me otherwise!* You gain a +2 trait bonus to all saves vs. illusions.

Demonic Machinist (Pasiphae): *To see gears cut the prisoner, needles pierce the woman sneaking out at night, oh, oh, such ecstasy!* You gain Disable device as a class skill, and gain +1 to Disable Device skill checks.

Destroy them All! (Yog Muan): *You will not rest until the last of them has been destroyed...* Pick a monster subtype (must be a subtype); you gain +2 to damage on critical hits against this subtype.

Faithful of the Demon Lords (Faith): We stand armed and dangerous before the bloody fields of history! Your traffic with demonic power grants you a +1 profane bonus to Intimidate and Spellcraft, and one of those skills is always a class skill for you.

Fear the Queen (Karzerothrone): *Oh, dread Karzerothrone. Eat me last, please, eat me last...* When you are under a fear effect, you gain +1 to one of your other saving throws while the effect lasts.

Hostile Solitude (Morcheox): *Alone in space, a destiny devoutly to be wished...* You gain +1 to a saving throw of your choice when you are not adjacent to any other creature.

Inexplicable Knowledge (Naehemoth): *The voices hum, I answer, I know not why, or how, I just know.* You may make a skilled Knowledge check 1/day for a Knowledge skill you have no ranks in or is not a class skill.

Initiate of the Evening Shades (Dark Mistress): *You have passed the tests, and have been initiated into the elite assassin's guild.* You gain +1 to damage when applying damage from sneak attack or in the surprise round.

Keeper of Myriad Sins (Tajam'muhur): *Begin the list, the figures of sin: Ajak, sin of want, Bator, sin of hate, Corrost, sin of waste...* You gain 1 temporary hit point/level, to a maximum of 7.

Necromancer of Balakor (Balakor): *A desperate demon-lord of the ghostly undead can make promises that you can benefit from.* Incorporeal undead you create, summon or control gain +2 hit points, but only while you control them.

NewGods War Neutralist (Faith): *The Cormazog Alliance rejected your kind, but that legacy defines you even today...* You may ignore ½ your character level in channeled negative energy per day, and gain +1 to saves vs. divine spells with the compulsion or good descriptor.

Pack Mentality (Tajam'muhur): *We are one, we are legion, we will pull down their works and thrive.* You gain +1 to hit when adjacent to 2 or more allies.

Poisoner's Ease (Karzerothrine): *The spider, the centipede, all are resources like surface cattle.* Choose any single poison; when you attempt to inflict this poison on an enemy, the DC to resist it increases by 1. Additionally, you do not risk poisoning yourself whenever you handle or apply poison taken from a venomous creature.

Proficient with the Test (Dark Mistress): *Bring the examiners on, I am proficient with the test!* You gain a +2 trait bonus to Knowledge (religion) checks.

Refugee of Bhaal-aak (Balakor): *Though we few are scattered, we will know one another by certain signs.* You may cast *detect the faithful* once per day as a spell-like ability, with your character level as your caster level.

Sacred Tolerance (Ayporos): *Deep Blue, Deep Blue, oh how I do love you...* Once per day you may reroll a saving throw against the effects of a drug, or an addiction saving throw.

Scion of Never-Twice (Lord of Many Forms): *You do not hold the same thought, vision, or moral twice in your mind, a daunting and chaotic task.* Gain a +2 trait bonus

against lawful spells and paralysis effects.

Speak the Name (Pazuzu): *I have spoken 'His' name, there is no turning back... Pazuzu, Pazuzu, Pazuzu!* You have spoken the name of Pazuzu, and now are His creature. You gain +2 to saves against disease, and can invoke a +1 profane bonus to 1 Will save, once per day. You cannot be the recipient of any spells with the 'Good' descriptor. You can replace any trait with this trait at any time, provided it is the only religion trait you possess.

Unholy Insensitivity (Gomm-Thog): *Thick head, thick head, you can't hurt my thick head...* Once per day you may negate 1d6 points worth of precision or critical hit damage, typically from being hit in the head.

Unsqueamish (Naehemoth): *The foolish revulsion at vermin and gore is the mark of a useless mind.* You gain a +1 trait bonus on saves fear and horror-based effects.

Vengeful spite (Thurin'Waethil): *They took what you had; destroy it, and all, lay waste and walk away.* Once per day you can combine an Intimidate check with a successful melee or magical attack, but only against a target that has successfully attacked you previously.

Summary of Demon Lords of Porphyra

Name	AL	Worshippers	Domains	Subdomains	Favored Weapon	Favored Animal
Ayporos	CE	Addicts, administrators, embezzlers, smugglers	Evil, Knowledge, Repose	Fear, Intuition, Souls	Syringe spear	Poison dart frog
Balakor	CE	Living ghouls, necromancers, refugees of Bhaal-aak	Darkness, Death, Ruins	Borders, Loss, Undead	Light hammer	Goat
Buer	CE	The dying, the maimed, poachers	Animal, Evil, Healing	Fur, Genocide, Resurrection	Starknife (buerite unguit)	Deer
The Dark Mistress	CE	Evening Shade assassins, fetchlings, skulks, residents of Shadowlight	Charm, Earth, Evil	Demon, Lust, Metal	Any light slashing weapon	Fox
Gomm-Thog	CE	Bugbears, cave giants, goblins, orcs, trolls	Chaos, Evil, Strength	Cannibalism, Demon, Ferocity	Greatclub	Bear, boar
Karzerothine	CE	Drow, half-drow, driders, sentient vermin, and those who dwell below.	Chaos, Darkness, Evil, Verminkind	Demon, Fear, Loss, Spider	Heavy flail	Giant spider
Lord of Many Forms	CE	Doppelgangers, oozes, wizards of the transmutation school	Chaos, Evil, Trickery	Demon, Polymorph, Protean	Unarmed strike	Caterpillar
Morcheox	CE	Apocalyptic, astronomers, lycanthropes	Chaos, Fire, Void	Ash, Entropy, Isolation	Bola	Wolverine
Naehemoth	CE	Berserkers, madmen, seekers of forbidden lore	Darkness, Evil, Madness	Demon, Insanity, Night	Machete	Centipede
Pasiphae	CE	Evil wizards and bards, cheaters and philanderers, trapbuilders, dwarves	Artifice, Chaos, Charm	Captivation, Anarchy, Trap	Dwarven double waraxe	Mule
Pazuzu	CE	Antipaladins, harpies, tengus	Air, Animal, Chaos	Demon, Feather, Wind	Longbow	Hawk
Tajam'muhur	CE	Slum dwellers, tribal humanoids, vandals	Chaos, Destruction, Evil	Demon, Hatred, Riot	Whip	Lemming
Thurin'Waethil	CE	Berbalangs, chupacabras, giant bats, vrolikai, vargouilles	Evil, Protection, War	Blood, Corruption, Solitude	Longsword	Vampire bat
Yog Muan	CE	Anti-theists, murderers, species supremacists	Chaos, Death, Evil	Demon, Genocide, Murder	Any	Iguana
Zaqqit	CE	Antipaladins, fallen nobility, forlarren, giants, turncoats	Chaos, Evil, Nobility	Betrayal, Entropy, Hubris	Greatsword	Swan

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